



Fast Inning Baseball Commissioner Handbook

Table of Contents

1.0 Introduction.....	3
2.0 Player Creation.....	11
3.0 Team Qualities.....	17
4.0 Prospect Pipeline.....	19
5.0 Spring Training	30
6.0 Free Agent Market.....	38
7.0 Player Injuries.....	40
8.0 Trade Deadline Procedure	43
9.0 Manager Evaluation.....	46
10.0 Player Development.....	48
11.0 Salary and Team Budget System.....	54
Appendix A - Instant Results.....	58
Appendix B - Importing Real Players	61
Appendix C - Importing Players from History Maker Baseball.....	64
Appendix D - League Draft & GM Draft Profiles.....	70
Appendix E - Worksheets	80

Version 1.02



Build Your Baseball Universe, One Fast Inning at a Time

1.0 Introduction

Congratulations Commissioner! You hold in your hands everything you need to create your own baseball universe with Fast Inning Baseball (FIB). This Handbook expands FIB gameplay with systems for:

- Player Creation
- Generating Team Qualities Using Player Grades
- Prospect Pipeline for Rookie Creation
- Free Agency & Trade Deadline
- Player Development & Retirement
- Player Injuries
- Player Salary & Team Salary Caps
- And more!

Thanks to the 3d6-Gaming and Fast Inning Baseball communities for their continued support of Fast Inning Baseball. Special thanks to Andrew Sasin, Marco Scola, Dominic Morta, Gary Moore, and Tony Graham for help with play-testing and various tweaks to the Commissioner Handbook mechanics. Thanks to my gaming group for their continued support and friendship: Paul Salzgeber, James Cast, Travis Jansen, Harvey Couch, Bob Hansen and Cooper Gilbert. Finally, thanks to Keith Avallone for continuing to support all of my 3d6-Gaming projects.

The margins of this handbook have been formatted to enable printing and binding.

1.1 Design Philosophy

The FIB Commissioner Handbook is designed to provide everything needed to run an ever-evolving tabletop baseball league, but not be too complex or difficult to manage. Here are some high-level concepts that drove the design of this expansion to FIB.

- Organizations only have 2 levels, the Big Leagues and the Farm System - represented by the Prospect Pipeline.
- Team qualities are generated by summing up position player grades, making it easy to measure the impact to a team when considering a roster change.
- Roster Management only includes the starting rotation, bullpen, closer, and every-day position players. There is no "bench" or "depth" management or consideration for platooning.
- Teams must have 6 Starting Pitchers, but the management of the rotation of each team is up to you.
- Once a player is called-up to the Big League on a 3-year contract, they cannot return to the Farm System. If they are released they become a Free Agent.
- Four times a year (Spring Training & regular intervals of the regular season) teams will evaluate opportunities in the Prospect Pipeline and Free Agent Market.

- Player salaries, along with team market sizes and budget caps are entirely optional.
- Team managers exist for narrative purposes only, and do not have an impact on player development or performance

1.2 Player Attributes and Archetypes

In order to bring individual player development into FIB, team qualities and grades had to be deconstructed down to the individual player level. This allows the sum of player qualities to generate team qualities used by the core game.

1.2.1 Pitcher Attributes

Pitchers are represented using three fundamental attributes that represent their overall effectiveness on the mound. These attributes should be familiar to anyone who has played the FIB core game.

Pitching Grade

Using a seven-step scale from A+ to F, this grade reflects a pitcher's WHIP (walks plus hits per inning pitched). An A+ grade indicates elite command and devastating stuff, while an F grade suggests significant control problems.

HR Control

Measures a pitcher's ability to prevent home runs. This attribute uses five distinct levels:

- TOUGH: Elite ability to keep the ball in the park
- TOUGH•: Above-average prevention of HR's
- Neutral: League-average HR management
- SHAKY•: Somewhat prone to hard contact
- SHAKY: Highly susceptible to home runs

Note that qualities in FIB with a bullet (•) are read as "Semi-". So TOUGH• is read as "Semi-TOUGH".

Stamina

Represents how deep into games a pitcher can work effectively. This attribute varies by role:

- Starting Pitchers: For modern leagues, this generally ranges from 5-7, determining how many innings they can effectively pitch. If your league is set before the 1980's you can adjust the player generation charts as needed.
- Closers: Either 1 or 2, indicating their ability to work multiple innings if needed.
- Relief Pitchers: Relief pitchers receive no stamina rating, as their use as a unit is abstracted in Fast Inning Baseball.

1.2.2 Position Player Attributes

Position players are created and evaluated using four fundamental attributes that

represent their overall baseball abilities. Grades range from A+ (elite) to F (very poor) using a seven-point grading scale. For calculations, an A+ is worth 7, A is 6, B+ is 5, B (average) is 4, C is 3, D is 2, and an F is worth 1.

Hitting

Represents a player's ability to make contact, get on base, and drive in runs. Grades range from A+ (elite hitter) to F (poor contact/on-base skills). The sum of a team's hitting grades (when converted to numbers) will be used to determine the scoring rating of the team.

Power

This attribute focuses solely on a player's ability to hit the long ball. The sum of a team's power grades (when converted to numbers) will be used to determine the power rating the team.

Clutch

Measures a player's performance in high-leverage situations. Rather than just raw hitting ability, this represents how well a player maintains or elevates their performance when it matters most. A high Clutch grade indicates a player who thrives under pressure.

Defense

Represents fielding ability, range, and defensive instincts. A high Defense grade indicates a player who consistently makes both routine and difficult plays. The sum of a team's defense grades (when converted to numbers) will be used to determine the defense rating the team.

1.2.3 Position Player Archetype System

Position players in FIB are categorized into distinct archetypes that reflect common player profiles found throughout baseball history. Each archetype represents a different style of player, with their own strengths and limitations. For position players, their development ceiling across all attributes are governed by these archetypes.

Five-Tool Player (5E or 5T)

The complete baseball player, showing above-average abilities across all attributes. These rare prospects have the potential to impact the game in every way. Five-Tool players come in two varieties:

Elite 5T (5E): Excels across all attributes, with potential for superstar-level hitting

- Hitting: Can reach A+
- Other Attributes: All can reach A
- No weak attributes

Standard 5T (5T): Very good across all attributes but not elite

- Hitting, Defense & Clutch: Can reach A
- Power: Can reach B+
- No weak attributes

Hero (HE)

Well-rounded players who may not have the ceiling of a Five-Tool player but still demonstrate good all-around skills. Heroes typically have solid grades across multiple attributes without glaring weaknesses.

