

OFFICIAL RULEBOOK



VERSION 4.5.1

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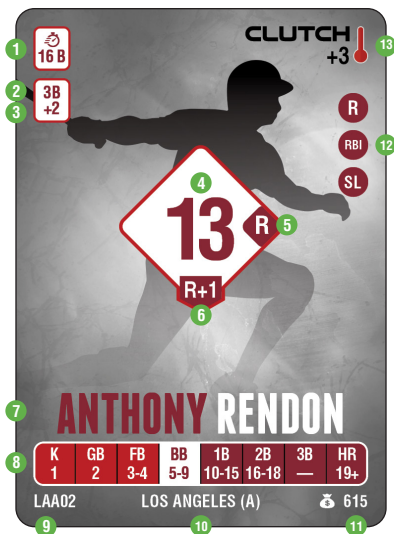
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1. TYPES OF CARDS

There are 4 types of cards: **Player Cards** (Batters and Pitchers), **Strategy Cards**, **Coach Cards**, and **Stadium Cards**.

1.1. Player Cards

A. Batter card example:



- 1 **Speed:** Speed of the Batter for baserunning
- 2 **Positions:** Positions the Batter can play on Defense
C: Catcher 3B: Third Baseman CF: Center Fielder
1B: First Baseman SS: Shortstop RF: Right Fielder
2B: Second Baseman LF: Left Fielder DH: Designated Hitter
- 3 **Defense:** Batter's Defensive Rating at each position
- 4 **On-Base:** Rating based on likelihood of reaching base
- 5 **Handedness:** Side the Batter bats with
R: Right-Handed L: Left-Handed S: Switch Hitter
(Switch Hitters automatically bat opposite of Pitcher's Handedness)
- 6 **Handedness Bonus:** Unique advantage vs. LH or RH Pitcher
L+: Additional On-Base rating vs. LH Pitcher
R+: Additional On-Base rating vs. RH Pitcher
- 7 **Name:** The Batter's name
- 8 **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
- 9 **Card Number:** Number of the card in the set (per team)
- 10 **Team:** The Batter's team
- 11 **Salary:** Batter's value based on card statistics
- 12 **Icons**
AS: All-Star R: Runs Leader
GG: Top Defender RBI: RBI Leader
HR: Home Runs Leader SB: Stolen Bases Leader
MVP: Most Valuable Player SL: Top Batter
- 13 **Clutch:** Batter's ability to perform in high-pressure situations

B. Pitcher card example:

**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 3.8 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 **Inning Limit:** Number of innings before the Pitcher becomes tired
- 2 **Role:** Role of the Pitcher
SP: Starting Pitcher RP: Relief Pitcher
- 3 **Defense:** Pitcher's Defensive Rating
- 4 **Command:** Rating based on likelihood of keeping Batters off base
- 5 **Handedness:** Side the Pitcher throws with
L: Left-Handed R: Right-Handed
- 6 **Handedness Bonus:** 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, Pitchers with an additional advantage against opposite handed Batters will also have that additional advantage against Switch-hitters.
- 7 **Name:** The Pitcher's name
- 8 **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
- 9 **Salary:** Pitcher's value based on card statistics
- 10 **Team:** The Pitcher's team
- 11 **Card Number:** Number of the card in the set (per team)
- 12 **Icons**
AS: All-Star MVP: Most Valuable Player
GG: Top Defender SV: Saves Leader
HL: Holds Leader W: Wins Leader
K: Strikeouts Leader
- 13 **Clutch:** Pitcher's ability to perform in high-pressure situations

1.2. Strategy Cards

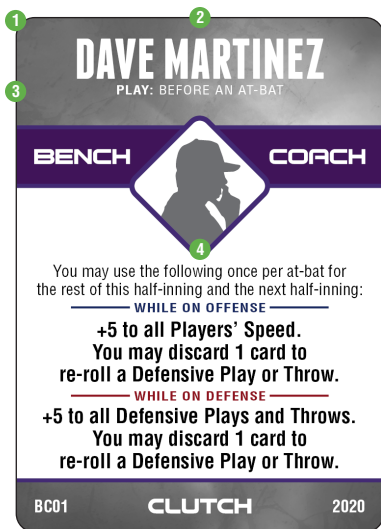


- 1 Card Color:** Type of card indicating when it can be played
 Blue: played while on Offense
 Red: played while on Defense
 Grey: played while on Offense OR Defense
- 2 Momentum Icon:** Denotes Momentum Cards
- 3 Title:** Name of the Strategy Card
- 4 Trigger:** Specific situation when card can be played



