

# **4<sup>th</sup> Street Baseball Basic Instructions**

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Thank you for purchasing 4<sup>th</sup> Street Baseball! This game was developed to be an accurate portrayal of the game of baseball, as well as to produce accurate statistical results.

This manual is designed to provide basic instructions on how to play the game. As you become more comfortable with the mechanics of the game, you may want to move over to the more advanced instructions, outlined in the regular instruction manual.

For a summary of the player ratings, consult the section entitled “Player Ratings” in the regular instruction manual. It would be a good idea to scan over these before continuing.

## **Playing the Game**

Select your teams, select the ballpark you are to play the game in, choose your pitchers and make out your starting lineups. Score sheets are included so that the batting order and positions can be filled in. If you elect to put your starting fielders in a stack, use a yellow card to indicate the batting position of your pitcher if you are not using a designated hitter.

Your game came with two sets of “strategy cards”. Separate these and then find all of the “Breaking Ball” and “Fast Ball” cards. The other cards are not used in the basic version of the game, and can be put away. Combine and shuffle all of the “Fast Ball” and “Breaking Ball” cards in to one deck, despite their color.

Using the players shown below, we will run through some examples in order to get you started.

Joe Pitcher										Bts	Thr	Hld	Pitches	Endur	Cls	Rn	Inj
NYA 1960										L	L	+0	82(21)	26(5)	-2	14	+4
Count		Match			vsLHB		vsRHB		Hit (-5) (0-1)				Bn		HR		D
0-0	4	Pw	L R		Fst	Brk	Fst	Brk	P	IF	OF	Pw	Bn	HR	P		
0-1	20	P	6 6	2	9	8	8	7	11	13	13	-5	16	10	4		
0-2	36	P	8 8	3	93	45	66	45	43	10	90	77	21	22	46		
1-0	39	C	9 9	4	87	73	44	44	43	10	20	57	53	53	61		
1-1	44	1B	11 13	5	64	64	64	75	43	10	80	99	53	68	41		
1-2	60	2B	19 19	6	51	87	51	89	43	10	20	88	55	56	61		
2-0	63	3B	24 24	7	43	43	44	43	43	10	20	97	22	22	9		
2-1	66	SS	33 31	8	44	44	43	43	43	10	20	98	11	22	61		
2-2	71	LF	38 35	9	43	43	43	44	43	10	20	99	22	19	9		
3-0	74	CF	44 41	10	89	89	89	64	43	10	20	88	22	54	71		
3-1	77	RF	49 45	11	95	75	95	66	43	10	20	78	93	55	11		
3-2	79	vsP	93 93	12	66	66	44	44	43	10	20	97	61	22	41		
Bat	99	Prk	99 99		45	41	45	41	45	10	20	97	61	29	11		
IP		G	W	L	Sv		ERA		Hits		BB/K		HR				
149.1		35/18	13	3	1		4.28		139		66/73		16				

Joe Hitter										Bts	Thr	CH	Ar	Rn	Jp	Stl	Inj
NYA 1960										R	R	+0	-5	12	0	1	+2
Count		vsLHP (+0)				vsRHP (+0)				Defense							
0-0	80	P	IF	OF	Pw	P	IF	OF	Pw	Bn	HR	C					
0-1	81	16	13	15	+1	15	14	16	+1	10	15	5					
0-2	82	2	44	10	80	57	44	10	80	97	51	22	1				
1-0	84	3	55	10	80	77	43	80	80	77	55	53	92				
1-1	85	4	43	10	70	99	75	50	90	99	53	68	52				
1-2	86	5	87	10	70	98	43	10	70	98	22	55	92				
2-0	88	6	44	10	20	97	44	10	20	88	52	56	92				
2-1	90	7	44	10	90	88	44	10	20	47	95	19	9				
2-2	92	8	93	10	90	47	85	70	90	49	61	22	32				
3-0	94	9	94	10	50	47	87	60	50	48	21	54	82				
3-1	96	10	43	10	50	49	96	10	30	97	11	53	52				
3-2	99	11	96	10	20	48	43	10	90	48	22	51	42				
		12	44	10	90	49	44	10	90	49	61	29	82				
Avg		AB	DO		TR		HR		RBI		SB		BB/K				
.252		294	12		2		14		40		0/0		40/53				

Notice that the pitcher is a lefty (his "Thr" grade is "L") and that the batter hits right-handed (his "Bts" grade is "R").

The following examples provide a tutorial as to how to play the game.