- Hitting: Can reach A+
- Power: Limited to B
- Defense: Can reach B+
- Clutch: Can reach A

HR King (HK)

Power-first players who specialize in home runs. While they excel in Power attributes, they often have defensive limitations. These players are classic middle-of-the-order run producers.

- Hitting: Can reach B+
- Power: Can reach A+
- Defense: Limited to C
- Clutch: Limited to B

Defensive Specialist (DS)

Players who prioritize excellence in the field. They feature high Defense grades but may have limited offensive impact. These players earn their value through run prevention rather than run production.

- Hitting: Limited to B
- Power: Limited to B
- Defense: Can reach A+
- Clutch: Can reach A

Journeyman (JM)

Solid, fundamental players without standout tools but enough overall ability to contribute. Journeymen have no primary attribute, so when the handbook calls for you to use their “highest primary attribute”, consider them all primary.

- Hitting: Limited to B
- Power: Limited to B
- Defense: Limited to B
- Clutch: Can reach A

1.2.4 Position Player Considerations

When generating players with FIB, each position on the field has its own distribution of likely archetypes, reflecting the different skills prioritized at different positions:

- Middle infield positions (SS, 2B) favor defensive specialists
- Corner infield positions (1B, 3B) see more power-oriented archetypes
- Outfield positions balance offensive and defensive needs
- Catchers emphasize defensive abilities and power

1.2.5 Position Player Flexibility

As a general rule, you can move players between these positions on your rosters with no change to the players defensive effectiveness:

- OF
- 1B & 3B
- 2B & SS

If you decide to move a player to an “unnatural” position, use your best judgement for how many levels to lower their defense grade.

1.3 The General Manager (GM) System

The GM system was designed to help each franchise feel unique in its approach to drafting, and other roster management decisions. Three core attributes combine to create distinct management styles that shape how teams are built and developed. Each GM becomes a unique character in their organization's story, their decisions guided by their risk tolerance, development focus, and team-building philosophy.

A GM's Risk Tolerance fundamentally shapes how they approach roster decisions. On one end of the spectrum, ultra-conservative GMs play it safe, favoring proven B-grade players over volatile stars and maintaining consistent quality across their roster. These GMs might pass on a potential ace pitcher with erratic control in favor of a reliable middle-of-the-rotation starter. At the other extreme, high-risk GMs chase greatness, willing to gamble their budget on A+ grade talent and embrace the boom-or-bust nature of such strategies.

Working in concert with risk tolerance is the GM's Development Focus, which balances major league success against minor league development. A win-now GM views prospects primarily as trade chips, readily dealing young talent to address immediate major league needs. In contrast, a farm-first GM invests heavily in player development, willing to weather growing pains at the major league level while building a sustainable talent pipeline. This spectrum creates natural narratives of team building – from the GM trading a top prospect for an elite closer at the deadline to the patient architect slowly constructing a powerhouse through player development.

The final piece of the puzzle is the GM's Team Building Philosophy, which shapes how they allocate resources and construct their roster. Approaches include Pitching First, prioritizing elite arms and defense or Offense Heavy, loading up on power bats while accepting weaker pitching.

Players may use GM qualities to guide decisions on behalf of each team, or use the many tables included in the Commissioners Handbook for a more hands-off approach.

1.3.1 General Manager Qualities

You may assign GM's to teams at your discretion when you build your league, or you may use a roll of a d6, matching the die roll to one of the three attributes in each category: 1-2 for the top quality, 3-4 for the middle quality, and 5-6 for the bottom quality.

RISK TOLERANCE
Conservative
Neutral
Aggressive

DEVELOPMENT FOCUS
Farm First
Mixed
Win Now

TEAM BUILDING
Pitching Focused
Balanced
Offense Focused

Some typical situations when these qualities may come into play include:

- There is a major injury on the Big League roster that is driving a losing streak. Does the team call up a prospect, look for a free agent, or ride out the injury with a below average bench player?
- It's the trade deadline. Is the team looking to buy, sell, or stand pat?
- It's the beginning of a new season after player retirements and development/regression is completed. Will the team promote or release any prospects? What is the strategy for the Free Agent Market?

1.4 Gameplay Phases

The sections of this handbook are ordered in the same way you would use the systems during a season. Use these phases below as a guide to make sure you don't miss any steps along the way.

1. League Setup / Inaugural Draft

- Create your league and create your players. You can roll up new players (Section 2), or use the instructions in the Appendix for importing real players or players from History Maker Baseball. Don't forget to assign a GM with unique qualities to each team. Name a Manager as well.
- Generate players to fill up your Free Agent list.
- Use online A.I. tools like ChatGPT or Claude to help with generating player names and creating schedules.
- Use the team worksheets included in the Appendix to manage your teams, or use one of the Google Sheets for Team Management found on the www.fastinningbaseball.com website.

2. Establish Team Qualities

- Following team creation, determine the team qualities (Section 3) to complete your team sheets with all the information required to play the game.

3. Prospect Pipeline

- Create the Prospect Pipeline (Section 4) for each team in your league; determine if any players are ready for the "show".

4. Spring Training

- Spring Training (Section 5) is all about generating some storylines heading into the new season.

5. Free Agent Market

- Give all teams a chance to make final roster moves before the season begins. (Section 6)

6. Opening Day

- Play out the first quarter of the season with the FIB core game or the instant results system in the Appendix.
- During the season, don't forget to check for injuries after each game. (Section 7)

7. Quarter Mark

- When you are a quarter of the way through the season, each team will assess their Prospect Pipeline (Section 4), and the Free Agent Market (Section 5).

8. Half-way Mark & Trade Deadline

- When you are half way through the season, each team will assess their Prospect Pipeline (Section 4), and the Free Agent Market (Section 5). As commissioner, you will also need to approve any trades using the Trade Deadline Procedure. (Section 8)

9. Three-Quarter Mark

- When you are three quarters of the way through the season, each team will once again assess their Prospect Pipeline (Section 4), and the Free Agent Market (Section 5). This is the last chance for a team to call up prospects if they want them on their Big League roster for the playoffs.