- 5 **Clutch Moment:** Cards that require a Clutch Moment to play
- 6 **Visual Trigger:** The trigger shown in a graphic way
- 7 **Effect:** How the card affects the game
- 8 **Card Number:** Number of the card in the set
- 9 **Card Rarity:** Rarity of the Strategy Card
 - Common
 - ◆ Uncommon
 - ★ Rare
 - ⚡ Ultra-Rare

1.3. Coach Cards



- 1 **Card Color:** Type of card indicating when it can be played
 Blue: Hitting Coach played while on Offense
 Red: Pitching Coach played while on Defense
 Grey: Bench Coach played while on Offense OR Defense
- 2 **Name:** The Coach's name
- 3 **Trigger:** Specific situation when card can be played
- 4 **Effect:** How the card affects the game
 Bench Coaches last for both halves of an inning

1.4. Stadium Cards



- 1 **Weather Indicator:** Graphic illustrating if the Stadium has a roof
☀ Outdoor (Weather Cards allowed) 🗝 Indoor (No Weather cards)
- 2 **Stadium Diagram:** Layout and Dimensions of the Stadium
- 3 **Name:** Name of the Stadium
- 4 **Main Effect:** How the card affects the game
- 5 **Secondary Effects:** How the card affects specific players

2. DECK BUILDING

2.1. Team Roster

A complete roster consists of (26) Player Cards:

First you will need (8) Batters that can fill each Defensive Position:

C	1B	2B	3B
SS	LF	CF	RF

Additionally you must select a Designated Hitter for your team who will not be playing defense. They can be a **DH** or any other position.

You then need to select (4) Batters of any position for your Bench.

BATTER	BATTER	BATTER	BATTER
--------	--------	--------	--------

Your team will use a 5-Man Rotation so you will choose (5) Starting Pitchers. They will pitch in order from highest salary to lowest.

SP	SP	SP	SP	SP
----	----	----	----	----

And finally you will select (8) Relief Pitchers for your Bullpen.

RP	RP	RP	RP
RP	RP	RP	RP

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)

All-Star Game: (20) Batters, (20) Pitchers, No salary limits, anything goes!

You may not use multiple copies of the same Player Card on a team (this includes different versions of the same Player). **Your total team Salary must be less than or equal to 6,000 points.**

2.2. Strategy Deck

A complete Strategy Deck consists of exactly (50) Strategy Cards which is constructed with the following stipulations:

No more than (3) of the same Common card.

No more than (2) of the same Uncommon card.

No more than (1) of the same Rare or Ultra Rare card.

No more than (2) Weather Cards.

NOTE: "2.0" Strategy Cards share deck limits with originals. Decks may otherwise consist of any combination of Defense, Offense, Neutral, or Weather Strategy Cards that is equal to a total of (50).

2.3. Coaching Staff

Your Coaching Staff consists of exactly (3) Coach Cards which is made up of the following:

(1) Bench Coach - A 2018/2019 Manager Strategy Card may be substituted for your Bench Coach. Manager Cards may not be placed in your Strategy Deck.

(1) Hitting Coach

(1) Pitching Coach

Your coaching staff will be available to you at any time during the game and does not count towards your (50) card deck or your (7) card hand limit.

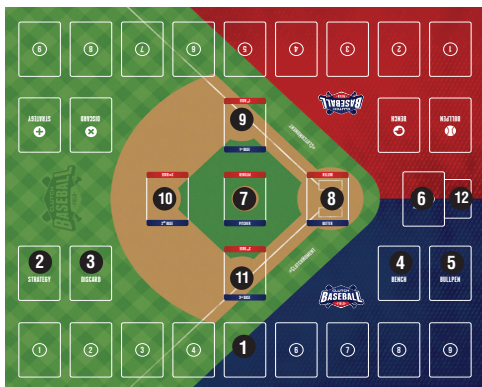
Coach cards shall be discarded separately from Strategy Cards.