## Example #1...Batter vs. Fielder Matchup

- Select a card from the deck. This will be the type of pitch thrown to the batter. In this example, we'll assume a "Fast Ball" card was selected.
- Roll all five dice. For our first example, this is our dice roll:
  - Red d10 = 3
  - White d10 = 7
  - D20 = 8
  - First d6 = 1
  - Second d6 = 5
- Combine the two 10-sided (d10) dice...colored die first, white die second. In our example, a red "3" and a white "7" would read "37".
- Look down the "Match" column (under "L" if facing a left-handed batter, "R" if facing a right-handed batter) on the pitcher until you find the range of the d10 combination. More details are provided below (assuming that the hitter is right-haned):

Match		
	L	R
Pw	5	6
P	7	8
C	10	9
1B	14	13
2B	20	19
3B	25	24
SS	32	31
LF	35	35
CF	41	41
RF	46	45
vsP	95	93
Prk	99	99

If the d10 combo is from "00" to "06",  
the matchup is "Pw"

A roll of "07" through "08" means that  
the matchup is "P"

A roll of "09" means that the matchup  
is "C"

A roll of "10" through "13" means that  
the matchup is "1B"

So in our example of a d10 combo roll of "37", the matchup is with the CF, since "37" falls between the range of "36" through "41".

- Our matchup is between the batter and the center fielder.

- Find the batter's "OF" grade against LHP (remember, our pitcher is a lefty). This number is found in the "vs LHP" column directly under "OF", and in this case is a "15".
- Find the center fielder's "CF" grade. Since we didn't show the fielder before, let's assume that his "CF" grade is a "6". (If you look at our batter, you will see that he is a catcher with a defensive grade of "5").
- Subtract the two grades...in this case,  $15 - 5 = 10$ . If the twenty-sided die (d20) is less than or equal to this value, the batter wins the matchup. If not, the fielder wins the matchup. Since our d20 roll was an "8", the batter wins the matchup.
- Add the two six-sided dice (d6) and find the result on the player who won the matchup. Our two d6 were a "1" and a "5" for a total of "6". Looking under "OF" in the "vs LHP" column on the batter and across from the "6", we see that the result code listed there is "20".
- Find the result of the play on the "Basic Results Chart". In this case, the result is a double.

#### Example #2...Batter vs.Fielder Matchup

- Strategy card selected: "Fast Ball"
- Batter is right-handed, pitcher is left-handed
- Dice roll:
  - Red d10 = 0
  - White d10 = 7
  - D20 = 19
  - First d6 = 4
  - Second d6 = 5
- The d10 combo is "07". The matchup is "P", which means the ball is hit to the pitcher and we will use his defensive grade.
- The batter's "IF" grade "vs LHP" is "13". The pitcher's defensive ("P") grade is "4".  $13 - 4 = 9$ . The d20 is a 19, which is greater than 9, so the pitcher wins the matchup.
- The d6 total is  $4 + 5 = 9$ . Looking under the pitcher's defensive column, a "9" gives the result code of "71". On the "Basic Results" chart, this is a ground out.