10. Regular Season Ends & Playoffs

- There are no commissioner handbook procedures for this part of the season. All playoff and championship activities are at the discretion of the commissioner.

11. Player Aging, Manager Check, and Player Re-Signing

- Before any off-season steps, age all players - including those on the free agent list - one year.
- Each organization will grade their manager based on the teams performance and make a decision to keep them on for another year, or let them go. (Section 9)
- Review each team for players with contracts that have expired, and follow the steps in Section 11.4 to complete the contract extension and re-signing process.

12. Player Development

- For all players in the Big Leagues or Free Agent list, run the Player Development process. (Section 10)

13. Begin A New Season

- Go back to Phase 3, Prospect Pipeline, and start the cycle again.

1.5 Book Keeping

It is impossible to build a tabletop baseball league management system without some level of administration and upkeep. Team sheets to track all basic information are provided as part of the game, but it is assumed that most gamers will use these rules and tables to create their own spreadsheets and computer based solutions.

Links to Google Sheets to help automate team and league management are available from 3d6 Gaming.

1.6 Dice Rolls

Tables in this handbook leverage 1d6 (one six-sided die) and 2d6 (two six-sided dice) rolls. For the 2d6 rolls, sometimes you will read them in ascending order, and sometimes you will be adding the two dice together for a result from 2 through 12.

When the table has results that range from 11 through 66, this is your cue to read the dice in ascending order.

1.7 Finder Ranges

When creating finder-ranges for players, you can reference this table to determine the appropriate dice result range.

Roll	%	Roll	%	Roll	%	Roll	%	Roll	%	Roll	%
11	2.78	21	19.44	31	36.11	41	52.78	51	69.44	61	86.11
12	5.56	22	22.22	32	38.89	42	55.56	52	72.22	62	88.89
13	8.33	23	25.00	33	41.67	43	58.33	53	75.00	63	91.67
14	11.11	24	27.78	34	44.44	44	61.11	54	77.78	64	94.44
15	13.89	25	30.56	35	47.22	45	63.89	55	80.56	65	97.22
16	16.67	26	33.33	36	50.00	46	66.67	56	83.33	66	100.00

2.0 Player Creation

This section has two primary purposes: Creating big league players to populate the teams of a brand new league (or maybe create an expansion team in an existing league), or populate a Free Agent list of an established league.

- If you are generating players to create complete new teams or to create an initial league draft pool, refer to section 2.1.
- If creating players to populate the Free Agent list of an established league, refer to section 2.2.

2.1 Creating Free Agents for New Teams

This system was designed to create a draft pool of players for your new league, or alternatively you can roll up new teams without a draft. The player creation charts are designed to produce a fair distribution of talent across all age ranges, but the dice can always keep things interesting. Refer to Appendix D if you plan to hold a draft.

The table to the right shows the makeup of the 20-player FIB roster. To calculate the number of players needed at each position for your draft, multiply the number of teams by the number of players needed at that position on each team. **Do not generate any extra players or the talent level will be too high.**

FIB ROSTER SIZE	
Pos	#
SP	6
RP	4
CL	1
C	1
1B	1
2B	1
SS	1
3B	1
OF	3
DH*	1

* See DH Note on next page

2.1.1 Pitcher Creation for New Teams

Step 1: Determine the pitcher role you are creating (SP, RP, or CL).

Step 2: For all pitcher roles, roll 2d6 to determine the pitcher's AGE.

FREE AGENT AGE		FREE AGENT AGE	
Die Roll	Age	Die Roll	Age
11	21	35-42	28
12	22	43-46	29
13-14	23	51-53	30
15-16	24	54-56	31
21-23	25	61-62	32
24-26	26	63-64	33
31-34	27	65	34
		66	35

Step 3: For all pitcher roles, roll 2d6 to determine the pitcher's GRADE. If the player is 27 or older, this grade is also their ceiling for the purposes of the player progression system. Otherwise, the player's ceiling is one-grade higher. For example, if you draft a C grade 21 year old pitcher, their ceiling is a B. For all pitchers, it is assumed that they have NOT yet had a breakthrough in their development.

GRADE	
Die Roll	Grade
11-12	F
13-16	D
21-31	C
32-46	B
51-61	B+
62-64	A
65-66	A+

Step 4: For all pitcher roles, roll 2d6 to determine the pitcher's HR TEND rating.

HR TEND	
Die Roll	HR Tend
11-13	SHAKY
14-23	SHAKY•
24-55	
56-63	TOUGH•
64-66	TOUGH

Step 5: For SP only, roll 2d6 to determine the pitcher's STAMINA.

Step 6: For CL only, roll 2d6 to determine the pitcher's STAMINA. Feel free to modify these tables to your liking if you are building a universe in a non-modern era.

SP STAMINA	
Die Roll	Stamina
11-15	5
16-61	6
62-66	7

CL STAMINA	
Die Roll	Stamina
11-64	1
65-66	2

2.1.2 Position Player Creation for New Teams

Step 1: Identify the position you are rolling for, and then roll 2d6 to determine player ARCHETYPE using appropriate position table.

CATCHER	
Die Roll	Arch.
11-26	JM
31-44	DS
45-53	HE
54-65	HK
66*	5T

FIRST BASE	
Die Roll	Arch.
11-24	JM
25-34	DS
35-51	HE
52-63	HK
64-66*	5T

SECOND BASE	
Die Roll	Arch.
11-32	JM
33-54	DS
55-61	HE
62-64	HK
65-66*	5T

SHORTSTOP	
Die Roll	Arch.
11-32	JM
33-53	DS
54-61	HE
62-64	HK
65-66*	5T

* ELITE check: Make an additional 2d6 roll; on 51-66, the player archetype is changed from 5T to 5E

THIRD BASE	
Die Roll	Arch.
11-23	JM
24-34	DS
35-51	HE
52-61	HK
62-66*	5T

OUTFIELD	
Die Roll	Arch.
11-26	JM
31-36	DS
41-52	HE
53-61	HK
62-66*	5T

† Notes about the DH position:

- The Defense rating of a DH does not impact the team Defense Quality
- A DH created via this procedure is also free to be moved to the 1B, LF, or RF positions
- A player at any position can become a DH; make a note of their natural position should you ever want to put them back in the field

DH†	
Die Roll	Arch.
11-26	JM
-	DS
31-56	HE
61-66	HK
-	5T

Step 2: Roll 2d6 to determine the position player's AGE.

