

Line-up	New York Yankees 1961	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos
DH-LF	Johnny Blanchard*	LP	D	21	26	26	36	41	43	45	47	88	E-2	CD-3	Th-C	0.305	0.995	DD		1 88/86	C-LF-RF
C	Elston Howard	RP	E	33	40	41	45	50	56	56	57	88	E-2	CD-4	Th-A	0.348	0.936	CC		0 86/88	C-1B
CF	Mickey Mantle#	SP	B	16	21	22	33	36	51	67	67	88	E-4	CD-3	T-3	0.317	1.135	CC		0 87/87	CF
RF	Roger Maris*	LP	E	13	16	17	30	33	34	42	43	88	E-4	CD-3	T-3	0.269	0.993	DD		1 88/86	RF-CF
LF-ben	Yogi Berra*	LP	D	23	26		32	35			36	88	E-2	CD-4	T-4	0.271	0.795	DD		2 88/86	LF-C-RF
1B	Bill Skowron	RP	E	21	26	27	33	36	52	52	54	88	E-2	CD-5		0.267	0.79	DD		0 86/88	1B
3B	Clete Boyer	RN	D	16	22	23		26	35	40	40	88	E-3	CD-5		0.224	0.656	CC		0 86/88	3B-SS
SS	Tony Kubek*	LN	D	23	32	33		36	37			88	E-5	CD-5		0.276	0.701	AA		1 88/86	SS
2B	Bobby Richardson	RN	B	27	32	33		36		36	36	88	E-3	CD-1		0.261	0.61	AA		2 86/88	2B
	Pitcher bats 1961	P	E	11'-18	21			22	45	48						0.159	0.412				
<i>Pos</i>	<i>Suggested Reserves</i>	<i>Bats</i>	<i>OBR/SP</i>	<i>1b</i>	<i>2b</i>	<i>3b</i>	<i>HR</i>	<i>Deep</i>	<i>K</i>	<i>W</i>	<i>HPB</i>	<i>Out</i>	<i>Error</i>	<i>CD</i>	<i>Th</i>	<i>BA</i>	<i>OPS</i>	<i>Sac</i>	<i>H&R</i>	<i>Cht</i>	<i>Pos</i>
LF	Bob Cerv (+2) RN	RP	C	21	26	27	33	36	44	45	46	88	E-3	CD-4	T-4	0.271	0.827	DD		0 88/12	LF-1B-CF
LF	Hector Lopez	RN	D	21	24	25		30	37	37	37	88	E-5	CD-4	T-4	0.222	0.596	CC		0 88/11	LF-RF
3B	Billy Gardner	RN	E	17	25	25		30	42	42	46	88	E-4	CD-3		0.212	0.571	CC		0 88/12	3B-2B
CF	Jack Reed (+2) RN	RN	E	17				22		22	22	88	E-10	CD-1	T-3	0.154	0.368	DD		2 88/14	CF-LF-RF
SS	Joe DeMaestri	RN	E	17				22	60	60	60	88	E-2	CD-3		0.146	0.293	DD		0 88/14	SS-2B-3B
3B	Deron Johnson	RN	E	11				14	36	37	37	88	E-2	CD-3		0.105	0.287	DD		0 88/14	3B
Throws:	New York Yankees 1961	PB	SR	RR	Max IP	1b	BK	K	W	WP	CD-C	88	Error	Clutch Def	ERA	zPos					
RHP	Bill Stafford	2-8	17	6	7	21		42	50	50	52	88	E-3	CD-2		2.68	SP				SacFly if: If Home, DEEP = HR
RHP	Ralph Terry	2-7	16	5	8	22		43	50	50	52	88	E-0	CD-5		3.15	SP		Pit bats	61-88	11-58 HR
RHP	Rollie Sheldon	2-7	17	6	6	22		43	51	53	55	88	E-0	CD-3		3.6	SP				
LHP	Whitey Ford	2-7	18	0	9	21		45	53	55	57	88	E-9	CD-1		3.21	SP				
LHP	Bud Daley	4-7	19	6	7	23	26	46	54	54	56	88	E-8	CD-1		3.96	SP				
RHP	Art Ditmar	2-6	17	6	6	27		47	55	56	60	88	E-2	CD-4		4.64	SP				
RHP	Bob Turley	2-5	19	6	6	22		44	55	57	61	88	E-2	CD-2		5.75	SP				
LHP	Luis Arroyo	2-9	0	4	3	16		40	47	51	53	88	E-6	CD-1		2.19	rp-CL				
RHP	Johnny James	2-7	0	2	3	26		65	65	65	67	88	E-10	CD-2		0	rp				
RHP	Hal Reniff	2-8	0	5	3	15		33	44	50	52	88	E-10	CD-1		2.58	rp				
RHP	Jim Coates	2-7	17	6	5	22		44	53	54	56	88	E-7	CD-2		3.44	rp				
RHP	Tex Clevenger	2-6	0	5	3	25		45	55	61	63	88	E-10	CD-2		4.83	rp				
RHP	Ryne Duren	2-6	0	4	3	12		42	54	54	56	88	E-10	CD-2		5.4	rp				
LHP	Danny McDevitt	2-4	13	4	3	31	34	62	72	76	100	88	E-10	CD-2		7.62	rp				
LHP	Al Downing	2-4	16	5	3	10	14	44	57	63	65	88	E-10	CD-2		8	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 https://tinyurl.com/4x4jcff5 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)																					