### Example #3...Batter vs. Pitcher ("Control") Matchup

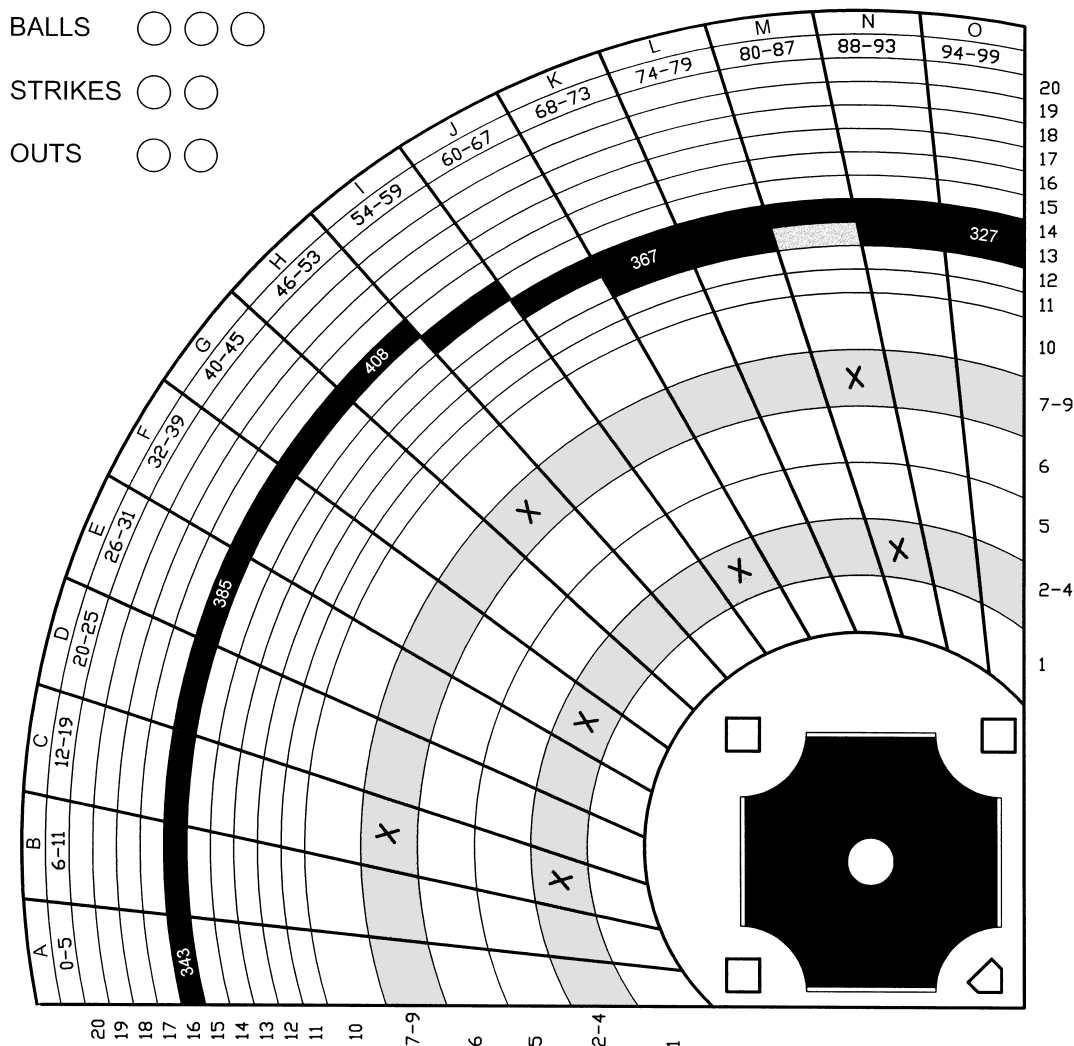
- Strategy card selected: "Breaking Ball"
- Batter is right-handed, pitcher is left-handed
- Dice roll:
  - Red d10 = 6
  - White d10 = 6
  - D20 = 14
  - First d6 = 4
  - Second d6 = 2
- The d10 combo is "66". The matchup is "vsP", which means this is a control matchup with the pitcher, frequently resulting in a walk or a strikeout.
- The batter's "P" grade "vs LHP" is "16". The pitcher's "Brk" grade "vs RHB" is "7".  $16 - 7 = 9$ . The d20 roll is greater 9, so the pitcher wins the matchup.
- The d6 total is  $4 + 2 = 6$ . Looking under "Brk" on the pitcher's "vs RHB" column and across from "6", the result code is "43". This is a strikeout.

### Example #4... Power

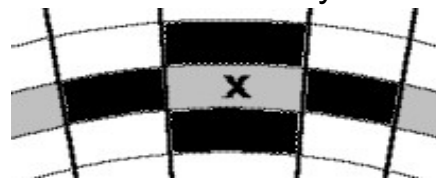
- Strategy card selected: "Breaking Ball"
- Batter is right-handed, pitcher is left-handed
- Dice roll:
  - Red d10 = 0
  - White d10 = 1
  - D20 = 9
  - First d6 = 6
  - Second d6 = 4
- The d10 combo is "01". The matchup is "Pw", which means that the pitcher "got one up in the zone", and the ball is hit deep. The batter automatically wins this matchup, and we do not need to look at any of the player's grades (the "+1" grade for the batter is used in ball park matchups).
- The d6 roll is  $6 + 4 = 10$ . Looking under "Pw" under the batter's "vs LHP" column and across from "10", we find the result of "49". This is a homerun to right field.

### Example #5...Ball Park

- Strategy card selected: "Fast Ball"
- Batter is right-handed, pitcher is left-handed
- Dice roll:
  - Red d10 = 9
  - White d10 = 8
  - D20 = 12
  - First d6 = 4
  - Second d6 = 4
- The d10 combo is "98". The matchup is "Prk", which means this is a ball park matchup. At this time, we won't need to look up any of the player grades. The batter has hit a screaming line drive which may or may not fall in for a hit.
- Re-roll the dice:
  - Red d10 = 8
  - White d10 = 6
  - d20 = 11
  - First d6 = 3
  - Second d6 = 4
- The d10 combo is "86". This roll tells us the "lane" to which the ball was hit. If you look across the top of the playing field, you'll see that "86" falls in the range listed for lane "M".



- The d20 roll tells us the depth to which the ball was hit. If the roll is 11 or higher (which in this case, it is), add the batter's "Pw" grade (in this case, "+1") to the roll.  $11 + 1 = 12$ . So this ball has been hit to lane "M", depth "12".
  - If a fielder is positioned at that depth, the line drive is automatically caught and all runners hold.
  - As shown in the diagram, if the ball is hit one zone directly in front of the fielder, one zone directly behind the fielder, or one zone to the left or right of the fielder, re-roll the d20; If it is less than or equal to the fielder's fielding grade, the ball is caught for an out and all runners hold.