FREE AGENT AGE		FREE AGENT AGE	
Die Roll	Age	Die Roll	Age
11	21	35-42	28
12	22	43-46	29
13-14	23	51-53	30
15-16	24	54-56	31
21-23	25	61-62	32
24-26	26	63-64	33
31-34	27	65	34
		66	35

Step 3: Roll 2d6 (4 times) to determine the player's grades for Hitting, Power, Defense, and Clutch based on their ARCHETYPE.

5E		5T		HE		HK		DS		JM	
Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.
Hitting		Hitting		Hitting		Hitting		Hitting		Hitting	
11-14	B	11-12	B	11-21	B	11-14	D	11-16	F	11	F
15-34	B+	13-36	B+	22-42	B+	15-34	C	21-33	D	12-14	D
35-54	A	41-66	A	43-56	A	35-44	B	34-43	C	15-41	C
55-66	A+	Power		61-66	A+	45-66	B+	44-66	B	42-66	B
Power		11-31	B	Power		Power		Power		Power	
11-21	B	32-66	B+	11-15	F	11-31	B+	11	F	11-12	F
22-54	B+	Defense		16-31	D	32-54	A	12-23	D	13-23	D
55-66	A	11-16	B	32-46	C	55-66	A+	24-64	C	24-63	C
Defense		21-56	B+	51-66	B	Defense		65-66	B	64-66	B
11-16	B	61-66	A	Defense		11-22	F	Defense		Defense	
21-46	B+	Clutch		11	F	23-34	D	11-31	B+	11	F
51-66	A	11-16	D	12-15	D	35-66	C	32-53	A	12-14	D
Clutch		21-26	C	16-24	C	Clutch		54-66	A+	15-31	C
11-16	D	31-46	B	25-46	B	11-12	F	Clutch		32-66	B
21-26	C	51-56	B+	51-66	B+	13-26	D	11-16	D	Clutch	
31-46	B	61-66	A	Clutch		31-46	C	21-26	C	11-16	F
51-56	B+			11-16	D	51-66	B	31-46	B	21-26	D
61-66	A			21-26	C			51-56	B+	31-36	C
				31-46	B			61-66	A	41-46	B
				51-56	B+					51-56	B+
				61-66	A					61-66	A

2.1.3 Player Salaries

If playing with Player Salaries and Team Budgets, refer to **Section 11 - Salary and Team Budget System** to create salaries for all the players in the draft. More experienced players will demand a higher salary.

2.1.4 League Draft

See **Appendix D - League Draft & GM Draft Profiles** for more information about running a league draft. It's important to note that the teams you create with the procedure and tables here in section 2.1 will produce mostly average and below average teams. This was intentional, designed to help a new league feel like it has room to mature and for team payrolls to grow, and to ensure that expansion teams aren't powerhouses in their first year.

2.1.5 Finder Ranges for Starting Pitchers

This is generally not important for a fictional league, as the original intent of the FIB pitcher finder was to randomize the starting pitcher for a one-off game or the start of a short series. But if you want your teams to have one, I generally use the following standard template:

SP FINDER RANGES	
Pos	Range
SP1	11-21
SP2	22-32
SP3	33-43
SP4	44-53
SP5	54-63
SP6	64-66

2.1.6 Finder Ranges for Position Players

Step 1: CLUTCH HIT FINDER RANGE: Use the table below to gather each player's range value, which is based on their hitting grade. Once you've assigned all the values, make any necessary minor adjustments to smooth everything out so that they all sum up to 36. The first batter will start with 11-X. The second batter will start with X+1. Refer to Finder Sequence Table below if you are unfamiliar with counting in base-6.

For example, if the catcher has a Clutch Hit Range value of 4, their range will be 11-14. Then, if the first baseman has a range value of 3, their range will be 15-21. And so on.

Step 2: HR FINDER RANGE. Similar to the clutch range process, use the table below to assign HR range values based on the power grade of the player. If all players do not add up to 36, you can assign the leftover range to a player underneath the DH named "Other" (representing non-starters) or you can spread the remainder across the starters with high power grades. If the total is more than 36, you will need to smooth it back down by subtracting from a player or two.

CLUTCH FINDER VALUES	
Hitting Grade	Value
A+	7
A	6
B+	5
B	4
C	3
D	2
F	1

HR FINDER VALUES	
Power Grade	Value
A+	6
A	5
B+	4
B	3
C	2
D	1
F	0

Finder Base-6 Table

Roll	%	Roll	%	Roll	%	Roll	%	Roll	%	Roll	%
11	2.78	21	19.44	31	36.11	41	52.78	51	69.44	61	86.11
12	5.56	22	22.22	32	38.89	42	55.56	52	72.22	62	88.89
13	8.33	23	25.00	33	41.67	43	58.33	53	75.00	63	91.67
14	11.11	24	27.78	34	44.44	44	61.11	54	77.78	64	94.44
15	13.89	25	30.56	35	47.22	45	63.89	55	80.56	65	97.22
16	16.67	26	33.33	36	50.00	46	66.67	56	83.33	66	100.00

2.2 Creating Free Agents For an Established League

Use this system to create a pool of available free agents at the start of your league, and use it to keep the pool populated year-over-year as players retire or are signed. It is suggested that you have at least 2-3 free agents available at each position at the start of each season, but let it deplete naturally only refreshing it each off season. Note that by design, it will be rare for there to be any stars generated by this process, but there may be players who will perform better than the standard “unnamed” replacement players brought in when a player is injured or when a starter is traded.

2.2.1 Pitcher Creation for Established League

Step 1: Determine the pitcher role you are creating (SP, RP or CL).

Step 2: For all pitcher roles, roll 2d6 to determine the pitcher’s AGE.

