

VERSION 3.00



OFFICIAL  
◆ RULEBOOK ◆



© 2019 CLUTCH BASEBALL LLC. ALL RIGHTS RESERVED.  
VERSION 3.00

## **1. Types of Cards**

Player Cards.....	4
Strategy Cards.....	8
Stadium Cards.....	9

## **2. Deck Building**

Team Roster.....	10
Strategy Deck.....	10
Stadium Selection.....	11

## **3. Gameplay**

Game Mat.....	12
Setup.....	13
Scorecard.....	15
Inning Limits.....	15
Substitutions.....	16
Game Structure.....	17
Clutch.....	18
At-Bat Sequence.....	18
Order of Events.....	21
Changing Results.....	22
Fielding.....	23
Advancing Bases.....	23
Double Plays.....	25
Stealing Bases.....	25

## **4. Adv. Managerial Decisions**

Intentional Walks.....	26
Sacrifice Bunting.....	26
Playing the Infield In.....	27

## **5. Glossary.....**

28

# 1. TYPES OF CARDS

There are 3 types of cards: **Player Cards** (Batter and Pitcher), **Strategy Cards**, and **Stadium Cards**.

## 1.1. Player Cards

### A. Batter



- 1 **Name:** *The Batter's name*
- 2 **Position:** *Position of the Batter on Defense*  
 C: Catcher                      3B: Third Baseman                      CF: Center Fielder  
 1B: First Baseman              SS: Shortstop                      OF/IF: (Can play any OF/IF position respectively)  
 2B: Second Baseman              LF/RF: Left/Right Fielder              U: Utility (Can play any OF/IF position)
- 3 **Team:** *The Batter's team*
- 4 **On-Base:** *Main rating based on likelihood of reaching base*
- 5 **Handedness:** *Side the Batter bats with*  
 RH: Right-Handed      LH: Left-Handed  
 SH: Switch Hitter (automatically bats opposite of Pitcher's Handedness)
- 6 **Match-Ups:** *Unique advantage vs. LH or RH Pitcher*  
 L+: Additional On-Base rating vs. LH Pitcher  
 R+: Additional On-Base rating vs. RH Pitcher
- 7 **Result Chart:** *Where Results are determined*  
 K: Strikeout              FB: Fly Ball              1B: Single              3B: Triple  
 GB: Ground Ball              BB: Walk              2B: Double              HR: Home Run
- 8 **Speed:** *Speed of the Batter for baserunning*
- 9 **Defense:** *The Batter's Defensive Rating*
- 10 **Salary:** *The Batter's value based on card statistics*
- 11 **Clutch:** *The Batter's ability to perform in high-pressure situations*
- 12 **Card Number:** *Number of the card in the set*
- 13 **Card Rarity:** *Rarity of the card in the set*  
 ○ Common      ◆ Uncommon      ★ Rare      ⚡ Ultra-Rare
- 14 **Icons**  
 MVP: Most Valuable Player      R: Runs Scored Leader  
 SL: Top Batter                      SB: Stolen Base Leader  
 HR: Home Run                      GG: Top Defender  
 RBI: RBI Leader                      AS: All-Star

## B. Pitcher

**GAME TIP #1:** TAKE IT SLOW WHEN LEARNING HOW TO PLAY CLUTCH

Try playing a few games using the Quick Start Guide before attempting to play a game using complete rules. The most important rules to master are contained in **3.7 At-Bat Sequence**. Add more rules as you feel comfortable and remember to refer to the Glossary for terms you don't understand and for quick references.

- 1 **Name:** *The Pitcher's name*
- 2 **Position:** *Position of the Pitcher*  
SP: Starting Pitcher    RP: Relief Pitcher
- 3 **Team:** *The Pitcher's team*
- 4 **Command:** *Main rating based on likelihood of keeping Batters off base*
- 5 **Handedness:** *Side the Pitcher throws with*  
RH: Right-Handed    LH: Left-Handed
- 6 **Match-Ups:** *Unique advantage vs. LH or RH Batter*  
L+: Additional Command rating vs. LH Batter  
R+: Additional Command rating vs. RH Batter  
*Because a Switch-hitter automatically bats opposite of the Pitcher's Handedness, remember to add in Match-Up advantages against them if your Pitcher has a Match-Up advantage that is the opposite of their own handedness.*
- 7 **Result Chart:** *Where Results are determined*  
X: Mistake Pitch    GB: Ground Ball    BB: Walk    2B: Double  
K: Strikeout    FB: Fly Ball    1B: Single    HR: Home Run
- 8 **Inning Limit:** *Number of innings pitched before the Pitcher becomes tired*
- 9 **Defense:** *The Pitcher's Defensive Rating*
- 10 **Salary:** *The Pitcher's value based on card statistics*
- 11 **Clutch:** *The Pitcher's ability to perform in high-pressure situations*
- 12 **Card Number:** *Number of the card in the set*
- 13 **Card Rarity:** *Rarity of the card in the set*  
○ Common    ◆ Uncommon    ★ Rare    ⚡ Ultra-Rare
- 14 **Icons**  
MVP: Most Valuable Player    HL: Hold Leader    AS: All-Star  
W: Win Leader    K: Strikeout Leader  
SV: Save Leader    GG: Top Defender

## 1.2. Strategy Cards



- 1 **Situation:** *When card can be played*  
 Offense (when Batting)    Defense (when Pitching)    Neutral (Anytime)  
 Manager (top of inning)    Weather (top of half-inning)
- 2 **Title:** *Name of the Strategy Card*
- 3 **Momentum Icon:** *Denotes Momentum Cards (Glossary: Momentum Cards)*
- 4 **Trigger:** *Specific situation when card can be played*
- 5 **Visual Trigger:** *The trigger shown in a graphic way*
- 6 **Effect:** *How the card affects the game*



