

SPEED 1**SPEED 2****SPEED 3****SPEED 4****SPEED 5****(STEALING 2B) (RISK HR) (SAC BUNT RUNNER)**

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	S
4	O	O	O	O	O	O	O	O	O	S S
3	O	O	O	O	O	O	O	O	S S S	
2	O	O	O	O	O	O	S S S S			
1	O	O	O	O	O	S S S S S				

(STEALING 3B) (RISK 3B) (SAC BUNT HITTER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	O
3	O	O	O	O	O	O	O	O	O	S
2	O	O	O	O	O	O	O	S S		
1	O	O	O	O	O	O	S S S			

(DP 2B/3B) (RISK 2B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	O
3	O	O	O	O	O	O	O	O	O	O
2	O	O	O	O	O	O	O	O	S	
1	O	O	O	O	O	O	O	S S		

(DP 1B) (RISK 1B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	S
3	O	O	O	O	O	O	O	O	S S	
2	O	O	O	O	O	O	S S S			
1	O	O	O	O	O	S S S S				

(STEALING 2B) (RISK HR) (SAC BUNT RUNNER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	S S	
4	O	O	O	O	O	O	O	S S S		
3	O	O	O	O	O	O	S S S S			
2	O	O	O	O	O	S S S S S				
1	O	O	O	O	S S S S S S					

(STEALING 3B) (RISK 3B) (SAC BUNT HITTER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	S
3	O	O	O	O	O	O	O	S S		
2	O	O	O	O	O	O	S S S			
1	O	O	O	O	O	S S S S				

(DP 2B/3B) (RISK 2B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	O
3	O	O	O	O	O	O	O	O	O	S
2	O	O	O	O	O	O	O	S S		
1	O	O	O	O	O	O	S S S			

(DP 1B) (RISK 1B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	S
4	O	O	O	O	O	O	O	O	S S	
3	O	O	O	O	O	O	O	S S S		
2	O	O	O	O	O	S S S S				
1	O	O	O	O	S S S S S					

(STEALING 2B) (RISK HR) (SAC BUNT RUNNER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	S S S		
4	O	O	O	O	O	O	S S S S			
3	O	O	O	O	O	S S S S S				
2	O	O	O	O	S S S S S S					
1	O	O	O	S S S S S S S						

(STEALING 3B) (RISK 3B) (SAC BUNT HITTER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	S
4	O	O	O	O	O	O	O	O	S S	
3	O	O	O	O	O	O	O	S S S		
2	O	O	O	O	O	O	S S S S			
1	O	O	O	O	S S S S S					

(DP 2B/3B) (RISK 2B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	O
4	O	O	O	O	O	O	O	O	O	S
3	O	O	O	O	O	O	O	O	S S	
2	O	O	O	O	O	O	O	S S S		
1	O	O	O	O	O	S S S S				

(DP 1B) (RISK 1B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	S S	
4	O	O	O	O	O	O	O	S S S		
3	O	O	O	O	O	O	S S S S			
2	O	O	O	O	S S S S S					
1	O	O	O	S S S S S S						

(STEALING 2B) (RISK HR) (SAC BUNT RUNNER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	S S S S			
4	O	O	O	O	O	S S S S S				
3	O	O	O	O	S S S S S S					
2	O	O	O	S S S S S S S						
1	O	O	S S S S S S S S							

(STEALING 3B) (RISK 3B) (SAC BUNT HITTER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	S S	
4	O	O	O	O	O	O	O	S S S		
3	O	O	O	O	O	O	S S S S			
2	O	O	O	O	O	S S S S S				
1	O	O	O	O	S S S S S S					

(DP 2B/3B) (RISK 2B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	S
4	O	O	O	O	O	O	O	O	S S	
3	O	O	O	O	O	O	O	S S S		
2	O	O	O	O	O	O	S S S S			
1	O	O	O	O	S S S S S					

(DP 1B) (RISK 1B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	S S S		
4	O	O	O	O	O	O	S S S S			
3	O	O	O	O	O	S S S S S				
2	O	O	O	S S S S S S						
1	O	O	S S S S S S S							

(STEALING 2B) (RISK HR) (SAC BUNT RUNNER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	S S S S S				
4	O	O	O	O	S S S S S S					
3	O	O	O	S S S S S S S						
2	O	O	S S S S S S S S							
1	O	S S S S S S S S S								

(STEALING 3B) (RISK 3B) (SAC BUNT HITTER)