2.4. Stadium Selection

Only (1) Stadium Card may be used with your team and Strategy Deck.

3. GAMEPLAY

3.1. Game Mat



- 1 **Batting Order:** 9 Batters Currently in the Game
- 2 **Strategy Deck:** Shuffled Face-Down 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 **1st Base** 10 **2nd Base** 11 **3rd 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.

Stadium Cards have a Main Effect and then two secondary bonuses; The secondary bonuses are active only when the Main Effect is triggered except for the following four (4) stadiums: Chicago (A), Philadelphia, San Francisco, and St. Louis. Effects will be considered to have been played by the team that benefits from them for purposes of not doubling up on effects.

Example: Boston Park

If a batter has positive Clutch in the 1st inning, that would count for the Offense. If the Offensive Manager plays another card that adds to the swing, the highest value will be applied. If the batter has negative Clutch in the first inning, that will count for the Defense. If the offense plays a card that subtracts for the swing, both the stadium and strategy cards will apply.

C. Starting Pitchers

Starting Pitchers are used in a rotation of high to low Salary. If two of your Starting Pitchers have the exact same salary you can choose which order they are in and they must remain in that chosen order.

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, Managers may either simply agree or roll a 20-sided die to determine which Starting Pitchers will be used.

D. Strategy Cards

Each Manager shuffles their Strategy Card Deck and places it on the spot designated Game Mat area with the cards face-down. (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 any 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 on their side of the Game Mat. This must include a Batter for each of the following positions: C, 1B, 2B, 3B, SS, LF, CF, RF and (1) DH of any position.

GAME TIP #3: SCORING THE GAME

You can download official scorecards from clutchbaseball.com.

Pencil should be used, as Defensive Ratings can change when substitutions are made. Both Managers should keep a scorecard to avoid scoring conflicts.

The (4) unused Batters are placed on the Bench. You can move players from one defensive position to another as long as the batting order stays the same. You can replace them with a Pinch Hitter from your Bench, but you can not put your DH in the field.

3.3. Scorecard

An official scorecard can 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			
1													7		

SP NAME	INNINGS PITCHED	RUNS	WALKS
2	000 000 000	0000 0000 0000	0000 0000

RP NAME	OUTS RECORDED	RUNS	WALKS
3	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 Defensive Ratings of P + C
- 5 **Infield Rating:** Add Defensive Ratings of 1B + 2B + 3B + SS
- 6 **Outfield Rating:** Add Defensive Ratings of LF + CF + RF
- 7 **Score:** Tally total runs scored in this box

3.4. Inning Limits

If a Manager chooses to leave a Pitcher in the game beyond their Innings Pitched (IP) limit, they are considered tired. A tired Pitcher will receive (-1) to their Command for each inning left in past their 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 (including handedness bonus) = 0.

A. Subtracting Innings

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

B. Entering a Game Tired (when playing multiple games)

Pitchers may be tired before the start of a game. A Pitcher that enters a game tired will receive (-1) to their Command to begin. After a Starting Pitcher has been used, they may not be used again until all Starting Pitchers have started (1) game each. Relief pitchers may not pitch in more than (2) consecutive games before becoming tired. The amount they pitch in either of those games also determines at what point they are considered to be tired. (see 4.4 Pitcher Tiredness)

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. Before making a substitution, you should consider if your team will be able to fill every defensive position with a qualifying Player before the next pitch your team throws. (see B. Emergency Fielders)

No substitutions can be made until the 4th inning (the Starting Pitcher may be replaced prior to the 4th 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.

B. Emergency Fielders

If you use a Player out of position that player automatically has a (-2) 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.

3.6. Game Structure

A full game consists of (9) innings. Each inning consists of (2) half innings comprised of (3) outs each. The Away team bats first in the top half of each inning and the Home team bats in the bottom half. If the Home team is ahead after the top half of the 9th (or later) inning(s), no bottom half of the inning will occur. If the game is tied after 9 complete innings, play continues until the Away team has scored more total runs than the home team at the end of an inning, or the home team scores a go-ahead run.

3.7. Clutch

A Batter or Pitcher's Clutch Rating refers to their ability to perform in high leverage moments of the game, called 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 their Batter into the Batter's Box area of the Game Mat. The following order of events occurs for each At-Bat:

A. Before The Pitch

Substitutions

After a Batter has been moved to the Batter's Box the Defense or Offense can make a substitution.