- 7 **Card Number:** *Number of the card in the set*
- 8 **Card Rarity:** *Rarity of the card in the set*  
 ○ Common    ♦ Uncommon    ★ Rare    ⚡ Ultra-Rare
- 9 **Icons:** *Player Card Icons that can be utilized*

### 1.3. Stadium Cards



- 1 **Name:** *Name of the Stadium*
- 2 **Main Effect:** *How the card affects the game*
- 3 **Bonus Effect:** *How the card affects the game for specific players*
- 4 **Card Number:** *Number of the card in the set*
- 5 **Card Rarity:** *Rarity of the card in the set*  
 ○ Common    ♦ Uncommon    ★ Rare    ⚡ Ultra-Rare
- 6 **Stadium Diagram:** *Dimensions of Stadium and Indoor/Outdoor indicator*  
 🚪 Indoor (Weather Cards cannot be used)    ☀ Outdoor (Weather cards allowed)

## 2. DECK BUILDING

### 2.1. Team Roster

A complete roster consists of (25) Player Cards. This must include (8) Batters to fill every defensive position, (1) Designated Hitter (DH) of any position that does not play defense, (3) Bench Players of any position, (5) Starting Pitchers, and (7) Relief Pitchers. The remaining (1) roster spot may be a Batter or Relief Pitcher, but not a Starting Pitcher. You may not use multiples of the same Player Card on a single team (this includes different versions of the same Player). **The total team Salary must be less than or equal to 6,000.**

Only Player Cards from the current year are valid for use unless otherwise noted for the event you're playing in.

### 2.2. Strategy Deck

**A complete Strategy Deck consists of (40) Strategy Cards.** No more than (2) of the same Common or Uncommon card may be placed into a Deck. No more than (1) of the same Rare or Ultra Rare card may be placed into a Deck. No more than (2) Weather Cards or (2) Manager Cards may be placed into a Deck. "2.0" Strategy Cards share deck

## GAME TIP #2: ALTERNATE ROSTER SIZES AND SALARY CAPS

In this section you have been given the official roster size and Salary cap, but we encourage you to create different ones—just make sure all players use the same restraints to keep games balanced. Here are a few example rosters:

20-Man Roster: (9) Batters, (3) Bench, (3) SP, (5) RP (5,000 Salary)

23-Man Roster: (9) Batters, (3) Bench, (3) SP, (8) RP (5,500 Salary)

All-Star Game: No salary limits, anything goes!

limits with originals. Decks may otherwise consist of any combination of Defense/Offense/Neutral/Weather/Manager Strategy Cards that is equal to a total of (40).

All Strategy Cards, including ones from previous years, are valid for use unless otherwise noted for the event you're playing in.

### **A. Individual Rulings**

Some Strategy/Stadium Cards require additional ruling clarifications, these will be continually updated at [clutchbaseball.com/rulings](http://clutchbaseball.com/rulings).

### **B. Side Deck**

A (10) card side Deck composed of Strategy Cards may be kept to swap with any cards from the main Strategy Deck before a game begins. You may swap in some or all of these cards.

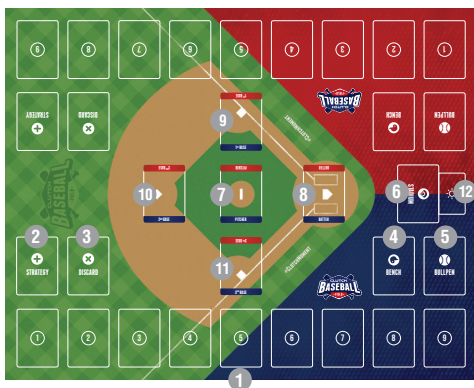
## **2.3. Stadium Selection**

Only (1) Stadium Card may be used with each Deck.

Only Stadium Cards from the current year are valid for use unless otherwise noted for the event you're playing in.

## 3. GAMEPLAY

### 3.1. Game Mat



- 1 **Batting Order:** 9 Batters Currently in the Game
- 2 **Strategy Deck:** Unused Strategy Cards
- 3 **Discard:** Used Strategy Cards
- 4 **Bench:** Batters who have not entered the game
- 5 **Bullpen:** Relief Pitchers who have not entered the game
- 6 **Stadium:** The chosen Home Stadium Card
- 7 **Pitcher's Mound:** The current Pitcher Card
- 8 **Home Plate/Batter's Box:** The current Batter Card
- 9 **1<sup>st</sup> Base**   10 **2<sup>nd</sup> Base**   11 **3<sup>rd</sup> Base**
- 12 **Weather:** The current Weather Strategy Card

## 3.2. Setup

### A. Home vs. Away

If playing only 1 game: each Manager rolls the Regular Die. The Manager who rolls the highest is the Home team.

If playing a best of 3 game series: each Manager rolls the Regular Die; the Manager who rolls highest is the Home team in the first and third games; the other Manager is the Home team in the second game.

Each Manager must use their (1) selected Stadium Card throughout the series. Both Managers may use the same Stadium Card.

### B. Stadium Card

The Home Manager places their Stadium Card down on the designated Game Mat area. This is the “master” card for the entire game. Its effect(s) will apply whenever noted (unless altered by the effects of Strategy Cards). If a Stadium Effect would alter the printed Result on a chart, it is not considered Changing a Result.

*Example: in Minnesota Field, where the highest BB on the Pitcher's Chart is a 1B, if the Swing would be the highest printed BB on the Pitcher's Chart, it simply results in a 1B instead. At no point is the result a BB.*

### C. Starting Pitchers

Starting Pitchers are used in a rotation of high to low Salary. Every Starting Pitcher in the rotation must be used once before the order is repeated. No other Starting Pitchers may be used in this game. If playing a single game, you and the opposing Manager may either agree on which Starting Pitcher position both Managers will use (1-5) or determine it at random.

