

PLAYER AVAILABILITY

Check to see which Players are available for the game!

This is Slow Pitch Softball! This IS NOT a Professional league with salaries. That means that those that play have to fit real life, work, family, and life commitments into their schedules. Not every Player will be available for every game. Before every game, Roll on the AVAILABILITY CHART to see who will have to miss the game!

FOCUS**A (1)****B (2 or Less)****C (3 or Less)****D (4 or Less)**

Beside the Rating on the Player Availability Chart, there is a Number. Roll 1d20. If the Number Rolled is equal to or lower, the Player is not available for the game! A team can play with as little as 9 Players. Any less available Players will cause a team to have to forfeit the game!

HOT PLAYER: When Rolling for Player Availability, if you Roll a "20", not only is that Player Available, but this Player is going to play above their normal Rating today! Increase their CONTACT and FOCUS Ratings by "1"

FIELD EFFECTS - The location and size of the Field can change from game to game. There are Three sizes of Fields (Small, Normal, Big). The size directly affects each Player's Power Rating: On a NORMAL FIELD there is NO change. On a SMALL FIELD, Add "1" to Power Rating. On a BIG FIELD, Subtract "1" from Power Rating!

To determine Field size. Roll 1d6 (1 = Small, 2-5 = Normal, 6 = Big)

PITCHER GRADE/RANGE: A (2-10), B (2-9), C (2-8), D (2-7)

For Every At Bat, Roll 1d20, 2d6, 1d12 and 2d10. The 1d20 will tell you whether you will look at the Pitcher or Batter Chart. If the play is coming off of the Batter Chart, find the Batter's Contact Rating and Roll 2d6 to determine the play. If the play is coming off of the Pitcher Chart, find the Pitcher's Rating and Roll 2d6 to determine the play. Read as 1 and 1 = "11" not "2". The 2d6 Roll can lead to other Charts!

PITCHER RATING**BATTER CONTACT RATING**

2d6	A	B	C	D	2d6	AA~	A	B	C	D
11	G1 (FC)	G1 (FC)	G1 (FC)	G1 (FC)	11	SI+	G1 (FC)	G1 (FC)	G1 (FC)	G1 (FC)
12	DEF	DEF	DEF	DEF	12	SI+	G3	G3	L4	G1
13	G3 (DP)	G3 (DP)	G3 (DP)	G3 (DP)	13	SI # 7	L4	G4 (DP)	G4 (DP)	G3 (DP)
14	P1^	P1^	L3 (DP)	L4	14	SI+	G5 (FC)	L3	L5	G3 (FC)
15	G4	G4 (FC)	G4 (FC)	G4 (DP)	15	SI++	G6	G6	G5	L4
16	G4 (DP)	G4 (DP)	G4 (DP)	G5 (FC)	16	SI+++	L3 (DP)	L1	G6 (DP)	G4
21	DEF	DEF	DEF	DEF	21	SI # 8	G4 (DP)	G5 (FC)	G6	L6
22	G5	G5	G5	G6 (DP)	22	SI++	L5	L4 (DP)	L1	G5 (FC)
23	G6 (DP)	G6 (DP)	G6 (DP)	P1^	23	SI+++	L6 (DP)	L5	L3 (DP)	G6
24	L4	L5	L6	F7 (T)	24	SI # 9	F7	L6 (DP)	G3	L1
25	G3 (FC)	G3 (FC)	G3 (FC)	G3 (FC)	25	DOU++	F8 (T)	F7	G4 (FC)	L3 (DP)
26	L1	L3	L4	L5 (DP)	26	DOU+++	F9	F8 (T)	L6 (DP)	G4 (DP)
31	L3 (DP)	L4 (DP)	L5 (DP)	L6	31	DOU++	BB	F9	F7	L5 (DP)
32	G6 (FC)	G6 (FC)	P1^	L3 (DP)	32	DOU++	BB	F10	F7 (T)	G5 (FC)
33	L5 (DP)	L6 (DP)	F7 (T)	F8	33	DOU+++	SI+	BB	F8	F7 (T)
34	L6	L6	F8	F9 (T)	34	DOU++	SI+	BB	F9	F7
35	F7 (T)	F7 (T)	F9 (T)	DEF	35	DOU+++	SI # 8	SI+	F10	F8 (T)
36	F7	F7	DEF	BB	36	DOU++	SI+	SI # 7	BB	F8
41	F7	F7	BB	BB	41	TR+++	SI++	SI+	SI+	F9
42	F8 (T)	F8 (T)	BB	SI # 9	42	TR+++	SI+++	SI++	SI # 7	F10 (T)
43	F8	F8	SI # 7	SI+	43	TR+++	SI # 9	SI+++	SI+	BB
44	F8	F9 (T)	SI+	SI++	44	TR+++	DOU++	SI # 9	SI++	SI+
45	F9 (T)	F10	SI++	SI+++	45	FOCUS	DOU+++	SI++	SI+++	SI # 8
46	F9	DEF	SI+++	SI # 8	46	FOCUS	DOU++	DOU++	SI # 9	SI+
51	F9	BB	SI++	SI+	51	FOCUS	DOU+++	DOU+++	DOU++	SI++
52	F10 (T)	SI # 7	DOU++	DOU++	52	FOCUS	DOU++	DOU++	DOU+++	SI+++
53	DEF	SI+	DOU # 10	DOU+++	53	POWER	TR+++	DOU+++	DOU++	DOU # 10
54	BB	SI++	DOU++	DOU++	54	POWER	TR+++	TR+++	DOU+++	DOU+++
55	SI # 8	SI+++	DOU+++	DOU+++	55	POWER	FOCUS	TR+++	DOU++	DOU++
56	SI+	SI+	DOU+++	DOU++	56	POWER	FOCUS	FOCUS	TR+++	DOU++
61	SI++	DOU++	DOU++	TR+++	61	POWER	POWER	FOCUS	FOCUS	TR+++
62	DOU++	DOU # 9	TR+++	TR+++	62	POWER	POWER	POWER	FOCUS	FOCUS
63	DOU # 10	DOU++	TR+++	POWER	63	POWER	POWER	POWER	POWER	FOCUS
64	DOU++	TR+++	POWER	POWER	64	POWER	POWER	POWER	POWER	POWER
65	TR+++	POWER	POWER	POWER	65	POWER	POWER	POWER	POWER	POWER
66	POWER	POWER	POWER	POWER	66	POWER	POWER	POWER	POWER	POWER

