

"And the Pitch..." Instructions

"And the Pitch..." is based on the original "Extra Innings" which was developed by Jack Kavanaugh with enhancements from various gamers, as well as many ideas I've had bouncing around in my head since I started playing baseball sims as a kid (oddly enough, with the Third Edition of "Extra Innings"). All copyrighted materials and ideas presented here are reprinted with the permission of Jack Kavanaugh or the innovative gamer.



"And the Pitch..." has its' origins heavily based in "Extra Innings", a game designed in the late 60s and first published in the 1970s by Jack Kavanaugh. If you've played "Extra Innings" before, you'll find much of the material here redundant. But, don't just skim through the manual, as there have been subtle changes made throughout the game. In fact, if you've memorized the "Extra Innings" game charts, it's time to learn them all over again!

Rating players in "And the Pitch..." is very similar to "Extra Innings". The key difference here is that all ratings are done when comparing a player to the rest of the league they're in, not the whole league. This is such an important fact that I'm going to repeat it. The ratings derived in this game are based on the players as they related to the performance of the other teams' players in their league, but assumes (rightfully) that they do not face their own pitching staffs or their own hitters. Thus, when Babe Ruth was the only player hitting homers in his league, the pitchers on the Yankees with similar stats to pitchers not on the Yankees would receive different ratings. Why? Well, a pitcher on the Yankees wouldn't have faced Ruth, so to get him to perform realistically, you

couldn't include the Yankees hitters' stats when rating him. It may sound confusing, but is a marginally more accurate way to rate players. This is made easier given the computing power today.

While I would like to take it for granted that anyone wishing to play table baseball knows how to score a game, let's make sure we are all using the same basic techniques. "And the Pitch..." is explained (and charted), for brevity, by using the standard numbering of positions, used by all who keep score sheets. These are: Pitcher (1); Catcher (2); First Baseman (3); Second Baseman (4); Third Baseman (5); Shortstop (6); Left Fielder (7); Center Fielder (8); and Right Fielder (9). From here on we'll relate positions to these numbers. Now, let's start learning the game.

The two charts which you will use constantly (until you've memorized them) are the First Roll Chart and the Second Roll Chart. They've been condensed to their numerical expressions for convenience. In a nutshell, each batter/pitcher confrontation consists of two rolls. You make the first roll and then consult the First Roll Chart. Some rolls terminate a plate appearance for the batter, such as a walk. Some have an automatic effect on the second roll, such as a signaled error. Others have a possible effect, such as a signaled double play (when followed by an out), which may or may not be included in the plate appearance. Still yet, there are some results from the first roll which are never included in the outcome. Also, you always read the dice in this sequence: red-white-green. This provides a total of 216 combinations (6x6x6) arranged from 1-1-1 through 6-6-6.

FIRST ROLL CHART – Let's look at the First Roll Chart in depth.



1-1-1 thru 2-6-6: In this range of rolls, a potential walk can occur. Check the pitcher's walk rating, and cross-reference that with the batter's walk rating to find the end of the walk range for this plate appearance. For example, for a pitcher with a walk rating of 1-5-3 against a batter who is rated MW1, the walk range would be 1-1-1 thru 1-3-6. On a roll of 1-4-1 thru 2-6-6 for this plate appearance, you would have "no result" and would proceed directly to the second roll. Note that times hit by pitch, instead of a generic outcome, as was included in "Extra Innings", is included when computing walk ratings.

3-1-1 thru 3-1-6: Regardless of the double play rating of the defensive team, if there is a runner on first (there may be others on base as well), this roll signals a potential double play. Proceed to the second roll, and if the batter does not get a hit, ignore the Second Roll chart, and record a double play as outlined on the First Roll Chart. Note that any other runners on base advance one base.

3-2-1 thru 3-3-6: If the first roll falls within the defensive team's double play range, and there is a runner on first (there may be others on base as well), this roll signals a potential double play. Proceed to the second roll, and if the batter does not get a hit, ignore the Second Roll chart, and record a double play as outlined on the Double Play chart. Note that any other runners advance one base.