### D. Strategy Cards

Each Manager shuffles their Strategy Card Deck and places the cards face-down on the designated Game Mat area. (3) Cards are drawn to start the game and (1) additional card is drawn after every 1/2 inning. No more than (7) cards may be in a Manager's Hand at once. Managers must draw required cards, even if they have a full Hand. A Hand can temporarily exceed (7) cards but must be brought down to (7) before the next Pitch is thrown. In the event that a Manager runs out of Strategy Cards to draw they will simply stop drawing Strategy Cards.

### E. Batting Order

Each Manager may place their starting Batters in any desired order on their side of the Game Mat. This must include (1) Batter for each of the following positions: 1B, 2B, 3B, SS, C, CF, (2) LF/RF Batters, and (1) DH of any position. If a multiple-position Player Card is being used (OF, IF, U, etc.) it must be noted before the start of play which position he is playing. All unused Batters are placed on the Bench.

### F. Dice

A Regular Die (20-sided) and Power Die (24-sided) are needed to play.

## GAME TIP #3: SCORING THE GAME

Download scorecards at [clutchbaseball.com/scoring](http://clutchbaseball.com/scoring). Pencil should be used, as Defensive Ratings can change when substitutions are made. Both Managers should keep a scorecard to avoid scoring conflicts.

### 3.3. Scorecard

An official scorecard will be used to score the game.

CLUTCH

BATTERY 4

INFIELD 5

OUTFIELD 6

AWAY	1	2	3	4	5	6	7	8	9	10+	RUNS

SP NAME
INNINGS PITCHED
RUNS
WALKS

	000   000   000	0000   0000   0000	0000   0000
--	-----------------	--------------------	-------------

RP NAME
OUTS RECORDED
RUNS
WALKS

	000   000   000	0000   0000   0000	0000   0000
	000   000   000	0000   0000   0000	0000   0000
	000   000   000	0000   0000   0000	0000   0000
	000   000   000	0000   0000   0000	0000   0000
	000   000   000	0000   0000   0000	0000   0000
	000   000   000	0000   0000   0000	0000   0000

- 1 **Manager Name:** Score all innings in this row
- 2 **Starting Pitcher:** Track SP innings pitched, runs, and walks in this row
- 3 **Relief Pitchers:** Track RP outs recorded, runs, and walks in these rows
- 4 **Battery Rating:** Add Defense Ratings of C + P
- 5 **Infield Rating:** Add Defense Ratings of 1B + 2B + 3B + SS
- 6 **Outfield Rating:** Add Defense Ratings of LF + CF + RF
- 7 **Score:** Tally total runs in this box

### 3.4. Inning Limits

If a Manager chooses to leave a Pitcher in the game beyond his Innings Pitched (IP) limit, he is considered tired. A tired Pitcher will receive (-1) to his Command for each inning left in past his limit, and each Swing

will be rolled using the Power Die. An Inning Limit of (1) is equivalent to (3) outs; a Pitcher may record these (3) outs in separate innings without becoming tired. **Minimum Command = 0.**

### **A. Subtracting Innings**

A Pitcher will (-1) from his inning limit for every (4) walks or (4) runs allowed. Walks and Runs are not combined.

### **B. Entering a Game Tired** (when playing a series)

Pitchers may be tired before the start of a game. A Pitcher that enters a game tired will receive (-1) to his Command to begin. After a Starting Pitcher has been used, he may not be used again until all Starting Pitchers have started (1) game each. If a Relief Pitcher has pitched in (2) consecutive games for any amount of time, or has exceeded his Inning Limit in the previous game, he will be tired at the start of the current game. Relief Pitchers will not be tired after they have been unused for (1) game.

## **3.5. Substitutions**

Substitutions include changing Pitchers, Defensive Replacements, Pinch Hitters, and Pinch Runners. Substitutions must be made at the start of an At-Bat, before anything else happens. You should not make a substitution if it means your team cannot fill every position with a qualifying Player. No substitutions can be made until the 4<sup>th</sup> inning (the Starting Pitcher may be replaced prior to the 4<sup>th</sup> inning if tired). Once a player has been replaced with a substitution and taken out of the game, they may not return.

### **A. Double Switch**

You can combine (2) Defensive Replacements into a single substitution. The (2) new players take the old ones' spots in the batting order in



either spot you choose. You may only Double Switch if you have the correct fielders to field each position.

### **B. Emergency Fielders**

You cannot use Players out of position at the start of a game, with the exception of 1B. Any Player (other than a Pitcher) can be placed at 1B if the manager chooses to, but will automatically have a (-2) Defensive Rating. If for any reason a Manager chooses to sub a Player and is left with no available Players to fill a position (other than 1B), the Defensive Rating for that section of Defense will be (0) for the remainder of the game. *Example: if using an Outfielder who is out of position, the Outfield now has a (0) Defensive Rating.*

If a Manager is unable to field a lineup of nine Batters, that Manager must forfeit the game. *Example: with no remaining players on the Bench, a Batter is Ejected after playing the Strategy card Balls and Strikes.*

### **C. Emergency Pitchers**

If a Manager uses all of their available Relief Pitchers before the game has concluded, the last Pitcher who entered will remain in the game until the conclusion.

## **3.6. Game Structure**

A full game consists of (9) innings. Each inning consists of (2) half innings comprised of (3) outs each. In the top half of the inning, the Away Manager bats and the Home Manager pitches. This is reversed in the bottom half of the inning. If the Home team is winning after the top half of the 9<sup>th</sup> inning, no bottom half of the inning will occur. If the game is tied after 9 complete innings, extra innings will be played. When one team is winning after the completion of a full inning, the game is over.

### 3.7. Clutch

A Batter or Pitcher's Clutch Rating refers to his ability to perform in high-pressure moments of the game, usually with runners in scoring position (RISP) or in Clutch Moments (*Glossary: Clutch Moments*). Clutch can be triggered by Strategy and/or Stadium Cards. These cards will denote the time in which Clutch will apply, and to which statistic it will be factored into.

