



RULEBOOK

VERSION 8.0.4

CLUTCH



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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 **Baserunning:** Speed of the Batter for baserunning
- 2 **Stealing:** Speed of the Batter for stealing
- 3 **Positions:** Positions the Batter can play on Defense
CA: Catcher 3B: Third Baseman CF: Center Fielder
1B: First Baseman SS: Shortstop RF: Right Fielder
2B: Second Baseman LF: Left Fielder DH: Designated Hitter
- 4 **Defense:** Batter's Defensive Rating at each position
- 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 **On-Base:** Rating based on likelihood of reaching base
- 7 **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
- 8 **Name:** The Batter's name
- 9 **Result Chart:** Where Results are determined
SO: Strikeout FB: Fly Ball 1B: Single 3B: Triple
GB: Ground Ball BB: Walk 2B: Double HR: Home Run
- 10 **Card Year/Set:** Year/Set that the card is from
- 11 **Team:** The Batter's team
- 12 **Salary:** Batter's value based on card statistics
- 13 **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
- 14 **Clutch:** Batter's ability to perform in high-pressure situations

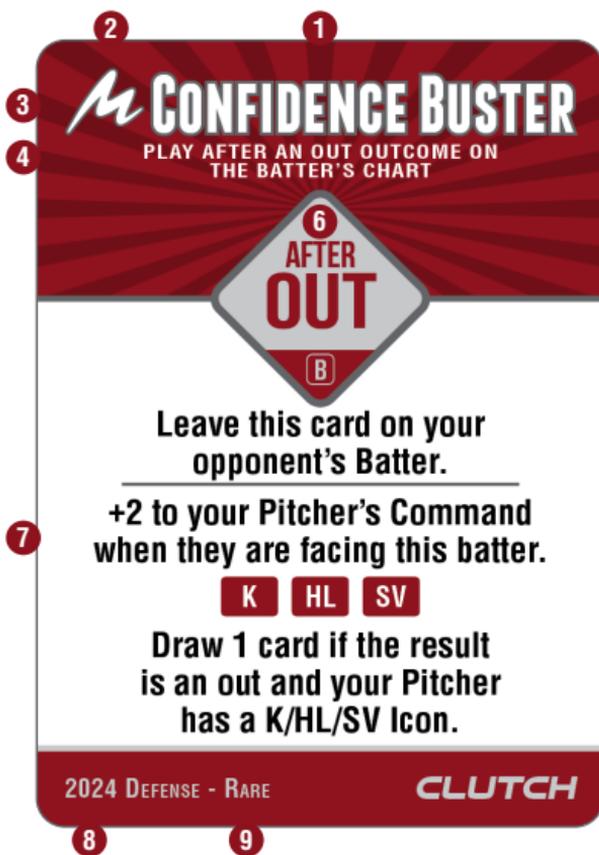
B. Pitcher card example:

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

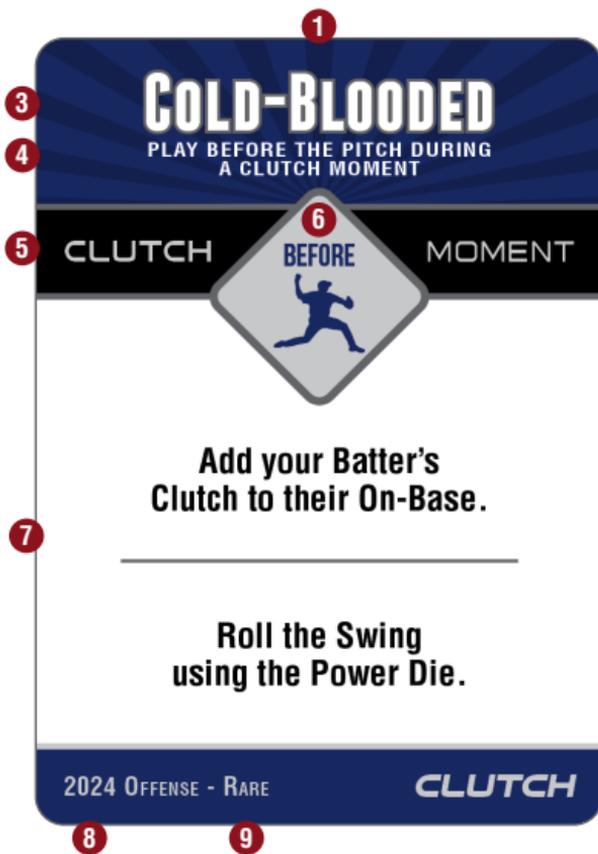
Try playing a few games using just the Player cards before attempting to play a game using Strategy cards and the complete rules. The most important rules to master are contained in 3.8 At-Bat Sequence. Add more rules as you feel comfortable and remember to refer to the Glossary for terms you don't understand and for quick references.