POWER RATING 1d12						(T) BASE RUNNER TAGGING UP 2d6				
	AA ~	A	B	C	D	Crosscheck OF's Arm Rating with Base Runner's Speed. The Number in the Crosschecked box is the Upper Range Number. If the Number Rolled with the 2d6 is equal to or less than the Number, the Runner is Safe! If the Number Rolled is not in the Range, the Runner is out! BASE RUNNER SPEED				
1	DOU++	F7 (T)	F8 (T)	P2	P2					
2	DOU++	SI++	F9 (T)	F8 (T)	P2					
3	DOU++	SI++	SI+	F7 (T)	F8 (T)					
4	TR+++	SI++	SI++	SI+	F9 (T)					
5	TR+++	DOU++	SI++	SI++	SI+					
6	HR	DOU++	DOU++	SI++	SI++					
7	HR	TR+++	DOU++	DOU++	SI++	ARM	A	B	C	D
8	HR	HR	TR+++	DOU++	DOU++	A	6	5	4	3
9	HR	HR	HR	TR+++	DOU++	B	7	6	5	4
10	HR	HR	HR	HR	TR+++	C	8	7	6	5
11	HR	HR	HR	HR	HR	D	9	8	7	6
12	HR	HR	HR	HR	HR	A Roll of "12" is an Error on the Thrower!				

DEFENSIVE RATING X 1d10 and 1d12					# BALL HIT INTO THE GAP 2d6					
First, Roll 1d10 to determine the Position whose Defense needs to be Checked: 1 = P, 2 = C, 3 = 1B, 4 = 2B, 5 = 3B, 6 = SS 7 = LF, 8 = CF, 9 = RF, 10 = SF Second, Roll 1d20 to determine Result:					Crosscheck the Batter's GAP Rating with the ARM Rating of the Player trying to throw them out. The Number in the Crosschecked box is the Upper Range Number. If the Number Rolled with the 2d6 is equal to or less than the Number, the Runner is Safe! If the Number Rolled is not in the Range, the Runner is out!					
A B C D					BATTER'S GAP RATING					
1	ERROR+	ERROR+	ERROR++	ERROR++	ARM	AA ~	A	B	C	D
2	SI+	SI++	ERROR+	ERROR++	A	9	8	7	6	5
3	G*/F**	SI+	SI++	ERROR+	B	10	9	8	7	6
4	L*/F	G*/F	SI+	SI++	C	11	10	9	8	7
5	G*/F	G*/F	G*/F	SI+	D	12	11	10	9	8
6	G-/F	L/F	G/F	L*/F	A Roll of "12" is an Error on the Thrower!					
7	L/F	G*/F	L*/F	G/F						
8	G/F**	G/F**	G/F**	G/F**						
9	G*/F**	L*/F**	G/F**	L/F**						
10	G/F**	G/F**	L/F**	G/F**	PLAYER FOCUS RATING 1d12					
11	G/F**	G•F**	G/F**	G/F**	A Batter's Focus can directly affect how they perform.					
12	G*/F**	G•/F**	G/F**	G/F**	AA ~ A B C D					
* If there is a Forced Runner, there is a Double Play! If no Forced Runner, Batter reaches. FC If no *, Batter out, Runners Advance! ** If there is another Base Runner, there may be a Tag Attempt! X = Every Player CAN play any position. However, if a Player has to play a position that is not listed in their positions section (except for Pitcher), any Defensive Chart Roll that is an ODD Number is an ERROR+ ~ "AA" only happens when a Player, who already					1	DOU++	F7	F7	F7	F7 (T)
					2	DOU++	SI+	F8	F7 (T)	F7
					3	TR+++	SI+	F8 (T)	F8	F8 (T)
					4	TR+++	SI++	F9	F8	F8
					5	HR	DOU++	SI+	F10	F9
					6	HR	DOU++	SI++	SI+	F10 (T)
					7	HR	TR+++	DOU++	SI++	SI+
					8	HR	HR	DOU+++	DOU++	SI+
					9	HR	HR	TR+++	DOU+++	SI++
					10	HR	HR	HR	TR+++	DOU++
					11	HR	HR	HR	HR	TR+++
					12	HR	HR	HR	HR	HR

