Line-up	**Philadelphia Phillies 2008**	**Bats**	**OBR/SP**	**1b**	**2b**	**3b**	**HR**	**Deep**	**K**	**W**	**HPB**	**Out**	**Error**	**CD**	**Th**	**BA**	**OPS**	**Sac**	**H&R**	**Cht**	**Pos**
SS	Jimmy Rollins#	SN	AA	21	31	33		36		37	40	88	E-2	CD-4		0.277	0.786	CC	2	88/88	SS
RF	Jayson Werth	RP	A	20	24	25	30	33	60	64	65	88	E-1	CD-5	T-5	0.273	0.861	DD	0	88/11	RF-CF-LF
2B	Chase Utley*	LP	B	17	26	27	32	35	45	46	53	88	E-2	CD-5		0.292	0.915	CC	0	12/88	2B-1B
1B	Ryan Howard*	LP	E	13	20	21	27	32	63	67	70	88	E-3	CD-5		0.251	0.881	DD	0	12/88	1B-DH
DH-LF	Pat Burrell	RP	E	12	21	22	26	31	51	62	62	88	E-2	CD-1	T-2	0.25	0.875	DD	0	88/11	LF
3B	Greg Dobbs*	LP	B	23	32	33	35	40	52	52	53	88	E-3	CD-1		0.301	0.824	DD	0	12/88	3B-LF-1B-RF-DH
C	Chris Coste	RN	E	20	27	27	30	33	45	45	51	88	E-2	CD-4	Th-B	0.263	0.748	CC	0	88/11	C-1B-DH
LF-ben	Geoff Jenkins*	LN	D	20	26	26	27	32	52	52	52	88	E-4	CD-5	T-5	0.246	0.694	DD	0	12/88	RF-DH
CF	Shane Victorino#	SN	A	24	32	34		37	42	42	43	88	E-2	CD-4	T-4	0.293	0.799	BB	0	88/88	CF-RF
	Pitcher bats 2008	P	E	11'-17	18			19	46	48						0.139	0.352				
Pos	*Suggested Reserves*	*Bats*	*OBR/SP*	*1b*	*2b*	*3b*	*HR*	*Deep*	*K*	*W*	*HPB*	*Out*	*Error*	*CD*	*Th*	*BA*	*OPS*	*Sac*	*H&R*	*Cht*	*Pos*
3B	*Pedro Feliz*	*RN*	*E*	*21*	*26*	*27*	*30*	*33*	*37*	*37*	*37*	*88*	*E-3*	*CD-4*		*0.249*	*0.705*	*CC*	*0*	*88/11*	*3B-SS*
C	*Carlos Ruiz*	*RN*	*D*	*17*	*24*	*24*		*27*	*31*	*35*	*36*	*88*	*E-2*	*CD-4*	*Th-B*	*0.219*	*0.62*	*BB*	*0*	*88/11*	*C-3B*
SS	*Eric Bruntlett*	*RN*	*A*	*17*	*24*	*25*		*30*	*40*	*40*	*42*	*88*	*E-4*	*CD-3*		*0.217*	*0.594*	*CC*	*0*	*88/11*	*SS-3B-LF-2B-1B-RF*
LF	*So Taguchi*	*xxx*		*xxx*									*E-10*	*CD-1*	*T-3*				*2*		*LF-RF-CF*
Throws:	**Philadelphia Phillies 2008**	**PB**	**SR**	**RR**	**Max IP**	**1b**	**BK**	**K**	**W**	**WP**	**CD-C**	**88**	**Error**	**Clutch Def**		**ERA**	**zPos**				
LHP	**Cole Hamels**	**2-8**	**17**	**0**	**8**	**21**		**46**	**53**	**53**	**55**	**88**	**E-7**	**CD-4**		**3.09**	**SP**			SacFly if:	If Home, DEEP = HR
LHP	**J.A. Happ**	**2-7**	**16**	**5**	**6**	**18**		**44**	**53**	**55**	**57**	**88**	**E-10**	**CD-2**		**3.69**	**SP**		Pit bats	61-88	11-58 HR
LHP	**Jamie Moyer**	**2-7**	**16**	**0**	**8**	**24**		**46**	**54**	**55**	**57**	**88**	**E-5**	**CD-3**		**3.71**	**SP**				
RHP	*Joe Blanton*	*4-7*	*15*	*0*	*7*	*22*		*45*	*54*	*55*	*57*	*88*	*E-2*	*CD-1*		*4.2*	*SP*				
RHP	*Brett Myers*	*4-7*	*18*	*0*	*8*	*25*		*52*	*60*	*61*	*63*	*88*	*E-0*	*CD-3*		*4.55*	*SP*				
RHP	*Kyle Kendrick*	*2-6*	*17*	*6*	*7*	*30*	*31*	*51*	*57*	*60*	*62*	*88*	*E-3*	*CD-4*		*5.49*	*SP*				
RHP	*Adam Eaton*	*2-6*	*18*	*6*	*7*	*31*		*52*	*60*	*61*	*63*	*88*	*E-2*	*CD-3*		*5.8*	*SP*				
RHP	*Brad Lidge*	*2-9*	*0*	*2*	*3*	*16*		*45*	*54*	*60*	*62*	*88*	*E-2*	*CD-1*		*1.95*	*rp-CL*				
LHP	*J.C. Romero*	*2-8*	*0*	*2*	*2*	*15*	*18*	*42*	*52*	*54*	*56*	*88*	*E-2*	*CD-1*		*2.75*	*rp*				
RHP	*Chad Durbin*	*2-8*	*0*	*3*	*3*	*22*		*46*	*54*	*56*	*60*	*88*	*E-2*	*CD-1*		*2.87*	*rp*				
RHP	*Ryan Madson*	*2-8*	*0*	*3*	*3*	*24*	*25*	*52*	*57*	*61*	*63*	*88*	*E-2*	*CD-1*		*3.05*	*rp*				
RHP	*Clay Condrey*	*2-7*	*0*	*4*	*3*	*31*		*53*	*57*	*60*	*62*	*88*	*E-2*	*CD-1*		*3.26*	*rp*				
RHP	*Rudy Seanez*	*2-7*	*0*	*3*	*3*	*18*		*43*	*53*	*56*	*60*	*88*	*E-10*	*CD-1*		*3.53*	*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)																					