3-4-1 thru 3-5-4: If the first roll falls within the defensive team's double

play range, regardless of the base runner situation (other than bases empty, of course), this roll signals a potential double play. Proceed to the second roll, and if the batter does not get a hit, ignore the Second Roll chart, and record a double play as outlined on the Double Play chart. Note that any other runners advance one base.

3-5-5 thru 3-5-6: If followed by a line drive to an infielder, the batter lines out into as many outs as possible. Score the play as a lineout and subsequent plays made on the lead runner(s).

3-6-1 thru 3-6-6: These results are explained thoroughly on the First Roll chart.

4-1-1 thru 6-2-6: This is the potential error range for the defense. You will want to make either a mental or pencil notation of the first roll as, unlike "Extra Innings", "**And the Pitch...**" rates each player individually for errors as well as for each position they play. If the first roll falls within 4-1-1 to the upper range of the first defensive player to field the ball, charge an error to the defensive player. The error will either replace an out or be added on to the end of a hit. If the Second Roll chart signals a foul out, charge an error to the defensive player, however, the batter begins again at the first roll. If there are runners on base when the error occurs, the action is handled the same way as described in the Advancing On Base Hits chart.

6-3-1 thru 6-4-4: These results are all injuries and are explained thoroughly on the First Roll chart.

6-4-5 thru 6-6-6: This section is reserved for any rare events chart you would like to implement.

As you can see, some results from the First Roll chart end a batter's plate appearance, some may have an effect on the second roll, or some have no effect at all on the second roll.



Learning which rolls have such effects quickly decreases the time required to play "And the Pitch...".

SECOND ROLL CHART - After you have made the first roll, it either has had no application in the present situation; directly affected the batter; or signaled an effect on the batter's action on the second roll (such as an error to be charged or a double play to be made if runners are on base). You now make the second roll. You are going to learn if the batter has made a base hit or an out.

Please now look at the Second Roll Chart. We have provided you with a great variety of play actions condensed into a small piece and very easily memorized with a little practice.

Every reading on this chart is a form of a putout. However, the first thing checked when the Second Roll is made is whether the reading is a base hit for this batter. Each player is given a base hit range on the team rosters. This hitting range starts at 1-1-1 and reads upward to that batter's rating.

For the purpose of learning the play of the game, you read the three dice (always in sequence: red, white, green). If the reading is within the batter's hitting range you record his safe hit and look further to know if it is a single or an extra base hit. The batter's power ratings give you the result. For example, if a player has ratings of HR: 1-1-1, T: 1-1-3, D: 1-2-6

and S: 2-5-6 a roll of 1-1-1 would be a home run; a roll of 1-1-2 or 1-1-3 would be a triple; a roll of 1-1-4 thru 1-2-6 would be a double; finally, a roll of 1-3-1 thru 2-5-6 would be a single.

Let's look at how pitchers adjust the hitting ranges of batters. Each pitcher is rated for home runs allowed, doubles allowed and singles. We have made the assumption that triples are solely a characteristic of batters. After you have obtained the batter's hitting ranges for home runs, triples, doubles and singles, you must adjust each of these ranges based on the pitcher they are facing. A pitcher's ratings either increase or decrease home runs, doubles and singles ranges. Unlike "Extra Innings", in "And the Pitch...", a pitcher may increase one of the ratings while decreasing another.

If a pitcher has a positive rating, increase the batter's range for that type of hit. If the pitcher has a negative rating, decrease the batter's range for that type of hit. Adjustments to extra base hits are cumulative, as the entire extra base hit range "slides" with the others, whereas singles is a flat adjustment. This sounds confusing, but hopefully is easier with an example.

Say that 1953 Hal Jeffcoat of the Chicago Cubs is facing 1953 Ray Moore of the Brooklyn Dodgers. Jeffcoat's hits are:

HR	T	D	S
1-1-5	1-1-6	1-2-3	2-3-3

Ray Moore has a +2 home run rating, a -2 doubles rating, and a -12 singles rating.