### 3.8. At-Bat Sequence

An At-Bat officially begins when the Manager on Offense moves his Batter into the Batter's Box area of the Game Mat. The following order of events occurs for each At-Bat:

#### A. Pitch

The Pitch is the process of combining a **Pitch Roll**, the Pitcher's **Command**, and any modifications to the Pitch Roll, Command, or the Pitch itself to determine the **Pitch Total**.

- **Pitch Roll**

The Manager on Defense rolls the Regular Die to determine the Pitch Roll. The Regular Die is always used for the Pitch, unless a relevant Strategy Card has been played. This die result may be altered by Strategy & Stadium effects that specifically modify a Roll. If the Pitch Roll falls within the range of the current Pitcher's X-Zone, it is considered a Mistake Pitch (*see E. Mistake Pitches*)

- **Command**

The Pitcher's printed Command, plus any Match-Up advantages (L+/R+). The Command total may be altered by Strategy & Stadium effects that specifically modify a Pitcher's Command.

- **Pitch Total**

Add the Pitch Roll and the Command to determine the Pitch Total. The Pitch Total may be altered by Strategy & Stadium effects that specifically modify a Pitch. For Strategy & Stadium effects that instruct you to factor in a Pitcher's Clutch, factor the Pitcher's Clutch into the Pitch Total.

*These three components can each be modified individually, but modifying any of them more than once in the same way is considered "doubling up" (see: 3.9. Order of Events, Sec B. Strategy Cards)*

## **B. Advantage** (Pitch Total vs Batter's On-Base)

If the Pitch Total is higher than the Batter's On-Base, the Pitcher gets the Advantage. If the Pitch Total is lower than or equal to the Batter's On-Base, the Batter gets the Advantage. Some Strategy & Stadium effects may potentially alter the Advantage.

- **On-Base**

The Batter's printed Command, plus any Match-Up advantages (L+/R+). The On-Base total may be altered by Strategy & Stadium effects that specifically modify a Batter's On-Base.

## **C. Swing**

The Swing is the process of combining a **Swing Roll** and any modifications to the Swing Roll or the Swing itself to determine the **Swing Total**.

- **Swing Roll**

The Manager on Offense rolls the Regular Die to determine the Swing Roll. The Regular Die is always used for the Swing, unless instructed to do otherwise by Strategy & Stadium effects or a Mistake Pitch has been thrown

(see E. Mistake Pitches). This die result may be altered by Strategy & Stadium effects that specifically modify a Roll.

- **Swing Total**

The final result of the Swing Roll after factoring in any modifications is the Swing Total. The Swing Total may be altered by Strategy & Stadium effects that specifically modify a Swing. For Strategy & Stadium effects that instruct you to factor in a Batter's Clutch, factor the Batter's Clutch into the Swing Total.

*These two components can each be modified individually, but modifying either of them more than once in the same way is considered "doubling up" (see: 3.9. Order of Events, Sec B. Strategy Cards)*

#### **D. Result/Outcome**

Take the Swing Total and use the Result Chart of the Player Card that gained the Advantage to find the corresponding **Result** for that total. This Result may be altered by Strategy & Stadium effects (see 3.10 Changing Results). The final Result, after any changes have been made or attempted, is considered the **Outcome** of the At-Bat.

## **GAME TIP #4: SPEED AND DEFENSE**

Player's speeds can range from 5(D) to 20(A) (or in some cases even 24(A)!) and Player's fielding abilities can range from +0 to +5 and all the way to +9 for Catchers. Keep this in mind when building your team's Defense and Speed and when deciding to make aggressive plays on the basepaths. As always, remember that Strategy and Stadium Cards can have large impacts on Defensive Plays and Throws! If you think you're ready for the Big Leagues, move on to the Advanced Managerial Decisions ahead.

## E. Mistake Pitches

All Pitchers have an X-Zone that consists of a range of 1, 1-2, or 1-3. When the Manager on Defense rolls for the Pitch, if the **Pitch Roll** falls within in the range of the current Pitcher's X-Zone, it is considered a Mistake Pitch. When a Mistake Pitch is rolled, the Batter is automatically given the Advantage, and the **Swing Roll** is rolled using the (24 sided) **Power-Die**. Some Strategy & Stadium effects can cause or prevent a Mistake Pitch. A Pitch Roll may be altered to fall within the Pitcher's X-Zone, which could potentially cause or prevent a Mistake Pitch, but modifications to the overall Pitch (or Pitch Total) will not cause or prevent a Mistake Pitch from occurring.

## 3.9. Order of Events

### A. Substitutions

The Manager on defense may make a pitching substitution before any Strategy Cards are played. After the defense has had the chance to make a pitching change, or play Strategy Cards, the offense may play Strategy Cards, or Pinch-Hit. If the defense played a Strategy Card that wouldn't apply anymore (due to a Pinch Hitter) the card is returned to their hand. Any Pitcher entering the game must face at least (1) Batter. A Batter has officially entered the game after entering the Batting Order/Batter's Box, but can be removed at any time without having had an At-Bat.

- If the Manager on Offense plays a Strategy Card before the Pitch, a pitching change may still be made, but they may put that Strategy Card back in their Hand.
- If the Manager on Defense plays a Strategy Card before the Pitch, a Pinch Hitter may still be used, but they must put that Strategy Card back in their Hand.

## B. Strategy Cards

The Manager on Defense is allowed to play a Strategy Card before the Manager on Offense.

- A Manager cannot play a duplicate card in the same At-Bat (the opposing Manager may play the same card).
- No two cards can affect the same attribute in the same way in an At-Bat. However, other attributes from the cards can still come into play. If two cards would affect the same attribute in the same way, defer to the card that would have the greatest numerical effect.