- Balls that are not caught and hit land in depths 1 through 10 are singles.
- Balls that are not caught and land in depths 11-20 are doubles.
- Balls that land OVER the fence are homeruns.
- Balls that hit a shaded area of the fence bounce back to the nearest fielder and are singles.
- Balls that land in lanes “A” or “O” are hit “down the line” and are doubles, regardless of the depth (unless they go over the fence, in which case they are homeruns).
- Runners advance 2 bases on all singles, 3 bases on all doubles.
- You may choose to position your defenders in zones other than those marked with an “X”.

## **Base Running**

Runners may attempt to advance an extra base on some results. The offensive manager announces that he is “sending” or “holding” the runner on such plays. If the runner is being sent, roll a d20 and compare it to the lead runner’s “Run” grade. If the d20 is less than or equal to the “Run” grade, the runner is safe and all other runners advance. The batter does not advance.

## **Base Stealing**

When the dice are thrown, the offensive manager may announce a “steal”. If the d20 is less than or equal to the base stealer’s “Jmp” (Jump) grade, he may attempt a steal. Re-roll the d20, and if it is less than or equal to the base runner’s “Stl” (Steal) grade, he is safe. If not, he is out.

If the runner did not get a good jump, he may not attempt to steal the base.

Subtract 5 from a base stealer’s “Stl” grade if he attempts to steal third base, and subtract 10 from his “Stl” grade if he attempts to steal home.

You may only attempt to steal once during a player’s at bat.



## Bunting

A “sacrifice” may be used to move runners from first and/or second base up one base. The batter automatically wins this matchup. Use his “Bn” column to determine the result of the play.

A “squeeze” may be used in order to score a runner from third base. The batter automatically wins this matchup. Use his “Bn” column to determine the result of the play. Make the following modifications when attempting a squeeze play:

Code	Result	Suicide squeeze
21	Ball	Runner on 3 <sup>rd</sup> must attempt to steal home
22	Strike	Runner on 3 <sup>rd</sup> must attempt to steal home
60-66	Hard bunt	Runner on 3 <sup>rd</sup> scores. Batter is thrown out at first base.
90-96	Pop up	Runner on 3 <sup>rd</sup> is tagged out on an unassisted double play by the fielder

When calling for these plays, the offensive manager makes the announcement as he is rolling the dice.

## Hit and Run

A hit and run play is designed to keep a team out of a double play. The offensive manager makes his intention known as he is rolling the dice.

The batter automatically wins this matchup. Use his “HR” column to determine the result of the play.

## Injuries

Occasionally a player will be injured. Roll the d20, add the player’s “Inj” grade to the roll, and consult the injury table.

## Pitcher Fatigue

Pitchers become fatigued when the number of batters they have faced exceeds their “Endur” (endurance) grade during a game. Our pitcher’s “Endur” grade is “26(5)”, meaning that he can face 26 batters as a starter or 5 as a reliever before tiring.

After surpassing their endurance level, each time a batter successfully reaches base by hit, walk, error, or being hit by a pitch, all defensive grades are reduced by 1, including those for fielders.

You can track the number of batters faced by placing a “red card” in the lineup stack or making a mark on the scoresheet. For example, if a pitcher’s endurance grade is a “26”, the card should be placed behind the 8th batter in the opponent’s lineup ( $26 \div 9 = 2$  remainder EIGHT)...the pitcher will not experience fatigue the first two times through the order, and then begins experiencing fatigue after facing the 8th player in the lineup the third time through.

## Additional Strategies

As you become more comfortable playing the game, you may incorporate as many additional strategies into your play as you wish, all of which are found in the standard instruction manual. Here are some of the more common ones, in no particular order:

- Ball-strike count
- Holding runners
- Infield in
- Safety squeeze
- Charging infielders
- Clutch hitting
- Closer grades
- Ball park triples
- Outfielder/catcher arms
- Pitcher holding base-runners ability
- Fast ball/Breaking ball strategy
- Weather effects

## Contents Checklist

- 1 twenty-sided die (d20)
- 2 ten-sided dice (d10)...one colored, one white
- 2 six-sided dice (d6)
- 7 fielder pawns
- 4 base runner pawns
- 3 ball/strike/out pawns
- 1 ball location pawn
- 3 red cards
- 3 yellow cards
- Score sheets
- Standard instruction manual
- Basic instruction manual
- 2 standard results charts
- 1 weird play/injury chart
- 1 basic results chart
- 1 set of ball park charts for the season you ordered
- Book(s) of player ratings for the season you ordered
- 1 roster