FREE AGENT AGE		FREE AGENT AGE	
Die Roll	Age	Die Roll	Age
11-12	25	41-44	31
13-14	26	45-52	32
15-21	27	53-55	33
22-24	28	56-62	34
25-32	29	63-64	35
33-36	30	65-66	36

Step 3: For all pitcher roles, roll 2d6 to determine the pitcher’s GRADE. This grade is also their ceiling for the purposes of the player progression system, and it is assumed that they have NOT yet had a breakthrough in their development.

Step 4: For all pitcher roles, roll 2d6 to determine the pitcher’s HR TEND rating.

GRADE		HR TEND	
Die Roll	Grade	Die Roll	HR Tend
11-12	F	11-13	SHAKY
13-26	D	14-23	SHAKY•
31-45	C	24-55	
46-56	B	56-63	TOUGH•
61-65	B+	64-66	TOUGH
66	A		

Step 5: For SP only, roll 2d6 to determine the pitcher’s STAMINA. Feel free to modify these tables to your liking if you are building a universe in a non-modern era.

Step 6: For CL only, roll 2d6 to determine the pitcher’s STAMINA.

SP STAMINA		CL STAMINA	
Die Roll	Stamina	Die Roll	Stamina
11-31	5	11-64	1
32-62	6	65-66	2
63-66	7		

Step 7: If using player salaries, determine the pitcher's desired annual salary, modified as follows:

- If the pitcher is between 29 and 32 (inclusive), then multiply their calculated salary by 1.1 to determine their asking salary
- If the pitcher is older than 32, then multiply their calculated salary by 1.2

2.2.2 Position Player Creation for Established League

Step 1: Identify the position you are rolling for, and then roll 2d6 to determine player ARCHETYPE.

ALL POSITIONS	
Die Roll	Arch.
11-56	JM
61-62	DS
63-64	HE
65-66	HK

Step 2: Roll 2d6 to determine the position player's AGE.

FREE AGENT AGE		FREE AGENT AGE	
Die Roll	Age	Die Roll	Age
11-12	25	41-44	31
13-14	26	45-52	32
15-21	27	53-55	33
22-24	28	56-62	34
25-32	29	63-64	35
33-36	30	65-66	36

Step 3: Roll 2d6 (4 times) to determine the player's grades for Hitting, Power, Defense, and Clutch based on their ARCHETYPE. These grades are also their ceiling for the purposes of the player progression system, and it is assumed that they have NOT yet had a breakthrough in their development.

HE		HK		DS		JM	
Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.
Hitting		Hitting		Hitting		Hitting	
11-64	B	11-46	C	11-56	D	11-36	D
65-66	B+	51-66	B	61-66	C	41-53	C
Power		Power		Power		Power	
11-46	D	11-64	B	11-56	F	54-66	B
51-66	C	65-66	B+	61-66	D	11-56	D
Defense		Defense		Defense		Defense	
11-46	D	11-56	F	11-26	B	61-66	C
51-66	C	61-66	D	31-56	B+	11-36	C
Clutch		Clutch		Clutch		Clutch	
11	F	11	F	61-66	A	41-66	B
12-16	D	12-22	D	Clutch		Clutch	
21-26	C	23-35	C	11	F	11	F
31-46	B	36-46	B	12-22	D	12-21	D
51-56	B+	51-56	B+	23-35	C	22-32	C
61-65	A	61-65	A	36-46	B	33-46	B
66	A+	66	A+	51-56	B+	51-56	B+
				61-65	A	61-65	A
				66	A+	66	A+

3.0 Team Qualities

FIB uses the sum of individual player attribute grades to determine Team Qualities for Scoring, Power, and Defense.

IMPORTANT: You will need to immediately re-establish the Team Qualities (with the exception of the “Flashy” check that only happens once a year) anytime there is a change in the big league position player lineup or bullpen.

For these procedures, convert the letter grade for each quality as follows:

GRADE VALUES	
Grade	Value
A+	7
A	6
B+	5
B	4
C	3
D	2
F	1

3.1 Team Power Quality

Sum the Power grades for each position player and use the chart below to determine the team’s quality:

POWER QUALITY	
Sum	Quality
>36	STRONG
34-36	STRONG•
30-33	neutral
27-29	WEAK•
<27	WEAK

Power Bonus for Scoring: If the team’s Power is STRONG, the team gains a 6 point Power Bonus for the Scoring Quality determination. If STRONG•, the team gains a 3 point Power Bonus.

3.2 Team Scoring Quality

Sum the Hitting grades for each position player, add any Power Bonus, and use the chart below to determine the team’s quality:

SCORING QUALITY	
Sum	Quality
>42	HIGH
40-42	HIGH•
30-39	neutral
27-29	LOW•
<27	LOW

3.3 Team Defense Quality

Sum the Defense grades for each position player (excluding the DH) and use the chart below to determine the team's quality:

SCORING QUALITY	
Sum	Quality
>39	SOLID
37-39	SOLID•
28-36	neutral
25-27	POROUS•
<25	POROUS

Defense "Flashy" Quality: Determining what teams get the extra defensive "Flashy" rating is done by rolling on the following table each off season. Each team rolls once and reads the table for the result.

FLASHY?	
Roll	Result
11-36	No Flashy quality
41-44	POROUS or POROUS• team earns Flashy; otherwise no Flashy quality
45-54	neutral team earns Flashy; otherwise no Flashy quality
55-66	SOLID or SOLID• team earns Flashy; otherwise no Flashy quality

3.4 Bullpen Qualities

You will need to immediately re-establish the Bullpen Qualities anytime there is a change in the big league bullpen (excluding the Closer).

3.4.1 Bullpen Grade

Using the letter grade to number conversion, find the average (rounding to the nearest whole number) bullpen grade (RP only) and convert back to a letter grade.

SP/RP Grade Value	
GRADE	Value
A+	7
A	6
B+	5
B	4
C	3
D	2
F	1

3.4.1 Bullpen HR TEND Quality

Convert the quality for each RP as follows: TOUGH = 5, TOUGH• = 4, neutral = 3, SHAKY• = 2, and SHAKY = 1. Find the average (rounding to the nearest whole number) and convert back to a HR TEND quality using the same scale.

3.5 Playing Without a DH

If you are creating a league with no DH, then for the Team Power and Scoring Qualities, reduce each range of die rolls in 3.1 and 3.2 by 3. For example, the range for a STRONG• team will become 31-33.

