

Series Baseball

DATE

DETAILS

HITS / ERRORS

	1	2	3	4	5	6
-	1H	2H	3H	4H	5H	0
=	1H	2H	3H	4H	5H & Error	3H
+	1H	2H	3H	4H & Error	5H & Error	6H

STRIKE OUTS

	1	2	3	4	5	6
Normal	1K	2K	3K	4K	3K	0
*	1K	2K	3K	4K	3K	1K
**	1K	2K	3K	4K	3K	2K

HOME RUNS

	1	2	3	4	5	6
Normal	HR	HR	0	0	0	0
*	HR	HR	HR	0	0	0
**	HR	HR	HR	HR	0	0

SCORING

A. Every 3 **Hits** = 1 **Run**

B. Each **HR** is potentially worth an additional 3 **Runs**.

STEP 1 : Hits - (Strikeouts + HR) = ??

STEP 2 : For each HR (and if any hits remain from step one) upto 3 additional Hits can be converted into Runs.

Where no **Hits** remain (from **STEP 1**), then no extra runs are Scored - it's a solo HR

C. Tied Games

The team with the least errors wins by one run (a run is scored on an error).

D. Game is still tied (equal or no errors)

Teams Roll (1,2,3 for a run scored on an error) until one team is a clear winner. Home team always has the final chance (batting second).

Jason Staben © 2015

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Final	R	H	E
AWAY			
HOME			
AWAY PITCHER	SKILL	SO	WIN/LOSS
HOME PITCHER	SKILL	SO	WIN/LOSS
AWAY HITTER	SKILL	HR	RBI
HOME HITTER	SKILL	HR	RBI

RESULT