

## 2003 TBL Ready Reference Sheet

ERROR RANDOMIZER			RARE PLAY RANDOMIZER		
11-21 (PL-19)	31-21	51-19	11-36	31-39	51-40
12-21 (PL-19)	32-20	52-19	12-36	32-39	52-40
13-19 (PR-21)	33-20	53-19	13-36	33-39	53-40
14-19 (PR-21)	34-20	54-19	14-36	34-39	54-40
15-20 (PL-18)	35-20	55-15	15-36	35-39	55-41
16-18 (PR-20)	36-20	56-15	16-36	36-39	56-41
21-15 (PR-17)	41-18	61-16	21-37	41-40	61-41
22-17 (PL-15)	42-18	62-16	22-37	42-40	62-23
23-22	43-18	63-16	23-37	43-40	63-23
24-22	44-18	64-17	24-38	44-40	64-23
25-22	45-18	65-17	25-38	45-40	65-23
26-21	46-18	66-HBP*	26-38	46-40	66-INJURY**

\* Injury from Error Randomizer: batter is hit by pitch (even if pitcher is HB0) and must leave the game. Use the TBL Injury Severity Chart to determine the effective J-factor. The effective J-factor is the number of games the player must miss.

\*\* Injury from Rare Play Randomizer: Roll again to determine the RP number and determine the play result. If the result comes from the RP boards, the player whose defensive rating was checked is injured. If no player is specified, the pitcher is injured. If "Infield" or "Total Defense" is checked, an injury occurs only if indicated on the RP boards. If the play is a sacrifice and the position for that line on the RP boards is not involved in the play, the injury is to the pitcher. Use the TBL Injury Severity Chart to determine the effective J-factor. The effective J-factor is the number of games the player must miss.

### EXTRA PLAYER POSITIONS

	2B	3B	SS
<b>SS</b> 10	8	5	10
9	7	4	9
8	6	3	8
7	5	-	7
<b>2B</b> 9	9	5	8
8	8	4	7
7	7	3	6
<b>3B</b> 6	6	6	7
5	5	5	6

### PITCHER'S HITTING CARD

11- 7-1	31-13-6	51-13-6
12-25-7	32-26-7	52-12-7
13-13-6	33- 8-1	53-ER-6
14-30-6	34-13-6	54-32-6
15-23-2	35-13-6	55- 9-2
16-28-6	36-33-6	56-34-6
21-13-6	41-28-8	61-30-6
22- 8-1	42-13-6	62-27-6
23-27-6	43-29-6	63-32-6
24-13-6	44- 9-1	64-13-6
25-RP-2	45-14-6	65-35-8
26-13-6	46-13-6	66- 0-1

### RELIEVER REST

PITCHED	REST
< 3 IP .....	none
3-4.2 IP .....	1 day
5-6.2 IP .....	2 days
7+ IP .....	3 days
3 straight games .....	1 day

### WILD PITCHES

WP0 ... 11-13 = WP
WP1 ... 11-23 = WP
WP2 ... 11-36 = WP
WP3 ... 11-63 = WP

### PASSED BALLS

PB0 ... 11-13 = PB
PB1 ... 11-23 = PB
PB2 ... 11-36 = PB
PB3 ... 11-63 = PB

### PITCHER FATIGUE CHART

Grade	fatigues to	Grade	Grade	fatigues to	Grade
30	20	20,19	13	9	6
29,28	19	18	12	8,7	5
27	18	17,16	11	6	4
26,25	17	15	10	5,4	3
24	16	14,13	9	3	2
23,22	15	12	8	2	1
21	14	11,10	7		

TOP NUMBERS FOR STEALS OF SECOND

**ADAMS TABLES**

BOTTOM NUMBERS FOR STEALS OF THIRD OR HOME

**STEALS**

INNING(S)	1ST & 2ND			3RD			4TH			5TH			6TH			7TH			8TH			9TH ON			
	OUTS	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2
SCORE -3	20	36	27	20	36	27	24	33	30	28	30	31	26	29	30	28	28	26	24	32	27	36	36	36	
OR MORE	36	28	19	36	26	17	36	24	17	27	19	17	26	21	10	25	23	13	36	32	24	36	36	36	
SCORE -2	20	36	27	20	36	24	24	33	25	28	29	27	26	26	27	27	25	28	24	30	25	36	36	36	
	36	28	19	36	25	19	36	23	18	31	21	17	28	29	10	24	23	13	36	26	19	36	36	36	
SCORE -1	20	33	24	20	33	24	24	30	24	26	28	25	26	24	22	24	24	22	23	29	22	23	29	22	
	33	26	22	36	24	20	33	23	18	32	21	16	30	24	10	28	21	11	24	22	11	24	18	11	
SCORE TIED	20	30	21	20	30	21	22	29	23	25	27	24	26	24	22	23	24	20	22	28	19	22	28	18	
	36	28	20	36	25	18	33	23	16	30	20	14	33	22	12	31	21	12	32	21	11	25	18	11	
SCORE +1	21	30	18	21	30	18	22	29	18	23	25	18	26	24	20	23	23	20	21	27	19	21	27	19	
	36	24	18	36	22	17	36	18	17	32	23	16	31	20	11	32	21	11	36	22	11	36	22	11	
SCORE +2	17	27	18	17	27	18	20	27	20	24	27	22	27	26	22	22	25	22	21	28	17	21	28	17	
	36	20	14	36	20	12	36	20	11	35	28	11	33	20	11	32	20	11	29	22	11	29	22	11	
SCORE +3	15	23	18	15	23	18	20	26	20	25	30	22	32	28	22	24	30	20	23	29	16	23	29	16	
OR MORE	36	20	12	36	20	11	36	20	11	36	20	11	34	15	11	34	20	11	31	22	11	31	22	11	

