

<b>Line-up</b>	<b>Anaheim Angels 2002</b>	<b>Bats</b>	<b>OBR/SP</b>	<b>1b</b>	<b>2b</b>	<b>3b</b>	<b>HR</b>	<b>Deep</b>	<b>K</b>	<b>W</b>	<b>HPB</b>	<b>Out</b>	<b>Error</b>	<b>CD</b>	<b>Th</b>	<b>BA</b>	<b>OPS</b>	<b>Sac</b>	<b>H&amp;R</b>	<b>Cht</b>	<b>Pos</b>
2B	Adam Kennedy*	LN	A	26	36	40		43	54		56	88	E-2	CD-5		0.312	0.795	BB		0 12/88	2B-CF-DH
DH-1b	Brad Fullmer*	LP	B	16	27	31	33	36	37	37	43	88	E-2	CD-3		0.289	0.888	DD		1 12/88	1B-DH
LF	Garret Anderson*	LP	C	20	33	34	36	41	45	45	45	88	E-2	CD-5	T-5	0.306	0.871	DD		0 12/88	LF-CF-DH
RF	Tim Salmon	RP	C	17	27	27	31	34	50	55	57	88	E-2	CD-3	T-3	0.286	0.883	DD		0 88/11	RF-DH
3B	Troy Glaus	RP	B	16	23	23	26	31	51	57	60	88	E-5	CD-5		0.25	0.805	DD		0 88/11	3B-SS
1B-ben	Scott Spiezio#	SN	C	22	32	32		35	36	42	43	88	E-1	CD-4		0.285	0.807	CC		1 88/88	1B-3B-LF-RF-2B
SS	David Eckstein	RN	A	27	33	34		37		37	44	88	E-3	CD-5		0.293	0.752	AA		2 88/11	SS-DH
C	Bengie Molina	RN	E	23	30		30	33			34	88	E-1	CD-5	Th-A	0.245	0.596	BB		2 88/11	C
CF	Darin Erstad*	LN	A	26	33	34		37	41	41	41	88	E-1	CD-5	T-5	0.283	0.702	BB		0 12/88	CF-1B-DH
	Pitcher bats 2002	P	E	17	18			19	46	48						0.148	0.371				
<b>Pos</b>	<b>Suggested Reserves</b>	<b>Bats</b>	<b>OBR/SP</b>	<b>1b</b>	<b>2b</b>	<b>3b</b>	<b>HR</b>	<b>Deep</b>	<b>K</b>	<b>W</b>	<b>HPB</b>	<b>Out</b>	<b>Error</b>	<b>CD</b>	<b>Th</b>	<b>BA</b>	<b>OPS</b>	<b>Sac</b>	<b>H&amp;R</b>	<b>Cht</b>	<b>Pos</b>
RF	Alex Ochoa (+2) RN	RN	A	14	30		30	33		41	41	88	E-3	CD-3	T-3	0.277	0.85	DD		2 88/13	RF-LF
1B	Shawn Wooten (+1) RN	RN	B	23	33	33		36	54	54	55	88	E-0	CD-3		0.292	0.773	DD		0 88/12	1B-C-3B-DH
2B	Benji Gil	RN	B	23	32	33		36	61	61	61	88	E-3	CD-4		0.285	0.737	CC		0 88/12	2B-SS-1B-DH
RF	Orlando Palmeiro*	LN	B	31	36	36		41		43	43	88	E-1	CD-3	T-3	0.3	0.722	BB		2 12/88	RF-LF-CF-DH
C	Jose Molina	RN	E	26	33	33		36	53	53	53	88	E-4	CD-4	Th-A	0.271	0.626	BB		0 88/13	C
2B	Jose Nieves	RN	C	35	40	40		43	52	52	52	88	E-6	CD-1		0.289	0.612	CC		0 88/12	2B-SS-1B-3B-RF-CF-DH
C	Jorge Fabregas*	LN	E	22	23	23		26		26	26	88	E-2	CD-3	Th-C	0.193	0.449	CC		2 13/X	C
<b>Throws:</b>	<b>Anaheim Angels 2002</b>	<b>PB</b>	<b>SR</b>	<b>RR</b>	<b>Max IP</b>	<b>1b</b>	<b>BK</b>	<b>K</b>	<b>W</b>	<b>WP</b>	<b>CD-C</b>	<b>88</b>	<b>Error</b>	<b>Clutch</b>	<b>Def</b>	<b>ERA</b>	<b>zPos</b>				
LHP	Jarrod Washburn	2-8	16	0	8	21		44	52	54	56	88	E-5	CD-2		3.15	SP				SacFly if: If Home, DEEP = HR