- 1 **Defense:** Pitcher's Defensive Rating
- 2 **Role:** Role(s) of the Pitcher
SP: Starter RP: Reliever OP: Opening Pitcher BP: Bulk Pitcher
- 3 **Inning Limit:** Fresh innings limit per role
- 4 **Handedness:** Side the Pitcher throws with
L: Left-Handed R: Right-Handed
- 5 **Command:** Rating based on likelihood of getting Batters out
- 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 **Mistake Range:** Rolls the Pitcher makes a mistake on
- 8 **Name:** The Pitcher's name
- 9 **Result Chart:** Where Results are determined
SO: Strikeout LD: Line Drive BB: Walk 2B: Double
GB: Ground Ball FB: Fly Ball 1B: Single HR: Home Run
- 10 **Salary:** Pitcher's value based on card statistics
- 11 **Team:** The Pitcher's team
- 12 **Card Set:** Set that the card is from
- 13 **Icons**
AS: All-Star MVP: Most Valuable Player
GG: Top Defender SV: Saves Leader
HL: Holds Leader W: Wins Leader
K: Strikeouts Leader
- 14 **Clutch:** Pitcher's ability to perform in high-pressure situations

1.2. Strategy Cards

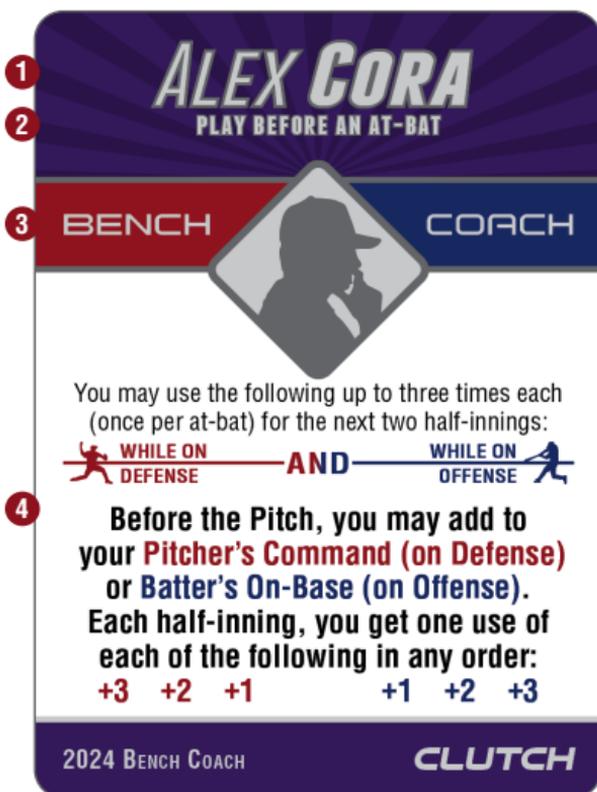


- 1 **Card Color:** Type of card indicating when it can be played
 Blue: played while on Offense
 Red: played while on Defense
 Grey: played while on Offense or Defense
- 2 **Special Card Icon:** Momentum, Burst or Impulse cards
- 3 **Title:** Name of the Strategy Card
- 4 **Trigger:** Specific situation 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 Set:** Set that the card is from
- 9 **Card Rarity:** Rarity of the Strategy Card
 ○ Common ◆ Uncommon ★ Rare

1.3. Coach Cards



- 1 **Name:** The Coach's name
- 2 **Trigger:** Specific situation when card can be played
- 3 **Bar Color:** Type of card indicating when it can be played
 Blue: Hitting Coach played while on Offense
 Red: Pitching Coach played while on Defense
 Blue & Red: Bench Coach played while on Offense or Defense
- 4 **Effect:** How the card affects the game
 Bench Coaches last for 2 half-innings

1.4. Stadium Cards



- 1 **Name:** Name of the Stadium
- 2 **Main Effect:** How the card affects the game
- 3 **Defensive Effect:** How the card affects specific players
- 4 **Offensive Effect:** How the card affects specific players
- 5 **Stadium Diagram:** Layout and Dimensions of the Stadium

2. DECK BUILDING

2.1. Team Roster

A complete roster consists of (26) Player Cards:

First you will need eight (8) Batters that can fill each defensive position:

CA	1B	2B	3B
SS	LF	CF	RF

Select a Designated Hitter for your team. They can be a **DH** or any position.