4.0 Prospect Pipeline

While the big league club battles for glory on the diamond, the future of each franchise develops in the minor leagues. The Prospect Pipeline represents each team's top young talent working their way toward the majors.

During Spring Training, each team identifies promising prospects to monitor throughout the season. These players develop at their own pace as they face the challenges of professional baseball. As the season progresses, your prospects will be evaluated at the quarter mark, halfway point, and three-quarter mark of the schedule. Their potential will fluctuate based on performance, injuries, and coaching. A pitching prospect might develop a devastating new pitch, while a power hitter could refine his swing for better launch angle. Conversely, players might encounter setbacks - mechanical flaws, minor injuries, or simply hitting a development plateau.

The longer a prospect remains in the minors, the more opportunity they have to increase their potential - but waiting too long carries risks. Some players may stagnate or even regress if not challenged at the highest level. GM's face critical decisions about when to promote prospects to the majors. Call them up too early, and they might not reach their ceiling; wait too long, and their development window might close.

4.1 Prospect Distribution

Most teams will have 4 players in their Prospect Pipeline each season (2 pitchers and 2 position players). Teams that have a GM with a Farm First development focus receive a 5th player. If the team is focused on pitching, then the 5th prospect will be a pitcher. If they are focused on offense, it will be a position player. If they are balanced, then it is commissioner's choice based on team needs. Note that it's possible to have more players in the Prospect Pipeline due to trades, but they may not add more prospects during Spring Training if they are already at or above their limit.

4.2 Prospect Position Groups

Pitchers are classified in the same way as the big league club, SP, RP and CL. Position players still fall into the established archetypes, but are not limited to a single position as to provide flexibility into how they are slotted into the big league roster.

- C/1B: Catcher or first baseman
- CI: Corner infielder; first baseman or third baseman
- MI: Second baseman or shortstop
- OF: Left fielder, center fielder, or right fielder

Note that any player can fill the DH role on the big league roster. Be sure to make a note of their natural position if you want to be able to move them there in the future.

4.3 Prospect Evaluation Schedule

Prospects are evaluated four times a year: Spring training, 25% through the season, 50% through the season, and 75% through the season. At each evaluation, a player's potential will be refreshed. Potential ranges from 20-80, with 50 generally representing the point at

which a player may be ready for the big leagues. Changes to potential happen in five-point increments.

4.4 Prospects Rolling Over to Next Season

For prospects not called up the previous season, the GM must decide to remove them from the pipeline or keep them – taking up one of the upcoming season’s available 4 (or 5) spots.

- Don’t forget to age any prospects by one year if they remain in the pipeline.
- Any prospects not kept are gone for good and assumed to have never made it to the show.

To determine if a prospect is kept in the pipeline when starting a new season, follow these steps.

Step 1: Determine if any GM modifier will apply to the decision dice roll.

GM RISK TOLERANCE		GM DEV FOCUS	
Quality	Modifier	Quality	Modifier
Conservative	+1	Farm First	+2
Neutral	0	Mixed	0
Aggressive	-1	Win Now	-2

Step 2: Determine if the players potential rating will modify the dice roll. More than one modifier may apply.

POTENTIAL MODIFIER	
Potential	Modifier
65+	+2
55-60	+1
Potential increased previous season	+1
Potential did not change last season	-1
Potential decreased previous season	-2
45 or below	-2

Step 3: Determine if team situation will modify the dice roll.

TEAM SITUATION MODIFIER	
Team Situation	Modifier
Already a position of organizational strength?	-1
Position of organizational weakness?	+1

Step 4: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers.

CALL UP DECISION	
Modified Roll	Result
2-6	Remove prospect from pipeline
7-12	Keep in the pipeline another season

4.5 Prospect Creation

Step 1: For each prospect to be added to a team's pipeline, roll on the appropriate table for the player's position. Each team should have a minimum of 2 pitchers and 2 position players in their pipeline at the beginning of a new season.

PITCHER		POSITION PLAYER	
Die Roll	Pos.	Die Roll	Pos.
11-36	SP	11-16	C/1B
41-56	RP	21-31	CI
61-66	CL	32-42	MI
		43-66	OF

Step 2: For position players, determine their archetype.

C/1B		CI		MI		OF	
Die Roll	Arch.	Die Roll	Arch.	Die Roll	Arch.	Die Roll	Arch.
11-26	JM	11-23	JM	11-32	JM	11-26	JM
31-44	DS	24-34	DS	33-54	DS	31-36	DS
45-53	HE	35-51	HE	55-61	HE	41-52	HE
54-65	HK	52-61	HK	62-64	HK	53-61	HK
66*	5T	62-66*	5T	65-66*	5T	62-66*	5T

* ELITE check: Make an additional 2d6 roll; on 51-66, the player archetype is changed from 5T to 5E

Step 3: For each player, determine their age and starting potential rating.

AGE		POTENTIAL	
Roll	Age	Die Roll	POT
11-16	21	11-13	30
21-26	22	14-21	35
31-36	23	22-31	40
41-46	24	32-45	45
51-56	25	46-55	50
61-66	26	56-63	55
		64-66	60

4.6 Prospect Development

Perform this step at the 25%, 50%, and 75% mark of each season for each prospect. For prospects kept from the previous season, perform this step during Spring Training.

- Prospects that are 25 or older receive a +2 level increase to their roll. For example, if a 25 year old prospect rolls a 16 then their result is increased by two rows to 23.

Step 1: Find the appropriate table for Starting Pitchers, Relief Pitchers & Closers, or Position Players and roll 2d6 and read in ascending order to see if there is any change to the players potential rating.

