

Line-up	New York Yankees 1998	Bats	OBR/SP	1b	2b	3b	HR	Deep	K	W	HPB	Out	Error	CD	Th	BA	OPS	Sac	H&R	Cht	Pos
SS	Derek Jeter	RN	A	31	36	37	40	43	56	56	57	88	E-2	CD-3		0.324	0.864	CC		0 86/88	SS
LF	Darryl Strawberry*	LP	A	12	16	17	25	30	56	64	65	88	E-10	CD-1	T-3	0.247	0.896	DD		0 88/86	LF-DH
DH-ben	Chili Davis#	SN	E	23	33	33		36	47	53	53	88	E-10	CD-1		0.291	0.819	DD		0 87/87	DH
CF	Bernie Williams#	SP	B	25	34	35	40	43	52	57	57	88	E-2	CD-1	T-2	0.339	0.997	DD		0 87/87	CF-DH
RF	Paul O'Neill*	LP	B	25	35	35	37	42	53	53	53	88	E-2	CD-5	T-5	0.317	0.882	DD		0 88/86	RF-DH
3B	Scott Brosius	RN	B	24	33	33	34	37	51	51	53	88	E-6	CD-5		0.3	0.843	AA		0 86/88	3B-1B-RF
1B	Jorge Posada#	SP	E	17	26	26	30	33	55	61	61	88	E-2	CD-5	Th-A	0.268	0.824	DD		0 87/87	C-1B-DH
C	Joe Girardi	RN	C	24	31	33		36	44	44	45	88	E-1	CD-3	Th-B	0.276	0.703	AA		0 86/88	C
2B	Chuck Knoblauch	RN	A	22	27	30		33	35	40	43	88	E-2	CD-2		0.265	0.765	CC		1 86/88	2B-DH
	Pitcher bats 1998	P	E	11'-17	18			19	46	51						0.146	0.37				
<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>
1B	Tino Martinez*	LP	D	17	26	26	31	34	42	44	45	88	E-2	CD-4		0.281	0.86	DD		0 12/88	1B
LF	Tim Lincecum#	SN	B	26	32	32		35	42	51	52	88	E-3	CD-1	T-2	0.29	0.778	DD		0 88/88	LF-DH
LF	Chad Curtis	RN	A	20	25	25		30	40	47	51	88	E-4	CD-5	T-5	0.243	0.714	CC		0 88/11	LF-CF-RF-DH
SS	Luis Sojo	RN	C	25	30	31		34	36	36	36	88	E-2	CD-4		0.231	0.515	CC		1 88/12	SS-1B-3B-2B-DH
1B	Dale Sveum	SN	D	14	17		18	23	48	55	56	88	E-7	CD-3				CC		0	1B-3B-DH
2B	Homer Bush	SN	D	14	17		18	23	48	55	56	88	E-3	CD-3				CC		0	2B-3B-SS-DH
3B	Mike Lowell	SN	D	14	17		18	23	48	55	56	88	E-2	CD-3				CC		0	3B-DH
LF	Ricky Ledee	SN	D	14	17		18	23	48	55	56	88	E-4	CD-3	T-3			CC		0	LF-RF-CF
Throws:	New York Yankees 1998	PB	SR	RR	Max IP	1b	BK	K	W	WP	CD-C	88	Error	Clutch Def	ERA	zPos					
RHP	Orlando Hernandez	2-8	17	0	8	17	18	46	55	57	61	88	E-0	CD-4		3.13	SP				SacFly if: If Home, DEEP = HR
LHP	David Wells	2-7	17	0	9	23		47	53	54	56	88	E-8	CD-1		3.49	SP		DH bats	61-88	11-58 HR
RHP	David Cone	2-7	17	0	8	21		47	55	57	61	88	E-3	CD-3		3.55	SP				
RHP	Hideki Irabu	2-7	17	6	8	18	21	45	54	56	60	88	E-8	CD-1		4.06	SP				
LHP	Andy Pettitte	4-7	20	7	8	25		50	57	60	62	88	E-2	CD-4		4.24	SP				
RHP	Mariano Rivera	2-9	0	3	3	17		41	47	47	51	88	E-2	CD-1		1.91	rp-CL				
LHP	Graeme Lloyd	2-9	0	2	2	16		37	43	47	51	88	E-10	CD-2		1.67	rp				
RHP	Ramiro Mendoza	2-8	15	5	5	25		45	52	53	55	88	E-3	CD-2		3.25	rp				
RHP	Darren Holmes	2-7	0	4	3	26		50	55	56	60	88	E-10	CD-1		3.33	rp				
RHP	Jeff Nelson	2-7	0	3	2	23		47	56	61	63	88	E-10	CD-2		3.79	rp				
LHP	Mike Stanton	2-6	0	3	3	22		47	55	55	57	88	E-8	CD-1		5.47	rp				
RHP	Mike Buddie	2-6	14	5	3	27	31	52	60	63	65	88	E-2	CD-1		5.62	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 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)																					