Then you pick a backup Catcher and at least three (3) Batters for your Bench.

CATCHER	BATTER	BATTER	BATTER
---------	--------	--------	--------

Your team will use a 5-Man Rotation so you will choose five (5) Pitchers with the SP and/or BP role. These Pitchers can also have other roles on their cards.

SP	SP-RP	SP-BP	RP-BP	SP
----	-------	-------	-------	----

Then you will select up to eight (8) Pitchers with the RP and/or OP roles for your Bullpen. Your Bench plus your Bullpen must equal twelve (12) Players.

RP	RP	RP	RP
SP-RP	RP-OP	RP-BP	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, (2) Bench, (4) SP, (5) RP (5,000 Salary)

All-Star Game: (15) Batters, (15) 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).

NOTE: 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 fifty (50) Strategy Cards which is constructed with the following stipulations:

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

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

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

2.3. Coaching Staff

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

One (1) Bench Coach

One (1) Hitting Coach

One (1) Pitching Coach

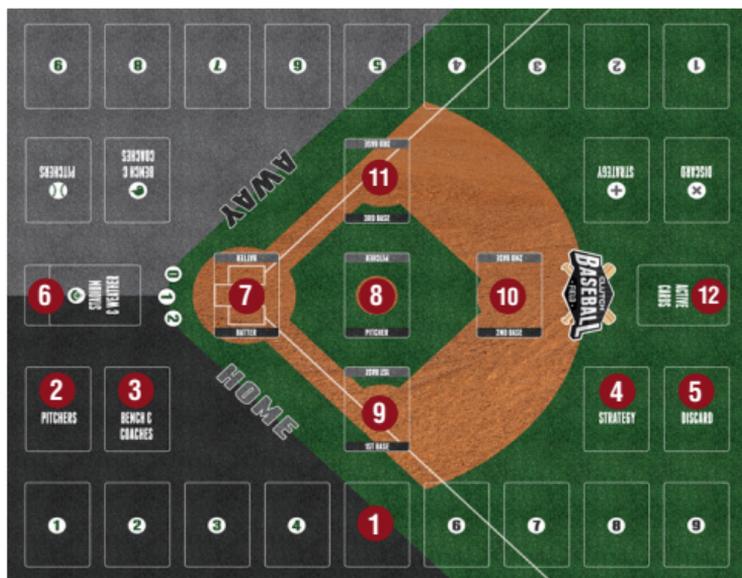
Your coaching staff will be available to you at any time during the game and does not count towards your fifty (50) card deck or your seven (7) card hand limit. Coach cards shall be discarded separately from Strategy Cards.

2.4. Stadium Selection

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

3. GAMEPLAY

3.1. Playmat (Recommended Play Area Layout)



- 1** **Batting Order:** 9 Batters Currently in the Game
- 2** **Pitchers:** Pitchers who are still available to Pitch
- 3** **Bench & Coaches:** Reserve Batters & unused Coaches
- 4** **Strategy Deck:** Shuffled Face-Down Strategy Cards
- 5** **Discard:** Used Strategy cards stacked Face-Up
- 6** **Stadium & Weather:** The Stadium Card & Weather Card
- 7** **Home Plate:** The current Batter Card
- 8** **Pitcher's Mound:** The current Pitcher Card
- 9** **1st Base** **10** **2nd Base** **11** **3rd Base**
- 12** **Active Cards:** Use for Coaches & Strategy Cards in play

3.2. Setup

A. Home vs. Away

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

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

Each Manager must use their one (1) selected Stadium Card throughout the series.

B. Stadium Card

The Home Manager places their Stadium Card down on the designated spot on the Playmat/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.

C. Starting Pitchers

Starting Pitchers are used in your rotation in any order you choose as long as they are fresh. You may also use an Opening Pitcher (OP) to begin the game instead, which must then be followed next by a Bulk Pitcher (BP).