1). You should generally never steal home with 0 or 1 out.

2). In the 6th inn. or later, men on 1st & 3rd, for steal of 2nd, make the following changes:

- a). 0 out; add 4 to all NEEDED chance numbers;
- b). 1 out; change all NEEDED chance numbers to 32;
- c). 2 outs; change all NEEDED chance numbers to 36.

TOP NUMBERS = TRY FOR THIRD

**ADAMS TABLES**

BOTTOM NUMBERS = TRY FOR HOME

**EXTRA BASE ADVANCEMENT**

INNING(S)	1ST & 2ND			3RD			4TH			5TH			6TH			7TH			8TH			9TH ON			
	OUTS	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2	0	1	2
SCORE -4	36	30	36	36	27	36	36	27	36	36	27	36	36	36	36	36	36	36	36	36	36	36	36	36	36
OR MORE	36	27	17	36	27	18	36	27	18	36	27	20	36	36	30	36	36	30	36	36	32	36	36	36	
SCORE -3	32	27	36	31	27	36	31	27	36	32	27	32	32	27	32	30	24	32	36	36	36	36	36	36	
	32	27	15	31	27	15	31	27	15	32	27	15	32	27	18	30	24	20	36	36	22	36	36	36	
SCORE -2	31	27	34	30	26	32	32	24	32	32	24	32	32	22	32	30	24	34	30	28	34	36	36	36	
	31	27	15	30	26	15	32	30	15	32	30	15	32	24	18	30	24	18	26	24	20	36	36	36	
SCORE -1	35	26	32	35	25	32	34	25	32	33	24	32	32	22	32	32	24	32	32	32	32	32	32	32	
	35	28	15	35	29	15	34	30	15	33	27	15	32	27	15	32	25	15	32	23	15	32	23	15	
SCORE TIED	32	21	32	32	22	34	30	24	34	30	24	34	30	22	34	30	24	32	32	24	32	32	24	32	
	32	22	15	32	26	15	30	24	15	30	24	15	30	24	15	30	26	15	32	28	15	32	28	15	
SCORE +1	30	26	32	28	26	32	27	25	33	27	24	33	28	20	30	30	20	30	32	34	30	32	34	30	
	30	26	15	35	26	15	35	25	15	35	24	15	35	28	15	30	24	15	32	22	15	32	22	15	
SCORE +2	27	24	30	25	24	30	24	24	29	24	23	28	24	23	27	22	22	27	30	22	28	30	22	28	
	32	24	15	32	24	15	32	24	15	32	23	15	32	23	15	32	22	15	30	22	15	30	22	15	
SCORE +3	25	22	28	23	22	28	22	20	26	22	20	25	22	20	24	24	18	22	27	18	24	27	18	24	
OR MORE	25	22	15	23	22	15	22	20	15	22	20	15	22	20	15	24	18	15	27	18	15	27	18	15	

1). Include all runs scored on play.

2). If pitcher is ≥ 18, reduce all NEEDED chances by 5.

Dice	Player J-Rating				
	J-0	J-1	J-2	J-3	J-4
1					J-1
2				J-1	
3			J-1		J-2
4					
5		J-0		J-2	
6					J-3
21					
22					
23					
24			J-2		
25					
26	J-0				
31					
32					
33					
34					
35					
36		J-1		J-3	
41					
42					
43					
44					
45					
46					
51					J-4
52					
53					
54			J-3		
55	J-1				
56		J-2			
61					
62					
63				J-4	
64	J-2				
65		J-3			
66	J-3				

- To Use:
1. Find injured player's actual J-rating at top of column.
  2. Roll dice, find row on chart for that dice roll.
  3. Cross-index row and column to find Effective J-rating.
  4. If player is a pitcher, move Effective J-rating up one, e.g. J-2 to J-1.
  5. Roll as usual on APBA injury length chart, using Effective J-rating.

ignore →

Example: Smith is a J-1, and gets injured. Rolling on this chart, we get a 55. The result is that Smith is treated as a J-2 for purposes of determining his injury length. (If Smith was a pitcher, this would be advanced to a J-1.)