

OOTL Bunt for a Hit Chart

Rules:

1. All batters are eligible.
2. Only allowed in a Bases Empty situation.
3. Only one dice roll attempt allowed per 9 inning game.
4. An additional attempt is permitted in an extra inning game, but only one attempt can occur in extra innings.
5. This is a two-step process which allows for Defensive rolls.

Step One: ***Offense calls, "Bunt for a Hit"***

- Play results 0-11: reference Bases Empty page. If a hit against the current pitcher, rule as a hit; if not, go to Step 2 for defensive roll.
- Play results 13, 14 & 42: Same process as for a normal roll. Attempt is used.
- Play results 15-23, and 31: Qualify for Step 2. Attempt is used.
- All other play results: 12, 24-30 & 32-41 are outs. Attempt is used.

Step Two: ***Defense rolls one die in effort to make the putout***

- Defense infield grade 1: 1-4 are outs; 5-6 are singles.
- Defense infield grade 2: 1-3 are outs; 4-6 are singles.
- Defense infield grade 3: 1-2 are outs; 3-6 are singles.

OOTL Pickoff Play Chart

Rules:

1. Only used for Runner on First Rare Play randomization rolls of 38 & 39. Regular Runner on First page not used.
2. Runner on first cannot be one of the following: not held on; or, slow with an "R" or "N" SB letter.

Step One:

- If none of the three scenarios in #2 applies, go to Step Two for pickoff play defensive roll.
- Defense has the right to not attempt a pickoff play and go directly to the Rare Play board.

Step Two:

- Pitcher's Move Factor will determine grade. Use 1B Fielding Column:
 - MF 0 = 1B-2 Fielding
 - MF+1 = 1B-3 Fielding
 - MF+2 = 1B-4 Fielding
 - MF+3 = 1B-5 Fielding
- Defensive roll results: Fielding 1: runner picked off (A-1 PO-3); Fielding 2: Go to Rare Play board; Fielding 3: E-1 runner to 2nd.