Intentional Walk

After all Substitutions have been made, the Defense can choose if they want to Intentionally Walk the Batter.

Stolen Base Attempt

After the Defense has chosen to pitch to the Batter, the Offense can attempt a Stolen Base if they have a runner on base.

Sacrifice Bunt

The Offense can then choose to Sacrifice Bunt before the Pitch.

B. The Pitch

Pitch Roll

The Manager on Defense rolls the Regular Die to determine the Pitch Roll. The Regular Die is used for the Pitch, unless a relevant Strategy, Stadium or Coach card has been played that changes the die being used for this Pitch Roll. This die result may be altered by Strategy, Stadium or Coach cards 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 F. Mistake Pitches)

Command

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

Pitch

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

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)

C. Advantage (Pitch vs Batter's On-Base)

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

On-Base

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

D. 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**.

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, or Coach cards or if a Mistake Pitch has been thrown (see F. Mistake Pitches). This die result may be altered by Strategy, Stadium, or Coach cards that specifically modify a Roll.

Swing

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

These two components can each be modified individually, but you can not modify the same attribute more than once in the same direction. This is considered doubling up and combining this effect of the cards is not allowed and only the highest numerical change would occur.

GAME TIP #4: SPEED AND DEFENSE

Player's speeds can range from 0(E) to 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!

E. Result/Outcome

Take the Swing 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, or Coach cards (see 3.10 Changing Results). A Manager can only successfully change a result once during an at bat. The final Result, after any changes have been made or attempted, is considered the **Outcome** of the At-Bat. **An Outcome can not be changed.**

F. 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 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 (3) Batters or complete the current half-inning. A Batter has officially entered the game after enter-

ing 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 may 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 both increase or decrease the same attribute, defer to the card that would have the greatest numerical effect. If they affect it in opposite directions, use the total effect of them both applied.
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 (Glossary: Double Up) because they are affecting the attribute in different ways.

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) result, any baserunners that are currently on-base when a hit will automatically advance the same amount of bases as the Batter.

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

B. Advancing Additional Bases 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 they are 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.
NOTE: This does not count as doubling up and you can play a Strategy Card to further add to 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 not forced may stay on their 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 1st 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 3rd 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 they are 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 2nd base.
- If a runner successfully advances from 3rd base to Home, this will count as a SAC and RBI for 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 they are trying for Home.

3.13. Double Plays

A Double Play can be attempted when a runner is on 1st base and the Batter's Swing Result is a GB. The lead runner (the one heading to 2nd base) is automatically out, and a double play attempt will be made against the Batter trying to reach 1st 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 2nd, they advance to 3rd base automatically.

3.14. Stealing Bases

The Manager on Offense can declare that they are attempting a steal prior to the Pitch being thrown. Stealing a base can be performed when a runner is on 1st or 2nd base (you cannot steal Home from 3rd 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 3rd base.
- If there are runners on 1st and 2nd 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. 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 1st base.

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

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, they will try a second time. If unsuccessful again, they have the option of rolling a third time or receiving a normal Pitch (+2 to the Pitch). If they are 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 to home.

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 3rd base.

- If the bases are loaded before the GB, the runner on 3rd 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 3rd to Home. This Baserunner will receive +5 to their Speed for this attempt only. If they choose 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 1st base. If they do not send the baserunner, the Batter is automatically out. (If a runner was at 1st base, they advance to 2nd base automatically, but if a runner was at 2nd base, they must remain at 2nd base).
- When playing the Infield In, the Defense forfeits the ability to turn a Double Play.
- Any GB Result on the Batter's Chart changes to a 1B Result.

4.4. Pitcher Tiredness

When playing multiple games such as a season, league, tournament or series, pitchers will sometimes be tired from the previous game(s).

A Pitcher is considered tired if they Pitched in 2 consecutive games for any amount of pitches, already Pitched Tired in the previous game, or pitched more than 1 Inning in the previous game.

If the Pitcher pitched for more than:

- 1 inning: They are tired until they rest (1) game.
- 2 innings: They are tired until they rest (2) games.
- 3 innings: They are tired until they rest (3) games.
- 4 innings: They are tired until they rest (4) games.