*Example: Card 1: +5 to the Swing. Card 2: +3 to the Swing, +3 Speed. End result would be +5 to the Swing, +3 Speed.*

- If the Offense plays a Strategy Card that adds to the Swing, the Defense may play a card that subtracts from the Swing. This is not considered “doubling up” because they are affecting the attribute in different ways.
- Stadium/Weather Card effects do not count as a “double up.”

## 3.10. Changing Results

Many Strategy Cards allow a Manager to change or potentially change a result. If unchanged, these results are what would become the outcome from an At-Bat, Defensive Throw, or Defensive Play. In order for a changed result to occur, the initial result must first be determined, and then a Manager may play a card to attempt to change it.

- Stadium Cards’ effects on the game are NOT considered changing a result
- When attempting to change a result, all factors from the original result remain constant

### A. Successful/Unsuccessful

Certain Strategy Cards will require additional effects if a play is successful or unsuccessful. A play will be deemed successful/unsuccessful after ALL desired Strategy Cards have been played by each Manager for that instance.

- Each Manager may only successfully change the result of an At-Bat once per At-Bat.

*Example: If the Manager on Offense successfully changes a GB result to a 1B, they cannot then attempt to change a 1B to a 2B.*

## 3.11. Fielding

### A. Defensive Throw

A Defensive Throw is calculated as **Defensive Rating (Battery, Infield, or Outfield) + Regular Die roll vs. baserunner's/Batter's Speed or [in some situations] On-Base** (tie goes to the Offense).

### B. Defensive Play

A Defensive Play is calculated as **Defensive Rating (Battery, Infield, or Outfield) + Regular Die roll vs. 20** (tie goes to the Defense).

## 3.12. Advancing Bases

### A. Basic Baserunning

After a Single (1B), Double (2B), Triple (3B), or Home Run (HR), the baserunners currently on-base at the time of the hit will automatically advance the same amount of bases as the Batter.

*Example: 1B = Advance 1 base, 2B = Advance 2 bases*

### B. Advancing After a Hit

In addition to the automatic advancement after hits, a Manager can

choose to advance additional bases with one or more baserunners (not including the Player who got the hit). The Manager on Defense may then attempt to throw out the baserunner. **This is a Defensive Throw determined by the Defensive Manager's Outfield Rating + Regular Die Roll vs. the baserunner's Speed.**

- (+5) to the baserunner's Speed if he is trying for Home.
- (+5) to the baserunner's Speed if there were (2) outs before the Swing was rolled.
- If both factors are in play, they can add up to (+10) Speed.
- If more than (1) baserunner is trying to advance, the Manager on Defense chooses one of them to try to throw out.
- There may only be (1) runner on each base at a time.

### C. Ground Ball (GB) Advancement

Any runner who is forced (Glossary: Forced) must advance (or attempt to advance) 1 base. Any runner who is unforced may stay at his current base.

- When the Manager on Offense chooses to attempt to advance an unforced baserunner, the opposing Manager may choose to let this baserunner advance automatically and take the out of the Batter at 1<sup>st</sup> base or attempt to throw him out. **This is a Defensive Throw determined by the Defensive Manager's Infield Rating + Regular Die Roll vs. the baserunner's Speed** (the Batter and all other baserunners are automatically safe).
- A runner on 3<sup>rd</sup> base (forced or unforced) scores automatically unless the infield is in (*See 4.3 Playing The Infield In*).
- (+5) to the baserunner's Speed if he is trying for Home.



### D. Fly Ball (FB) Advancement

Baserunners can “tag-up” and try to advance (1) base after a FB.

**This is a Defensive Throw determined by the Defensive Manager's Outfield Rating + Regular Die Roll vs. the baserunner's Speed.**

- +5 to the Outfield's Defensive Rating if a runner trying for 2<sup>nd</sup> base.
- If a runner successfully advances from 3<sup>rd</sup> base to Home, this will count as a SAC and RBI the Batter.
- If more than (1) baserunner is trying to advance, the Manager on Defense chooses one of them to try to throw out.
- (+5) to the baserunner's Speed if he is trying for Home.

### 3.13. Double Plays

A Double Play can be attempted when a runner is on 1<sup>st</sup> base and the Batter's Swing Result is a GB. The lead runner (the one heading to 2<sup>nd</sup> base) is automatically out, and a double play attempt will be made against the Batter trying to reach 1<sup>st</sup> base safely. **This is a Defensive Throw determined by the Defensive Manager's Infield Rating + Regular Die Roll vs. the baserunner's Speed** (with an additional +5 Speed for this attempt). Double Plays cannot be attempted if the infield is in (*See Infield In*).

- If a runner is on 2<sup>nd</sup>, he advances to 3<sup>rd</sup> base automatically.

### 3.14. Stealing Bases

The Manager on Offense can declare that they are attempting a steal before they put their Batter into the Batter's Box. Stealing a base can be performed when a runner is on 1<sup>st</sup> or 2<sup>nd</sup> base (you cannot steal Home from 3<sup>rd</sup> base). **This is a Defensive Throw determined by the Defensive**

**Manager's Battery Rating + Regular Die roll vs. the baserunner's Speed.**

- +5 to the Defensive Battery rating if the runner is trying to steal 3<sup>rd</sup> base.
  - If there are runners on 1<sup>st</sup> and 2<sup>nd</sup> base, a double steal may be attempted. The Manager on Defense may choose which baserunner to attempt to throw out (the other baserunner is automatically safe).
- 

## 4. ADVANCED MANAGERIAL DECISIONS

### 4.1. Intentional Walks

Before the Batter has entered batter's box and/or any Strategy Cards have been played, the Manager on Defense may choose to Intentionally Walk the Batter (IBB). The Batter will automatically be moved to 1<sup>st</sup> base.

- An Intentional Walk is not scored as a walk against your Pitcher
- After an Intentional Walk, the next Batter will receive +2 to his On-Base rating for this At-Bat only (a Pinch Hitter would still receive the +2 On-Base).