For home runs, add two lines (always remember you are counting from base six) to Jeffcoat's home run rating of 1-1-5 to arrive at 1-2-1. Jeffcoat has one triple line, so that triple "slides" up to 1-2-2. Jeffcoat has 3 doubles lines

(from an original 1-2-1 to an original 1-2-3). Subtract 2 (Moore's rating)



and give him one double line, or a rating of 1-2-3 for doubles. Now, to figure singles, we simply take his original 2-3-3 and subtract 12 lines to 2-1-3. Below are Jeffcoat's adjusted hitting ranges facing Moore.

HR	T	D	S
1-2-1	1-2-2	1-2-3	2-1-3

It may sound confusing at first, but will become quite easy to do for almost all pitchers quickly. Remember that the number of lines, and thus the range, for each type of hit can never be less than zero, and may never overlap.

To find where the ball was hit (on a base hit), consult the Second Roll chart (explained below) the same way as if it were an out. If the second (white) die is a one, it is an infield hit. Infield hits are to the player designated by the third (green) die.

Now, only if the first roll is not a base hit (and the hitting range for all batters starts at 1-1-1) do you consult the Second Roll Chart for the form of the putout. Even though most of the low range - starting at 1-1-1 - will be interpreted as base hits, we have begun our chart with 1-1-1 and ended with 6-6-6. These are all given as put outs and are divided into zones to describe the manner of putout.

From 1-1-1 up to 3-6-6 (when not a base hit) is a fly out. We read the third die (green) to tell us which outfielder caught the ball (7 is left fielder; 8 is center fielder; 9 is right fielder). The chart is also divided to show variations in action according to the number of

outs when the roll is made and whether the batter is left- or right-handed. The designations are weighted to provide more pulled balls and to have the center fielder handle more fly balls than the other outfielders. Basically, a one or two on the green die goes to left field; a three or four always to center field; a five or six to right field. Departures from this pattern are on the two and five. (I assure you, you will have even this nuance memorized after not too many games played so that you will know - even without looking at the Second Roll Chart - which outfielder caught the ball when a roll in the 1-1-1 thru 3-6-6 zone is not a base hit.)

The next zone runs from 4-1-1 thru 4-4-6 and all such rolls are infield pop outs. It is always a pop fly (or foul ball) caught by the player whose score card designation corresponds with the number of the green die. The exception is a "one" on the green die. The ball goes to the second baseman if the batter is left-handed; to the shortstop if he is right-handed. Otherwise, if a 2, to the catcher; a 3 to the first baseman; a 4 to the second baseman; a 5 to the third baseman; a 6 to the shortstop.

Normally, only the green die provides the final designation. However, when the white and green dice are the same, read this as a line drive (ignore 2-2, the catcher). Should a hit-and-run play be on, the line drive reading would provide a double play. (For more info on the hit-and-run, see the section later in this manual on the Hit and Run Chart.)

The next zone, 4-5-1 thru 6-6-6 covers ground balls. These have been divided into two groups: with no runner on first base and with a runner on first base (setting up a possible force play). As we can now include the pitcher (1) among the designations each green die reading explicitly

directs the ball to the appropriate position. There are some notations at



the bottom of this chart, referring to SD and LD fielders. These effects are sufficiently explained on the Second Roll chart. Also, defensive range ratings are explained below.

Finally, at the bottom of the Second Roll Chart is the strikeout chart. For this chart, for any out, regardless of the "range" it falls in (fly ball, pop up or ground ball), consult the strikeout chart first to determine if the result is a strikeout. Cross reference the pitcher's strikeout rating and the batter's strikeout rating to find the beginning of the "strikeout range". This range starts at this number and ends at 6-6-6.

Let's review the Second Roll Chart. Memorizing it is the key to speedy play. You'll soon learn to disregard the non-applicable and interpret each roll at a glance. The first die (red) gives you your first information. As you become familiar with the hitting lines assigned to various batters, you will know if the one at bat has a hit or not. You might have to consult his rating to be sure, if the roll is in the high-end "hitting range", starting with a two or three on the red die. However, for the most part, the roll will signal an out and, if below 4-1-1, handled by an outfielder. If 4-1-1 or higher, it will be handled by an infielder (pitcher and catcher included) and be a ground ball if between 4-5-1 and 6-6-6. Try to learn that step first. The designations by positions, being keyed, almost entirely, to scorecard position numbering, will be assimilated as you play the games. Remember, though, to always consult the strikeout portion

of the Second Roll chart first (even if the result is a potential fly out).