RHP	John Lackey	2-7	17	0	8	25	27	51	57	63	65	88	E-2	CD-3		3.66	SP		DH bats	61-88	11-58 HR
RHP	Ramon Ortiz	2-7	18	0	8	21	22	46	54	56	60	88	E-10	CD-1		3.77	SP				
RHP	Kevin Appier	2-7	16	0	7	25		50	56	60	62	88	E-0	CD-2		3.92	SP				
RHP	Aaron Sele	4-7	19	0	8	30		51	57	61	63	88	E-0	CD-2		4.89	SP				
RHP	Troy Percival	2-9	0	2	3	16		43	52	56	60	88	E-2	CD-1		1.92	rp-CL				
RHP	Brendan Donnelly	2-9	0	2	3	16		43	51	52	54	88	E-2	CD-1		2.17	rp				
RHP	Scot Shields	2-9	11	4	3	16		36	45	51	53	88	E-2	CD-1		2.2	rp				
RHP	Ben Weber	2-8	0	3	3	23		45	53	55	57	88	E-2	CD-1		2.54	rp				
RHP	Lou Pote	2-7	0	4	3	14		36	46	52	54	88	E-7	CD-1		3.22	rp				
LHP	Dennis Cook	2-7	0	2	2	21		43	52	52	54	88	E-10	CD-2		3.38	rp				
RHP	Mickey Callaway	4-7	15	0	7	21		44	52	55	57	88	E-10	CD-2		4.19	rp				
RHP	Al Levine	4-7	0	4	3	21		43	52	54	56	88	E-2	CD-1		4.24	rp				
LHP	Scott Schoeneweis	4-7	13	4	4	24	25	46	55	56	60	88	E-5	CD-1		4.88	rp				
Step 1 - roll two dice for result of 2-12		If within PB range, Column C, then next roll will be on pitcher's card. If not, will be on batters card.																			
Step 2 - roll two 8-sided dice for 11-88.		Roll between 11 and the 1B number is a single. The other numbers show the HIGHEST number in range for different results.																			
Click <a href="https://tinyurl.com/4x4jcff5">https://tinyurl.com/4x4jcff5</a> for the rest of the rules - or you can use the following simple rules. Under simple rules, if 2-12 roll in step 1 is a 4 (four) with an OUT and man on 1st, it is a double play.																					
Step 3 (simple rules) To try to steal or go an extra base on a hit or out, roll a 6-sided die and only a "6" is an OUT. Under OBR/SP an AA steals on 1-5, an A on 1-4, B on 1-3, C 1-2 & D on 1. Oon out, batter out instead.																					
Step 4 (simple rules) - If the 2-12 rule is either a 2 or a 12 (but not 3 to 11) check again for error. Roll both 6-sided die again and their HIGHER die is the player who might make an error (6=ss, 5=3b, 4=2b, 3=1b, 2=c, 1+p)																					
Step 4a - Roll one 8-sided die and if it is EQUAL TO OR LOWER than the fielder's error number it is an error. (e.g. an 8-sided die roll of 3 means an E-0, E-1 or E2 is NOT an error, but an E-3, E-4, or higher is)																					