Pitched for **more than** means that they faced at least 1 Batter after having recorded 3 outs. The Innings Limit listed on their card doesn't change how much they have to rest if they pitch more than (1) Inning.

- Choosing to Intentionally Walk (IBB) a Batter doesn't count as a Pitch, but if the Offense chooses to Sacrifice Bunt that does count as a Pitch.
- If a Pitcher would be tired on their next Pitch, you can remove them from the game regardless of the (3) Batter minimum rule.
- You are only Pitching Tired if you throw a Pitch while Tired. This means that successfully completing a Double Play will not mean you have pitched Tired if you would not have tired after recording a single out.
- A Pitcher that is in the Starting Rotation will be tired after pitching in their game and needs to be rested for (4) games regardless of innings pitched.
- If a Pitcher comes into the game Tired and pitches, they must rest the remaining games from their previous outing.
- If they pitch more than 1) Inning while Tired, they must rest for the period specified above or the games remaining from their previous outing, whichever is greater.

Examples of different amounts of Innings a Pitcher can pitch without being tired depending on their IP (Inning Limit). "x" denotes a rested game.

- 1 IP: 1/1/x
- 2 IP: 2/x/2/x OR 1/2/x
- 3 IP: 3/x/x OR 2/x OR 1/3/x/x OR 1/2/x

5. GLOSSARY

1-2-3 INNING: a 1/2 inning when 1 Pitcher faces only 3 Batters and none of them reach base safely.

3 BATTER MINIMUM: a Pitcher coming into the game in relief must face a minimum of 3 batters. The only exception to this is if they finish an inning. If they come back out for the next inning they must receive the 3 batter minimum in total before they can be removed.

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 they reaches a base safely, at which point the 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.

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: Your Player Cards, Strategy Cards, Coach Cards and a Stadium Card (80 cards in total) are called your Deck. See 2.0.

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

DEFENSIVE 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 separately for each position they can play as +X, where X is their Defensive 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. They do 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. 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 2nd base. A runner on 1st base who went to 3rd base may try for an extra base. See 3.12.

DOUBLE PLAY: If a Batter hits a GB with a runner on 1st 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, Coach, Stadium or Weather 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 substitute player must come into the game to take their 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. The Manager on Offense must announce verbally, via message, or with playing a Strategy Card their intention to have the baserunner try for an extra base. 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: After a GB, all Baserunners are either forced or unforced to move. If 1st base is unoccupied, all runners are unforced to move. If 1st base is occupied, a runner on 2nd base is forced, but a runner on 3rd 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.

INFIELD DEFENSIVE RATING: Your total IF Defensive Rating. The infield consists of your 1B, 2B, 3B, and SS added together.

INFIELD IN: The Defense has the option to play the Infield In with a runner on 3rd 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 considered a BB or a BB result for Strategy or Coach Cards but otherwise work the same way. The next Batter receives +2 On-Base. If you Intentionally Walk 2 Batters in a row, the next Batter will receive +2 On-Base and +2 to their Swing. Pinch Hitters would still receive the bonuses. 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 they can stay in the game before becoming tired. Once a Pitcher has exceeded their inning limit, they are 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 CHANGE: The game is at all times in one of three score situations: The game is tied, the Home Team is winning, or the Away Team is winning. Any time a run is scored that changes the scoring situation, that shall be considered a lead change.

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: 2018/2019 Strategy Cards that can be used in the place of a Bench Coach Card.

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.

OUTFIELD DEFENSIVE RATING: Your total OF Defensive Rating. The outfield consists of your LF, CF, and RF added together.

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 not listed on their card. 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 Pitch Roll (and any modifications) plus the Pitcher's Command (and any modifications). See 3.8.

PITCHED TO: A Batter is considered to have been pitched to so long as they were not Intentionally Walked (IBB).

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: Left Fielder, CF: Center Fielder, RF: Right Fielder. 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, Coach cards and Mistake Pitches.

RBI (Run Batted In): A Batter gets an RBI when a baserunner (or the Batter) scores after a hit/walk. They 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. 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 (Runner(s) In Scoring Position): Runners on 2nd and/or 3rd base are considered RISP.

ROLL: You can add to the Roll with a Strategy, Stadium or Coach card without preventing you from also adding to the action (Pitch, Swing, Play or Throw).