SP DEVELOPMENT		
Roll	Event	Result
11	Develops hitch in delivery, affecting command	-20
12	Stamina issues in later innings	-15
13	Multiple rough outings with high ERA	-10
14	Hitters learn pitch patterns	-5
15	Minor arm fatigue impacting recent performance	-5
16	Struggling with big innings or pressure situations	-5
22	Player maintains steady production	-
23	Improving in some areas while working on others	-
24	Facing appropriate challenge for current ability	-
25	Working on specific skills to improve delivery	-
26	Maintaining development after previous growth spurt	-
33	Adapting to a different coaching philosophy	-
34	Coaches wondering if player has reached his peak	-
35	New facilities open, offering more varied conditioning	+5
36	New conditioning program improves durability	+5
44	Builds stamina for longer outings	+5
45	Has developed new pitches	+5
46	Full recovery from arm fatigue	+5
55	Works with former ace pitcher on approach	+10
56	Leads league in ERA and WHIP	+15
66	Throws no-hitter!	+20

RP & CL DEVELOPMENT		
Roll	Event	Result
11	Velocity drop-off	-20
12	Tipping pitches to hitters	-15
13	High walk rate in recent weeks	-10
14	Opponents timing pitches better	-5
15	Back/shoulder tightness impacting performance	-5
16	Yips and command issues under pressure	-5
22	Player maintains steady production	-
23	Improving in some areas while working on others	-
24	Facing appropriate challenge for current ability	-
25	Working on specific skills to improve delivery	-
26	Maintaining development after previous growth spurt	-
33	Adapting to a different coaching philosophy	-
34	Coaches wondering if player has reached his peak	-
35	Increases movement on primary pitch	+5
36	Adds velocity to fastball	+5
44	Builds stamina for longer outings	+5
45	Learns specialized pitch	+5
46	New conditioning program increases durability	+5
55	Full recovery from arm fatigue	+10
56	Perfect month with no earned runs	+15
66	Best save/hold percentage in league	+20

POSITION PLAYER DEVELOPMENT		
Roll	Event	Result
11	Batting average plummets	-20
12	Anxiety affecting performance in key moments	-15
13	Expanding strike zone, chasing bad pitches	-10
14	Leg discomfort limiting range	-5
15	Strength gains not translating to game power	-5
16	Defensive hesitation after errors	-5
22	Player maintains steady production	-
23	Improving in some areas while working on others	-
24	Facing appropriate challenge for current ability	-
25	Working on specific skills to improve delivery	-
26	Maintaining development after previous growth spurt	-
33	Adapting to a different coaching philosophy	-
34	Coaches wondering if player has reached his peak	-
35	Adjusts swing for better launch angle	+5
36	Improves bat control and plate coverage	+5
44	Refines footwork and throwing mechanics	+5
45	Develops better focus under pressure	+5
46	Vision training program shows results	+5
55	Core strengthening improves power numbers	+10
56	15+ game hitting streak	+15
66	Highest batting average in the league	+20

4.7 Prospect Call Ups

Perform this step at Spring Training (following any prospect development), and the 25%, 50%, and 75% mark of each season to see if a prospect is called up.

Special Situations:

- If a player reaches 80 potential, they are immediately called up (i.e. skip the steps below). Make the necessary roster moves to make room for the rookie. This may include moving players to different positions and/or releasing an existing player to free agency.
- If the big league club ever trades away a player at the position of one or more prospects, then follow these steps to see if the prospect(s) is called up as a result. This includes a +2 modifier to the roll.

Step 1: Determine if any GM modifier will apply to the call-up decision die roll. Only roll on the GM Team Building table if the prospect matches the GM's focus.

GM RISK TOLERANCE		GM DEV FOCUS		GM TEAM BUILDING*	
Quality	Modifier	Quality	Modifier	Quality	Modifier
Conservative	-1	Farm First	-2	Pitching	-1 if Pitcher
Neutral	0	Mixed	0	Balanced	0
Aggressive	+1	Win Now	+2	Offense	-1 if Pos Player

Step 2: Determine if the players potential rating will modify the call-up decision die roll.

POTENTIAL MODIFIER	
Potential	Modifier
60+	+1
70+	+2
45 or below	-2

Step 3: Determine if team situation will modify the call-up decision die roll.

TEAM SITUATION MODIFIER	
Team Situation	Modifier
Farm First GM & team is rebuilding - out of playoff race?	-2
Mixed GM & team is rebuilding - out of playoff race?	-1
Does team have injury at prospects position?	+1
Win Now GM and team is in the playoff race?	+2
Mixed GM and team is in the playoff race?	+1

Step 4: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers.

CALL UP DECISION	
Modified Roll	Result
2-7	Keep in Farm System
8-12	Call up to Big Leagues

4.8 Creating Grades and Qualities for Rookies

Once a player is called up to the big leagues, use their current Potential, Role, and Archetype to determine their grades and qualities. Most rookies will be created to perform as expected, while some will disappoint or surprise.

4.8.1 Rookie Pitcher Creation

Step 1: For all pitcher roles, roll 2d6 and reference their potential to determine the pitcher's GRADE when they enter the big leagues.

NOTE: A pitcher's GRADE CEILING in the big leagues will be the greater of 1) their grade when they enter the big leagues, or 2) the grade ceiling associated with their Potential at the time they are called up (80: A+, 70-75: A, 60-65: B+, 50-55: B, 40-45: C, 30-35: D, 20-25: F).

POT 20 - 35		POT 40 - 45		POT 50 - 60		POT 65 - 70		POT 75		POT 80	
Die Roll	Grade	Die Roll	Grade	Die Roll	Grade	Die Roll	Grade	Die Roll	Grade	Die Roll	Grade
11-26	F	11-16	F	11-15	F	11-14	F	11-12	F	11	F
31-56	D	21-26	D	21-25	D	15-22	D	13-15	D	12-13	D
61-64	C	31-46	C	26-36	C	23-32	C	16-23	C	14-16	C
65-66	B	51-56	B	41-46	B	33-44	B	24-34	B	21-26	B
		61-65	B+	51-61	B+	45-55	B+	35-53	B+	31-46	B+
		66	A	62-65	A	56-63	A	54-62	A	51-56	A
				66	A+	64-66	A+	63-66	A+	61-66	A+

Step 2: For all pitcher roles, roll 2d6 and reference their potential to determine the pitcher's HR TEND rating.

POT 20-40		POT 45-55		POT 60-70		POT 75-80	
Die Roll	HR Tend	Die Roll	HR Tend	Die Roll	HR Tend	Die Roll	HR Tend
11-22	SHAKY	11-16	SHAKY	11-14	SHAKY	11-12	SHAKY
23-35	SHAKY•	21-32	SHAKY•	15-25	SHAKY•	13-21	SHAKY•
36-62		33-61		26-55		22-53	
63-65	TOUGH•	62-64	TOUGH•	56-63	TOUGH•	54-63	TOUGH•
66	TOUGH	65-66	TOUGH	64-66	TOUGH	64-66	TOUGH

Step 3: For SP only, roll 2d6 to and reference their potential to determine the pitcher's STAMINA.