If playing a single game, Managers may either simply agree or roll a 20-sided die with the rotations set first 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 Playmat/Area with the cards face-down. Five (5) Cards are drawn to start the game. After drawing, you may elect to take a mulligan. To do so, shuffle your entire hand back into your deck, then draw five (5) new cards. If you choose to accept the new hand, you must place an amount of cards equal to the number of mulligans you have taken at the bottom of your deck in random order. During the game, one (1) additional card is drawn after every half-inning. No more than seven (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 seven (7) cards but must be brought down to seven (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 Playmat/Area. This must include a Batter for each of the following positions: CA, 1B, 2B, 3B, SS, LF, CF, RF and a DH. The unused Batters are placed on the Bench. You can move players from one 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. Two-Way players may be removed from either pitching or batting separately and remain in the game as their other role.

GAME TIP #3: SCORING THE GAME

You can download official scorecards from clutchcardgames.com.

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 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 / Opening Pitcher:** Track their innings pitched, runs, and walks
- 3 Relief / Bulk Pitchers:** Track their outs recorded, runs, and walks
- 4 Battery Rating:** Add Defensive Ratings of Pitcher + Catcher
- 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 get (-1) Command for each inning left in the game past their IP limit, and each Swing will be rolled using the Power Die. An Inning Limit of one (1) is equivalent to three (3) outs; a Pitcher may record these three (3) outs in separate innings without becoming tired. **Minimum Command (with handedness bonus) = 0.**

A. Adding Innings

If a Pitcher completes five (5) innings and allows two (2) runs or less they will get (+1) IP for a Quality Appearance. You may not otherwise add more than (+1) IP during an inning or (+2) IP during an entire game.

B. Subtracting Innings

A Pitcher will get (-1) IP for every four (4) walks or four (4) earned runs allowed. Walks and Runs are not combined. Inherited Runs and Automatic Runners scoring in extra innings do not count against a Pitcher.

C. Entering a Game Tired

Pitchers may be tired before the start of a game. A Pitcher that enters a game tired will get (-1) Command and the Swing will be rolled with the Power Die. Relief pitchers may not pitch in more than two (2) consecutive games before becoming tired. The amount they pitch also determines at what point they are considered to be tired. (see 4.4 Pitcher Tiredness)

3.5. Substitutions

Substitutions must be made at the start of an At-Bat, before anything else happens. No substitutions can be made until the 4th inning except for an Opening Pitcher (who must be replaced by a Bulk pitcher) or a tired Starting Pitcher. Once a player has been 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 (-3) Defensive Rating. If a Manager is unable to field a lineup of nine Batters, that Manager must forfeit the game.

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 nine (9) innings. Each inning consists of two (2) half-innings comprised of three (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 nine (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 takes the lead.

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 (7th inning or later of a game with a run differential of 3 or less, anytime the bases are loaded, or when there is a runner in scoring position with 2 outs). Clutch can be triggered by Strategy cards 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 spot on the Playmat/Area. 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. (see 4.1 Intentional Walks)

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 Handedness Bonus (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 add a Pitcher's Clutch, add it to the Pitch.

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.

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.

NOTE: An Outcome can not be changed.

GAME TIP #4: SPEED AND DEFENSE

Player's speeds can range from 11 to 25 and Player's fielding abilities can range from -2 to +6 and from +7 to +12 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 Checks and Throws!

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 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 (3) Batters or complete the current half-inning. 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 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 combination of cards can affect the same attribute more than +/- 3 in any one direction per manager.
- If the Offense plays a Strategy Card that adds to the Swing, the Defense may play a card that subtracts from the Swing.

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 Check. 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 to be 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 the 1B to a 2B.

3.11. Fielding

A. Defensive Throw

A Defensive Throw is calculated as **Defensive Rating (Battery, Infield, Outfield or otherwise as stated) + Regular Die roll vs. the Baserunner or the Batter's Baserunning or Stealing Speed.**

NOTE: A tie goes to the Offense.

B. Defensive Check

A Defensive Check is calculated as **Defensive Rating (Battery, Infield, Outfield or otherwise as stated) + Regular Die roll vs. 20 (or other number as stated)**

NOTE: A 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 Baserunning Speed.**

- (+3) to their Baserunning Speed if they are trying for Home.
- (+3) to their Baserunning Speed if there are two (2) outs.
- (+6) to their Baserunning Speed If they are trying for Home and there are two (2) outs.
- If more than one (1) Baserunner is trying to advance, the Manager on Defense chooses one of them to try to throw out.
- There may only be one (1) Baserunner on each base at a time.