ROTATION: All of your Starting Pitchers. They are organized by Salary order (high to low). See 3.2.C.

RUN: When a Batter advances to 1st, 2nd, 3rd, 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 BUNT (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.

SINGLE (1B): All runners advance (1) base and the Batter moves to 1st 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/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 Pitcher has exceeded their innings limit, they receive -1 to their 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. No Strategy, Stadium, or Coach Card can change this. See 3.4.

TRIPLE (3B): Every runner scores and the Batter moves to 3rd base.

WALK (BB): The Batter moves to 1st 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.

6. PRODUCT LISTING

Starter/X01/X02: Released on 2/26/20, the Starter Set comes with everything you need for 2 players to get started. It includes 52 Player Cards, 50 Strategy Cards, 2 Stadium Cards, 2 Bench Coaches, 2 Hitting Coaches and 2 Pitching Coaches. Expansion 1 builds on the Starter Set for the first half of the teams, Arizona through Miami, giving each a total of 14 players. Expansion 2 fills out the second half, Milwaukee through Washington. Both Expansions feature 220 cards, containing 184 Player Cards, 18 Strategy Cards, 14 Stadium Cards, 2 Hitting Coaches and 2 Pitching Coaches. The Kit adds a game mat and a set of dice for new managers.

X03/X04/OD/PR: Released on 4/26/20, Expansion 3 and 4 continue building on the set as each adds 35 Player Cards, 17 Strategy Cards, 1 Bench Coach, 1 Hitting Coach and 1 Pitching Coach. The Opening Day and Puerto Rico holographic packs feature 4 special themed cards and 2 generation players.

X05/FD: Released on 6/21/20, Expansion 5 adds 35 Player Cards, 17 Strategy Cards, 1 Bench Coach, 1 Hitting Coach and 1 Pitching Coach. The Father's Day holographic pack features 4 special themed cards and 2 generation players.

X06/AS: Released on 7/31/20, Expansion 6 adds 35 Player Cards, 17 Strategy Cards, 1 Bench Coach, 1 Hitting Coach and 1 Pitching Coach. The Allstar MVP holographic pack features 4 special themed cards and 2 generation players.

X07/X08/IA: Coming in November, Expansion 7 will focus on players that have been traded during the season and adds 105 Player Cards, 4 Strategy Cards and 1 Stadium Card. Expansion 8 focuses on role players and fills each team out to be a full 28 players (5 SP, 9 RP and 14 Batters) with 203 Player Cards, 9 Strategy Cards and 1 Stadium Card. The Iowa holographic pack features 4 special themed cards and 2 generation players.

Clutch Baseball 2020 is a 2 year set with more Expansions coming in 2021!

7. VERSION HISTORY

4.0.1: Initial Private Alpha, several typos fixed, page numbering corrected.

4.0.2: Minor typos fixed and version history added. 3.2E changed to make it clear that its defensive positions only and the batting order needs to stay the same. 3.7 changed to accurately reflect Clutch Moment definition.

4.0.3: Clarified what happens when you play two Strategy Cards that affect the same attribute in opposite directions. Added clarification that the Stadium Card effect shall be considered to be played by the Manager that benefits from it. 4.2 changed to clarify Sacrifice Bunting can not advance a runner from 3rd base to home. Other minor wording corrections.

4.0.4: Redid Table of Contents layout and back cover, added version to front cover. Tons of fixes thanks to Mike Alberts proofreading including consistency fixes, gender neutral text updates, emergency fielder clarification, extra innings ending clarification, and the 3 batter minimum clarification.

4.0.5: Renumbered player, strategy, coach and stadium card examples to flow more logically around the card image. Tons of fixes thanks to Brian Schiller. Simplified pitcher handedness bonus. Clarified card color meanings.

4.0.6: Minor typo corrections.

4.5.0: Added Product Listing section. Fixed numbering issue on Pitcher card example. Clarified IBB definition to not be a BB result and that IBB'ing a 2nd batter in a row results in adding to the Swing of the next batter up. Clarified that a runner advancing from 3rd to Home with the IF playing in receives +5 to their Speed. Clarified the 3 batter minimum. Added definition of Lead Change to the glossary.

4.5.1: Page break adjustments and Table of Contents updated.



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