### 4.2. Sacrifice Bunting

Before the Batter has entered batter's box and/or any Strategy Cards have been played, the Manager on Offense may choose to Sacrifice Bunt.

He will attempt a Regular Die roll over 12 (tie goes to the Defense). If unsuccessful, he will try a second time. If unsuccessful again, he has the option of rolling a third time or receiving a normal Pitch (+2 to the Pitch). If he is unsuccessful a third time, the Result of the At-Bat is automatically a K.

After a successful Sacrifice Bunt, the batter is ruled out (SAC) and all runners advance 1 base. A Sacrifice Bunt cannot advance a runner on 3<sup>rd</sup> base.

### 4.3. Playing The Infield In

Before the Pitch, the Manager on Defense may choose to play the Infield In (he must verbally tell the opposing Manager). When doing this, a GB will not automatically score a runner on 3<sup>rd</sup> base.

- If the bases are loaded before the GB, the runner on 3<sup>rd</sup> base will be thrown out automatically and all other baserunners are safe.
- If the bases are not loaded before the GB, the Manager on Offense can choose to attempt to advance the runner on 3<sup>rd</sup> to Home. If he chooses to send the baserunner, the Manager on Defense may then attempt to throw out the baserunner. **This is a Defensive Throw determined by the Defensive Manager's Infield Rating + Regular Die Roll vs. the baserunner's Speed**; the Batter is automatically safe at 1<sup>st</sup> base. If he does not send the baserunner, the Batter is automatically out. (If a runner was at 1<sup>st</sup> base, he advances to 2<sup>nd</sup> base automatically, but if a runner was at 2<sup>nd</sup> base, he must remain at 2<sup>nd</sup> base).
- When playing the Infield In, the Defense forfeits the ability to turn a Double Play.
- Any GB Result on the Batter's Chart becomes a 1B Result instead.

## 5. GLOSSARY

**1-2-3 INNING:** a 1/2 inning in which only 3 Batters come up, and none of them reach base safely.

**ADDITIONAL BASES:** The amount of bases that the Batter and any other baserunners may move forward after an Result. *See 3.10.*

**ADVANCEMENT:** When a runner is attempting to advance an extra base. *See 3.10.*

**ADVANTAGE:** Determines if the Pitcher's or Batter's Chart will be used to determine the Result. *See 3.7.*

**AT-BAT:** A Batter's turn in the Batter's Box. *See 3.8.*

**BASES-EMPTY:** A situation in which there are no runners on base.

**BATTER:** During an At-Bat, the Player Card in the Batter's Box is called the Batter. A Batter is considered a baserunner only after he reaches a base safely, at which point his At-Bat is over. *See 1.1.A.*

**BATTERY RATING:** Pitcher + Catcher Defensive Ratings. This is used primarily to throw out a Player stealing. *See 3.3.*

**BATTING ORDER:** The order in which Batters come up to the Batter's Box is called the Batting Order. Batting Orders are always face-up on the Game Mat. *See 3.2.*

### GAME TIP #5: RULING QUESTIONS

We've tried our best to cover every possible ruling situation in this rulebook and directly on our cards, but inevitably there will still be things we missed. If you find something or have any questions, head over to [reddit.com/r/clutchbaseball](https://reddit.com/r/clutchbaseball) to discuss it with us and our community.

**BENCH:** Where Batters who have yet to enter the game are kept. You may look at your opponent's Bench at any time. *See 2.1/3.1.*

**BULLPEN:** Where Relief Pitchers who have yet to enter the game are kept. You may look at your opponent's Bullpen at any time. *See 2.1/3.1.*

**CLUTCH:** +/- stat factored into On-Base/Swing (Batters) and/or Command/Pitch (Pitchers), triggered by Strategy/Stadium Cards. *See 1.1.A.*

**CLUTCH MOMENT:** 7th inning or later of a game with a run differential of 3 or less or anytime the bases are loaded. *See Run Differential*

**COMMAND:** A Pitcher's main rating based on likelihood of keeping Batters off base. *See 1.1.B.*

**DECK:** Player Cards, Strategy Cards, and a Stadium Card (66 cards total) are called a Deck. *See 2.0.*

**DEFENSE STRATEGY CARDS:** Defense (red) Strategy Cards can only be played by the Manager on Defense. *See 1.2.*

**DEFENSE RATING:** A Player's defensive ability, which is located on the left side of the card (for Batters) or the right side of the card (for Pitchers). It is indicated by a baseball glove icon (icon) and a +X number, where X is their Defense Rating. This is used for Defensive Plays/Throws. *See 3.9.*

**DEFENSIVE PLAY/THROW:** Double plays, Steals, and Additional Bases require a Defensive Play/Throw. Some Strategy Cards also require Players make a Defensive Play/Throw. *See 3.9.*

**DEFENSIVE REPLACEMENTS:** When on defense, you can replace (1) Player Card with another from the Bench or Bullpen. The new Player takes the old one's position in the batting order. He does not have to play the same position as the old one, and you can move other Players around to fit the new one in (double switch). *See 3.5.*

**DESIGNATED HITTER (DH):** Both teams use a DH who bats in the Batting Order instead of the Pitcher. *See 2.1.*

**DISCARD:** Used Strategy Cards are discarded after being used (unless otherwise noted). If a Strategy Card says to “leave on a Pitcher/Batter,” it is specific to that Player. Once that Player is removed from the game, the card is discarded. Strategy Cards can also force you or your opponent to discard cards directly from your Hand. You must meet the discard requirements in order to play a Strategy card.