C. Ground Ball (GB) Advancement

Any Baserunner who is forced (Glossary: Forced) must advance (or attempt to advance) 1 base. Any Baserunner 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 Baserunning Speed** (the Batter and all other Baserunners are automatically safe).
- A Baserunner on 3rd base (forced or unforced) scores automatically unless the infield is in (See 4.3 Playing The Infield In).
- (+3) to the Baserunning 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 Baserunning Speed.**

- (+3) to the Outfield's Defensive Rating if a Baserunner is trying for 2nd base.
- If a Baserunner successfully advances from 3rd base to Home, this will count as a SF and RBI for the Batter.
- If more than one (1) Baserunner is trying to advance, the Manager on Defense chooses one of them to try to throw out.
- (+3) Baserunning 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 Baserunning Speed** (with an additional +3 Speed for this attempt). Double Plays cannot be attempted if the infield is in (See Infield In).

- If a Baserunner 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 there is atleast one Baserunner 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 Stealing Speed.**

- +3 to the Defensive Battery rating if the Baserunner is trying to steal 3rd base.
- If there are Baserunners 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 or any Strategy Cards have been played, the Manager on Offense may choose to Sacrifice Bunt. They 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 SO. After a successful Sacrifice Bunt, the batter is ruled out (SAC) and all Baserunners advance one (1) base. Sacrifice Bunts cannot advance a Baserunner 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 Baserunner 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 +3 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 Baserunning Speed;** the Batter is automatically safe at 1st base. If they do not send the Baserunner, the Batter is automatically out. (If a Baserunner was at 1st base, they advance to 2nd base automatically, but if a Baserunner 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 two (2) consecutive games for any amount of pitches, already Pitched Tired in the previous game, or pitched more than one (1) Inning in the previous game.

If the Pitcher pitched for more than:

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

Pitched for **more than** means that they faced at least one (1) Batter after having recorded three (3) outs. The Innings Limit listed on their card doesn't change how much they have to rest if they pitch more than one (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 three (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 Starting Pitcher or Bulk Pitcher will be tired after pitching in their game and needs to be rested for four (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 one (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 half-inning when one (1) Pitcher faces only three (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 three (3) Batters or complete the rest of the current half-inning. If they come back out for the next inning they must reach at least three (3) total Batters faced 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.

BASERUNNING (BR): Baserunning Speed rating, used for advancing bases.

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. 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.

BULK PITCHER (BP): Bulk Pitchers come in to a game following an Opening Pitcher (OP) and will be considered the Starting Pitcher for purposes of tiredness and thus must Pitch a minimum of three (3) Innings unless Tired.

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 three (3) or less, anytime the bases are loaded, or there is a Baserunner in scoring position with two (2) outs. See Run Differential

COACH CARDS: The three (3) Coach Cards that represent your Coaching Staff: one (1) each of a Pitching Coach, Bench Coach and Hitting Coach.

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

CONTROL DIE: The 16-sided die currently used only for Weather Cards.

DECK: Your 26 Player Cards, 50 Strategy Cards, 3 Coach Cards and 1 Stadium Cards make up your Deck (80 Cards total). 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 CHECK/THROW: Double plays, Steals, and Additional Bases require a Defensive Check/Throw. Some Strategy Cards also require Players make a Defensive Check/Throw. See 3.9.

DEFENSIVE REPLACEMENTS: When on defense, you can replace one (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 Baserunners advance two (2) bases and the Batter moves to 2nd base. A Baserunner on 1st base may then 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.

DRAW: If a Strategy Card tells you to draw one (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.

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 Baserunner may try for an extra base after a 1B, 2B, or FB. You may advance more than one (1) Baserunner (not including the Batter) at the same time. The Manager on Offense must announce 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 not forced to move. If 1st base is empty, all Baserunners are not forced. If 1st base is occupied, a Baserunner on 2nd base is forced, but a Baserunner 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 Baserunner 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 half-inning.

INNINGS PITCHED (IP): A Pitcher's IP tells you how many innings they can stay in the game before becoming tired. Pitchers with multiple roles on their card will have a separate IP rating for each role. Once a Pitcher has exceeded their inning limit, they are tired. See 3.4/3.5.

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

LD (LINE DRIVE): When a Batter hits a LD, he's out. No Baserunners may attempt to advance. See 3.10.D.

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

MANAGER QUICK REFERENCE CARDS: The rule cards that are available to help with managerial decision making.

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 one (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 Offense. See 1.2.