ARM	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	S S S	
4	O	O	O	O	O	O	O	S S S S		
3	O	O	O	O	O	O	S S S S S			
2	O	O	O	O	S S S S S S					
1	O	O	O	S S S S S S S						

(DP 2B/3B) (RISK 2B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	O	O	O	S S
4	O	O	O	O	O	O	O	O	S S S	
3	O	O	O	O	O	O	O	S S S S		
2	O	O	O	O	O	S S S S S				
1	O	O	O	O	S S S S S S					

(DP 1B) (RISK 1B)

FIELDING	1	2	3	4	5	6	7	8	9	10
5	O	O	O	O	O	O	S S S S			
4	O	O	O	O	O	S S S S S				
3	O	O	O	O	S S S S S S					
2	O	O	O	S S S S S S S						
1	O	O	S S S S S S S S							

Catcher Errors

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	1	1	1	0

1 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	1	1	0	0

2 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
1	1	1	1	1	1	1	0	0	0

3 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
1	1	1	1	1	1	0	0	0	0

4 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
1	1	1	1	1	0	0	0	0	0

5 RATING

Infield Errors

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	2	1	1	1	1	1	1	0

1 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	1	0	0	0

2 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	0	0	0	0

3 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
1	1	1	1	1	0	0	0	0	0

4 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
1	1	1	1	1	0	0	0	0	0

5 RATING

Outfield Errors

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	2	2	1	1	1	1	1	1

1 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	1	1	1	1

2 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	1	1	1	0

3 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	2	1	1	1	1	0	0	0	0

4 RATING

1	2	3	4	5	6	7	8	9	10
☹	☹	☹	☹	☹	☹	☹	☹	☹	☹
2	1	1	1	1	0	0	0	0	0

5 RATING

Pre-game durability/rest check

	1	2	3	4	5	6	7	8	9	10
1	N/A	N/A	2B -5 CF -3	SS -1 3B -4	SS -1 C -5	SS -4 CF -3	1B -1 3B -2	SS -4 P -2	N/A	N/A
2	N/A	N/A	1B -2 RF -3	RF -2 CF -3	2B -3 C -4	2B -2 DH -5	C -3 1B -4	2B -1 C -2	N/A	N/A
3	C -3 P -3	P -1 LF -4	1B -1 LF -5	LF -4 DH -5	RF -2 LF -1	RF -1 LF -1	3B -5 LF -1	RF -1 LF -4	2B -4 RF -5	RF -2 CF -3
4	1B -1 2B -2	1B -3 CF -2	1B -3 CF -2	C -1 DH -2	DH -3 C -5	DH -1 P -2	P -3 RF -3	DH -3 P -2	SS -3 3B -1	LF -1 DH -3
5	SS -1 3B -4	2B -4 RF -5	2B -4 RF -5	P -1 LF -4	N/A	N/A	2B -2 RF -5	SS -4 C -5	SS -2 DH -1	C -2 DH -5
6	RF -2 CF -3	SS -3 3B -1	SS -3 3B -1	1B -3 CF -2	N/A	N/A	SS -2 3B -3	2B -2 C -1	2B -1 DH -5	3B -1 LF -4
7	LF -4 DH -5	SS -2 DH -1	SS -2 DH -1	2B -4 RF -5	1B -1 3B -5	SS -3 P -3	SS -3 DH -5	RF -1 LF -1	RF -3 LF -2	RF -3 LF -1
8	C -1 DH -2	3B -3 C -1	3B -3 C -1	SS -3 3B -1	C -2 1B -3	2B -5 C -1	3B -2 C -3	DH -1 C -2	DH -4 P -2	DH -3 C -5
9	N/A	N/A	C -3 P -2	SS -2 DH -1	3B -1 LF -3	RF -3 LF -4	C -2 P -1	2B -3 DH -1	N/A	N/A
10	N/A	N/A	1B -1 2B -2	3B -3 C -1	CF -2 RF -5	DH -3 1B -2	1B -4 2B -2	RF -2 LF -1	N/A	N/A

Instructions: Roll the red and blue D10 dice to determine if and which players need to be checked for rest needed prior to the game. This check must be done after the lineups for both teams have been determined. Once players are determined, a confrontation roll is done between the players durability rating and the negative result on the above matrix. A result of 5 or below on the confrontation roll and the player must rest for this game, 6 or above and the player can participate in the game with no rest needed. If a player is pulled for rest, he will once again be available for the game at the start of the 5th inning. If the current game follows a scheduled day off for the team, a +2 will be added to the player's durability rating to reflect the rest during the prior day.