**DISCARD PILE:** All of the Strategy Cards you discard go into your Discard Pile, whether you used them or were forced to discard them. *See 3.1.*

**DOUBLE (2B):** All runners advance (2) bases and the Batter moves to 2<sup>nd</sup> base. A runner on 1<sup>st</sup> base who went to 3<sup>rd</sup> base may try for an extra base. *See 3.12.*

**DOUBLE PLAY:** If a Batter hits a GB with a runner on 1<sup>st</sup> base, a Double Play may be attempted. *See 3.13.*

**DOUBLE-SWITCH:** When you combine two defensive replacements into a single substitution. *See 3.5.A.*

**DOUBLE UP:** A Manager cannot play the same strategy card twice on the same plate appearance. A Manager cannot play 2 different Strategy Cards that add/subtract the same attribute as another card played during the At-Bat. *See 3.8.A.*

**DRAW:** If a Strategy Card tells you to draw 1 or more cards, take that many cards off the top of your Deck. If you cannot draw that many cards, draw all that are left.

**EJECTION:** Player is removed from the game and cannot return. A substitution must occur to take his place.

**ERROR:** Some Strategy Cards require a Defensive Play/Throw. Some Results may Result in an “error” on the play. An error is the act of a fielder misplaying a ball in a manner that allows a Batter or runner to advance 1 or more bases. This is not recorded as a hit. Score this: E.

**EXTRA BASES:** A runner may try for an extra base after a 1B, 2B, or FB. You may advance more than 1 baserunner (not including the hitter) at the same time. *See 3.12.*

**FIELDER’S CHOICE:** A Fielder’s Choice (FC) is a play where the Defense chooses to throw out a different baserunner instead of the Batter. This is not a hit for the Batter. Score this: FC.

**FB (FLY BALL):** When a Batter hits a FB, he’s out. If the FB does not make the third out, runner(s) can try for extra bases. *See 3.10.D.*

**FORCED/UNFORCED:** After a GB, all baserunners are either forced or unforced to move. If 1<sup>st</sup> base is unoccupied, all runners are unforced to move. If 1<sup>st</sup> base is occupied, a runner on 2<sup>nd</sup> base is forced, but a runner on 3<sup>rd</sup> base is not forced.

**GB (GROUND BALL):** When a Batter hits a GB, he’s out. Additional outs may occur, and baserunners may potentially advance. *See 3.12.C / 3.13.*

**HAND:** Strategy Cards that you have drawn from your Deck but have not used yet, are in your Hand. Conceal your Hand from your opponent.

**HIT BY PITCH (HBP):** A walk that is not ruled a walk against the Pitcher.

**HOME RUN (HR):** Every baserunner and the Batter scores.

**ICONS:** Icons appear on Player Cards and allow you to reap extra benefits from Strategy Cards if you have the corresponding icon. There is no limit to the amount of icons you can have on your roster.

**INFIELDER (IF):** A Player who qualifies for IF can play any of the infield positions. The infield consists of: 1B, 2B, 3B, and SS.

**INFIELD IN:** The Defense has the option to play the Infield In with a runner on 3<sup>rd</sup> base and less than 2 outs. *See 4.3.*

**INTENTIONAL WALK (IBB):** The Defense can choose to Intentionally Walk the Batter. There is no Pitch or Swing. Intentional Walks are not scored as a Walk/BB for purposes of Strategy/Stadium Cards or scorecards, but otherwise work the same way. The next Batter receives an additional +2 to his On-Base. Score this: IBB *See 4.1.*

**INNING-ENDING PLAY:** Any outcome that results in the end of a 1/2 inning.

**INNINGS PITCHED (IP):** A Pitcher's IP tells you how many innings he can stay in the game before becoming tired. Once a Pitcher has pitched passed his inning limit, he is tired. *See 3.4.*

**INVOLVED:** If the player's statistics are in any way factored into any calculation or situation (Defensive Throw, Defensive Play, Pitch, Swing, Result, etc)

**LEAD RUNNER:** The baserunner who is closest to scoring a run when there is more than one runner on base.

**LH:** Left-Handed.

**MANAGER:** You and your opponent are the Managers. Any references to Players means Batters/Pitcher Cards.

**MANAGER CARDS:** Strategy Cards that must be played at the top half of an inning. *See 1.2.*

**MISTAKE PITCH:** If the Pitch Roll falls within in the range of the current Pitcher's X-Zone, it is considered a Mistake Pitch. Any Pitch Roll that When a Mistake Pitch is rolled, the Batter is automatically given the Advantage, and the Swing Roll is rolled using the (24 sided) Power-Die. *See 3.8.E.*

**MOMENTUM CARDS:** Special Strategy Cards that are left in play until a



specific discard scenario is triggered (these differ on each card).

**MULTI-RUN INNING:** A half inning in which more than 1 run is scored.

**NATURAL ROLL:** A Die roll that shows the required (by Strategy Card) number on the die without any +/- from other sources.

**NEGATE:** When an effect is cancelled out by Stadium or Strategy Cards

**NEUTRAL CARDS:** Strategy Cards that can be played on both Offense and Defense. *See 1.2.*

**OUTFIELDER (OF):** A Player who qualifies for OF can play any of the outfield positions. The outfield consists of: LF, CF, RF.

**OFFENSE STRATEGY CARDS:** Offense (blue) Strategy Cards can only be played by the Manager on Defense. *See 1.2.*

**ON-BASE:** A Batter's main rating based on likelihood of getting on-base. *See 1.1.A.*

**OUT OF POSITION:** Any Player who is playing a position he is not qualified for. *See 3.5.B.*

**OUT:** There are 3 types of outs: K: Strikeout, GB: Ground Ball, FB: Fly Ball.

**OUTCOME:** The final Result, after any changes have been made or attempted. *See 3.8.D.*

**PITCH:** The Pitch is the process of combining a Pitch Roll, the Pitcher's Command, and any modifications to the Pitch Roll, Command, or the Pitch itself to determine the Pitch Total. *See 3.8.*

**PINCH HITTER:** When you send a Batter to the Batter's Box, you may substitute him for someone on the Bench (he is referred to as a Pinch Hitter for this At-Bat). This Player remains in the game in place of the substituted Batter. *See 3.5.*