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

OPENING PITCHER (OP): Opening Pitchers start the game in place of the Starting Pitcher and are considered a Relief Pitcher for purposes of tiredness and thus must face a minimum of three (3) Batters. A Bulk Pitcher (BP) must come into the game after an Opening Pitcher is removed.

OUT OF POSITION: Any Player who is playing a position not listed on their card. See 3.5.B.

OUT: There are 4 types of outs: SO: Strikeout, GB: Ground Ball, LD: Line Drive, and 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 them for someone on the Bench (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 (referred to as a Pinch Runner for the remainder of the half-inning). This Player remains in the game in place of the substituted Baserunner. See 3.5.

POSITION: Batter positions: CA: Catcher, 1B: First Basemen, 2B: Second Basemen, 3B: Third Basemen, SS: Shortstop, LF: Left Fielder, CF: Center Fielder, RF: Right Fielder, DH: Designated Hitter. Pitcher positions: SP: Starting Pitcher, RP: Relief Pitcher, OP: Opening Pitcher, BP: Bulk Pitcher. See 2.1.

POWER DIE: The 24-sided die. The Power Die can be triggered by Strategy Cards, Stadium Cards, 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 Sacrifice.

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): Baserunners on 2nd and/or 3rd base.

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 and Bulk Pitchers in the order you choose to have them pitch in from game to game. 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 bunts to advance a Baserunner to 2nd or 3rd base. See 4.2.

SACRIFICE FLY (SF): When the Batter hits a FB and a Baserunner on 3rd base scores. See 3.12.D

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.

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 Starting and/or Bulk Pitchers. Starting Pitchers must be used at the beginning of the game and pitch a minimum of three (3) innings unless Tired. See 2.1.

STEALING (ST): Stealing Speed rating, used for stealing bases.

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

STRATEGY CARD: Defense/Offense/Neutral 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 play more than one Strategy Card of the same name during the same at-bat. See 2.2.

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

STRIKEOUT THE SIDE: This occurs when only three (3) batters bat in a single half-inning and all three (3) Batters 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 get (-1) 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 Baserunner scores and the Batter moves to 3rd base.

WALK (BB): The Batter moves to 1st base. Baserunners advance to the next base only if they are forced.

WEATHER CARDS: An optional special set of cards used before the start of the game to added weather effects and duration to the game.

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. LISTING OF PRODUCTS

Available League Legal Products:

2024: 360 Player Cards, 54 Strategy Cards, 30 Stadium Cards, and 6 Coach Cards.

2023: 54 Strategy Cards, 36 Legends Set Player Cards, 24 League Prize Player Cards, 19 Clutch Live Player Cards and 6 Coach Cards.

2022: 80 Strategy Cards, 32 League Prize Player Cards, and 18 Coach Cards.

Core: 54 Strategy Cards.

Team Sets: 480 Player Cards. (16 Team Sets with 30 Players per Team)

Available Rotated Out Products:

2023: 960 Player Cards, 30 Effects Cards, and 30 Stadium Cards.

2022: 982 Player Cards, and 30 Stadium Cards.

Available Optional Products:

2023: 35 Weather Cards, and 17 Manager Cards.

2022: 35 Weather Cards, 30 Effects Cards, and 12 Manager Cards.

Dice: d10, d12, d16, d20, d24 dice, and dice sets.

Playmats: Neoprene playmats including a generic option, all 30 MLB cities, Buffalo, Charlotte, Las Vegas, Montreal, Nashville, Portland, Vancouver, Williamsport, and a Limited Edition Puerto Rico.

Storage: Storage options from BCW Supplies including the Prime X4 Card Box, Prime X4-XL Card Box, 3 Row Card Game Box, Side Loading 18-Pocket Pages (10 colors), Deck Boxes, Team Set Bags, Collectible Card Bins (2 sizes), Card Dividers, Modular Sorting Trays, Bit Boxes, Dice Bags, and Card Stands.

7. VERSION HISTORY

6.0.1: 2022 Rulebook featuring new starting hand size, +IP limitations, a mulligan rule, 2-way player rules, the removal of no doubling up strategy card rules, a new +/- 3 cap per manager on all additions and subtractions, swingmen addition, updated defensive ratings, line drive outs, speed split into baserunning and stealing with new rating scales.

8.0.4: Initial 2024 Rulebook featuring Opening Pitchers, Bulk Pitchers, Maximum Defense Ratings per unit, Earned Run based tiredness, Quality Appearance ruling, Changes to Manager Cards and Weather cards, Allowance for an extra bench batter with a smaller bullpen plus other minor corrections.



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