

OOTL Steal Allowance and Hit & Run Charts

SAL	Runner on first may steal second ...	Runner on second may steal third ...	Runner on third may steal home ...
A	ANYTIME	ANYTIME	ANYTIME
B	ANYTIME	only with less than two out	only with one or two out
C	only when behind by one or two runs, tied or ahead by one or two runs; (after 6th inning, when behind by one or two runs, tied or ahead by any number)	only with less than two out and behind by one run, tied or ahead by one or two runs	only with two out and behind by one or two runs, tied or ahead by one or two runs
D	only with one or two out and behind by one run, tied or ahead by one run; (after 6th inning, with any number of outs when behind by one run, tied or ahead by any number)	only with one out and behind by one run, tied or ahead by one run	only with two out and behind by one run or tied in 5th inning or later
E	only with two out and behind by one run, tied or ahead by one run; (after 6th inning, with any number of outs when behind by one run, tied or ahead by four or less runs)	only with one out and behind by one run or tied	only with two out and behind by one run or tied in 7th inning or later
F	only with two out and behind by one run or tied in 7th inning or later; (in extra innings, with any number of outs when behind by one run, tied or ahead by one or two runs)	only with one out and behind by one run or tied in 6th inning or later	NEVER
G/R	only with two out and behind by one run or tied in 8th inning or later	NEVER	NEVER
N	NEVER	NEVER	NEVER

Exception: Any runner with a SAL of B through R may attempt a steal of second *anytime* he is not held on first (NH).

If a runner is ineligible to steal, SALs lose numbers as follows: A=(-0), B=(-2), C=(-5), D=(-7), E=(-10), F=(-12), G=(-15), and R=(-20); and then, is subject to Master Game reductions, (i.e., stealing 3rd & home).

Note: On any steal attempt (or any other board result) in which a ball or strike must result but is not specified, rule a *strike* if the first dice roll of the play is *odd* or a *ball* if it is *even*.

Hit & Run	Runner SAL	A-D	E-G (G28 or lower)
	Runner eligible to steal	13 - Strike; runner attempts to steal	13 - Strike; runner attempts to steal
		14 - Ball; runner attempts to steal	14 - Ball; runner attempts to steal
	Fast runner not eligible to steal	13 - Strikeout; runner attempts to steal	13 - Strikeout; runner attempts to steal losing 6 additional SSN points
		14 - Ball; runner attempts to steal	14 - Ball; runner attempts to steal losing 3 additional SSN points
	Non-fast runner not eligible to steal	13 - Strikeout; runner attempts to steal	13 - Strikeout; runner attempts to steal losing 10 additional SSN points
		14 - Ball; runner attempts to steal	14 - Ball; runner attempts to steal losing 5 additional SSN points