Defensive Range Ratings – Note that on certain second roll results, the defensive player's range rating can alter the outcome. There are two ratings (three if you count "neutral") for the defensive range of a player. They are: SD for Superior Defense and LD for Limited Defense.

Stealing Bases – There are virtually no stealing restrictions in "And the Pitch...". It is up to the gamer to use the stolen base realistically, as with any other maneuver in the game. To attempt a stolen base, the offensive manager must announce his intentions before the first roll. A first roll is done to determine a possible error range only. Note the first roll result, and proceed to the second roll. The base stealer's success rating is his SB rating on the roster. If the catcher has a T-1 arm, decrease his range by one on the first (red) die (say, from 4-5-3 to 3-5-3). If the catcher has a T+1 arm, increase his range on the second (white) die by three (say, from 4-5-3 to 5-2-3). Determine, based on the roll whether the base stealer was successful or not. If safe, credit him with a stolen base; if out, credit him with a caught stealing. If the third (green) die is one, two or three, check the first roll potential error number against the catcher's error rating to determine if an error was made on the play by the catcher. If the third (green) die is a four, five or six, check the first roll potential error number against the fielder's error rating to determine if an error was made on the play by the fielder. If an error was made, advance all base runners one base is the steal was successful. All runners hold if the steal was unsuccessful before the error. With a right-handed batter at the plate, the second baseman is the fielder. With a left-handed batter at the plate, the shortstop is the fielder.

For steals of third, reduce the stealer's success rating by one on the first (red)



die (say, from 4-5-3 to 3-5-3). The catcher's arm rating adjustment still applies. Only base runners with 20 or more stolen bases for that season may attempt a steal of third. The third baseman is always the fielder for any potential error on a four, five, or six as mentioned above.

For steals of home, reduce the stealer's success rating by three on the first (red) die (say, from 4-5-3 to 1-5-3). Ignore any adjustment for the catcher's arm. Only base runners with 30 or more stolen bases for that season may attempt a steal of home. On steals of home, ignore any potential error if the third (green) die on the second roll is a four, five or six).

Now, let's look at some of the other charts included in "And the Pitch..."

Infield All The Way In Chart – Consult this chart if the defensive manager calls the infield in (before the first roll), and only if the second roll results in a ground ball. The chart sufficiently covers the results.

Infield Half-Way In Chart – Consult this chart if the defensive manager calls the infield in half-way (before the first roll), and only if the second roll results in a ground ball out. The chart sufficiently covers the results.

Advancing On Base Hits Chart – Consult this chart for any base advancement by runners on a batter's hit. Adjustments are made for defensive ratings and runner ratings

and are explained sufficiently on the chart.

Hit and Run Chart – Unlike most game which lump player's ability to perform the hit and run into generic groups of talent, "And the Pitch..." uses the batter's hitting abilities to define the outcome for the hit and run play. Consult this chart if the offensive manager calls for the play (before the first roll).

Sacrifice Fly Option Chart – Many games build sacrifice flies into the game. "And the Pitch...", however, give the offensive manager the chance to try to score from third on a fly ball, or advance from second to third by calling for the sacrifice fly (before the second roll).

Squeeze Play Chart – Consult this chart if the offensive manager calls for the squeeze play (before the first roll). Note: Treat the "Infield Half-Way In" the same as the infield in.

Sacrifice Bunt Chart – Consult this chart any time the offensive manager calls for the sacrifice bunt (before the first roll). Note there can not be a runner on third.

The table gamer who adopts "And the Pitch..." has the tools to use to alter the game in any particular he/she wishes. Please feel at liberty to do so.

Note: A lot of gamers like to play in "draft" leagues. For a team's double play rating in a draft league create a team DP range by setting it to 3-1-1 thru 3-3-5. Make the following adjustments: If SS is SD add two lines. If 2B is SD add two lines. If 3B or 1B is SD add one line for each. For LD players at infield positions reverse the above process and deduct lines.