**PINCH RUNNER:** You may substitute a baserunner with a Bench Player (he is referred to as a Pinch Runner for the remainder of the 1/2 inning). This Player remains in the game in place of the substituted baserunner. *See 3.5.*

**POSITION:** Batter Positions on defense: C: Catcher, 1B: First Basemen, 2B: Second Basemen, 3B: Third Basemen, SS: Shortstop, LF/ RF: Left/Right Fielder, CF: Center Fielder, IF: Infielder, OF: Outfielder, U: Utility (any position). Pitcher positions: SP: Starting Pitcher, RP: Relief Pitcher. *See 2.1.*

**POWER DIE:** The 24-sided die. The Power Die is triggered by Strategy/ Stadium cards and Mistake Pitches.

**RBI (Run Batted In):** A Batter gets an RBI when a baserunner (or he) scores after his hit/walk. He may also receive an RBI if a runner scores as a result of a GB where only (1) out was recorded or on any type of SAC.

**REGULAR DIE:** The 20-sided die.

**RELIEF PITCHER (RP):** A Relief Pitcher is a Pitcher who comes out of the Bullpen. Relief Pitchers are only different from Closing Pitchers for use with Strategy/Stadium Cards and Team Building. *See 2.1.*

**RESULT:** The corresponding Result for the Swing Total on the Result Chart of the Player Card that gained the Advantage. The Result may be altered by Strategy & Stadium effects. *See 3.8.D.*

**RH:** Right-Handed

**RISP (Runners In Scoring Position):** Runners on 2<sup>nd</sup> and/or 3<sup>rd</sup> base are considered RISP.

**ROTATION:** All of your Starting Pitchers. They are organized by Salary order (high to low). Starting Pitchers with the same Salary will be set alphabetically by last name. *See 3.2.C.*

**RUN:** When a Batter advances to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and reaches Home safely. This is how the score is kept.

**RUN DIFFERENTIAL:** The amount of runs the losing team needs to score to tie up the game.

**SACRIFICE (SAC):** When the Batter hits a FB \_and\_ a runner scores from 3rd base, or if the Batter Sacrifice Bunts. *See 3.12.D./4.2.*

**SALARY:** The Player's value based on card statistics. *See 2.1.*

**SCORECARD:** Used to keep track of the score, At-Bats, Pitcher Inning Limits, and Defensive Ratings. *See 3.3.*

**SIDE DECK:** A (10) card Deck composed of Strategy Cards that may be used to swap with any cards from your main Strategy Deck before a game begins. *See 2.2.A.*

**SINGLE (1B):** All runners advance (1) base and the Batter moves to 1<sup>st</sup> base. Any baserunner (not including the Batter) may try for an extra base. *See 3.12.*

**SPEED:** The baserunning ability of a Batter, used for advancing bases. Speed cannot be reduced below (1).

**STADIUM CARD:** Chosen by the Home Manager at the start of each game, and has a unique feature that will affect the game. *See 1.3.*

**STADIUM EFFECT:** The effect(s) of Stadiums Card will apply whenever noted (unless altered by the effects of Strategy Cards). If a Stadium Effect would alter the printed Result on a chart, it is not considered Changing a Result. *See 3.2.B.*

**STARTING PITCHER (SP):** Each roster has a rotation of 5 Starting Pitchers. Starting Pitchers must be used at the beginning of the game. Only 1 SP may be used per Manager, per game (except in emergency situations). *See 2.1.*

**STOLEN BASE (SB):** When a runner advances to the next base without a Pitch being made.

**STRATEGY CARD:** Defense/Offense/Neutral/Manager/Weather Strategy Cards that can affect the game in specific ways. They are drawn from your Deck and remain in your Hand until used. Once a strategy card has been used, move it to your discard pile. You may not double up with Strategy Cards. *See 2.2.*

**STRIKEOUT (K):** The Batter is out and no base runners may advance (unless a Strategy/Stadium Card is played saying otherwise).  
Score this: K.

**STRIKEOUT THE SIDE:** This occurs when only 3 batters bat in a single half inning and all 3 strikeout.

**SUBSTITUTION:** Substitutions include bringing in new Pitchers and Pinch Hitters/Pinch Runners/Defensive Replacements. Substitutions may only be made at the start of an At-Bat, before anything else happens. *See 3.5.*

**SUCCESSFUL/UNSUCCESSFUL:** Certain Strategy Cards will require additional discarding/drawing if a play is successful or unsuccessful. A play will be deemed successful/unsuccessful after all desired Strategy Cards have been played by each Manager for that instance.

**SWING:** The Swing is the process of combining a Swing Roll and any modifications to the Swing Roll or the Swing itself to determine the Swing Total. *See 3.8.C.*

**TAGGING UP:** When a runner attempts an extra base on a FB. *See 3.12.D.*

**TIRED PITCHER:** If your Pitchers has Pitched past his innings limit, he receives -1 to his Command for each additional inning Pitched. The Swing will always be rolled using the Power Die against a Pitcher who is tired. A player is not considered Tired until they throw a Pitch while Tired *See 3.4.*

**TRIPLE (3B):** Every runner scores and the Batter moves to 3<sup>rd</sup> base.

**WALK (BB):** The Batter moves to 1<sup>st</sup> base. Runners advance to the next base only if they are forced.

**WEATHER CARDS:** Strategy Cards that can be played on both Offense and Defense and stay in play for varying amounts of time. Only 2 Weather Cards may be in each Strategy deck. *See 1.2.*

**XBH (Extra Base Hit):** Any 2B, 3B or HR.

**X-ZONE:** When the Manager rolls a Pitch that falls in the Pitcher's X-Zone, it is considered a Mistake Pitch, and the Swing is rolled using the Power-Die. *See Mistake Pitch.*