POT 20-45		POT 50-65		POT 70-80	
Die Roll	Stamina	Die Roll	Stamina	Die Roll	Stamina
11-31	5	11-25	5	11-23	5
32-62	6	26-56	6	24-54	6
63-66	7	61-66	7	55-66	7

Step 4: For CL only, roll 2d6 to determine the pitcher's STAMINA.

POT 20-45		POT 50-65		POT 70-80	
Die Roll	Stamina	Die Roll	Stamina	Die Roll	Stamina
11-65	1	11-64	1	11-62	1
66	2	65-66	2	63-66	2

4.8.2 Rookie Position Player Creation

Step 1: Roll 2d6 to determine the player's grade for HITTING based on their Archetype and Potential

5E		5T		HE		HK		DS		JM	
Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.	Die Roll	Gr.
80		80		80		80		80		80	
11	F	11	F	11	F	11-12	F	11-16	F	11	F
12-13	D	12-13	D	12-13	D	13-15	D	21-24	D	12-14	D
14-16	C	14-16	C	14-16	C	16-26	C	25-45	C	15-26	C
21-26	B	21-26	B	21-26	B	31-51	B	46-66	B	31-66	B
31-46	B+	31-46	B+	31-46	B+	52-66	B+	70-75		70-75	
51-56	A	51-66	A	51-56	A	70-75		11-21	F	11-12	F
61-66	A+	70-75		61-66	A+	11-13	F	14-21	D	13-15	D
70-75		11	F	70-75		14-16	D	22-42	C	16-31	C
11	F	12-14	D	11	F	21-31	C	43-66	B	32-66	B
12-14	D	15-22	C	12-14	D	32-53	B	60-65		60-65	
15-22	C	23-33	B	15-22	C	54-66	B+	11-22	F	11-13	F
23-33	B	31-52	B+	23-33	B	60-65		23-26	D	14-16	D
31-52	B+	53-66	A	31-52	B+	11-14	F	31-51	C	21-34	C
53-61	A	60-65		53-61	A	15-22	D	52-66	B	35-66	B
62-66	A+	11-12	F	62-66	A+	23-34	C	50-55		50-55	
60-65		13-15	D	60-65		35-55	B	11-24	F	11-14	F
11-12	F	16-24	C	11-12	F	56-66	B+	25-33	D	15-22	D
13-15	D	25-36	B	13-15	D	50-55		34-54	C	23-41	C
16-24	C	41-54	B+	16-24	C	11-16	F	55-66	B	42-66	B
25-36	B	55-66	A	25-36	B	21-25	D	40-45		40-45	
41-54	B+	50-55		41-54	B+	26-41	C	11-26	F	11-15	F
55-62	A	11-13	F	55-62	A	42-61	B	31-36	D	16-24	D
63-66	A+	14-21	D	63-66	A+	62-66	B+	41-61	C	25-45	C
50-55		22-31	C	50-55		40-45		62-66	B	46-66	B
11-13	F	32-44	B	11-13	F	11-22	F	20-35		20-35	
14-21	D	45-56	B+	14-21	D	23-32	D	11-32	F	11-16	F
22-31	C	61-66	A	22-31	C	33-45	C	33-42	D	21-24	D
32-44	B	40-45		32-44	B	46-63	B	43-63	C	25-53	C
45-56	B+	11-14	F	45-56	B+	64-66	B+	64-66	B	54-66	B
61-63	A	15-23	D	61-63	A	20-35					
64-66	A+	24-34	C	64-66	A+	11-24	F				
40-45		35-53	B	40-45		25-35	D				
11-14	F	54-62	B+	11-14	F	36-53	C				
15-23	D	63-66	A	15-23	D	54-65	B				
24-34	C	20-35		24-34	C	66	B+				
35-53	B	11-15	F	35-53	B						
54-62	B+	16-25	D	54-62	B+						
63-64	A	26-41	C	63-64	A						
65-66	A+	42-61	B	65-66	A+						
20-35		62-63	B+	20-35							
11-15	F	64-66	A	11-15	F						
16-25	D										
26-41	C										
42-61	B										
62-63	B+										
64-65	A										
66	A+										

Step 2: Roll 2d6 to determine the player's grade for POWER based on their Archetype and Potential

5E	
Die Roll	Gr.
80	
11	F
12-13	D
14-16	C
21-31	B
32-46	B+
51-66	A
70-75	
11	F
12-13	D
14-21	C
22-32	B
33-52	B+
53-66	A
60-65	
11-12	F
13-14	D
15-22	C
23-34	B
35-54	B+
55-66	A
50-55	
11-13	F
14-16	D
21-25	C
26-41	B
42-56	B+
61-66	A
40-45	
11-14	F
15-21	D
22-26	C
31-43	B
44-62	B+
63-66	A
20-35	
11-15	F
16-22	D
23-32	C
33-46	B
51-64	B+
65-66	A

5T	
Die Roll	Gr.
80	
11	F
12-13	D
14-16	C
21-41	B
42-66	B+
70-75	
11	F
12-13	D
14-21	C
22-42	B
43-66	B+
60-65	
11-12	F
13-14	D
15-25	C
26-44	B
45-66	B+
50-55	
11-13	F
14-16	D
21-31	C
32-51	B
52-66	B+
40-45	
11-14	F
15-21	D
22-34	C
35-53	B
54-66	B+
20-35	
11-15	F
16-22	D
23-42	C
43-56	B
61-66	B+

HE	
Die Roll	Gr.
80	
11	F
12-14	D
15-46	C
51-66	B
70-75	
11-12	F
13-22	D
23-52	C
53-66	B
60-65	
11-14	F
15-24	D
25-54	C
55-66	B
50-55	
11-16	F
21-31	D
32-56	C
61-66	B
40-45	
11-22	F
23-33	D
34-62	C
63-66	B
20-35	
11-24	F
25-35	D
36-63	C
64-66	B

HK	
Die Roll	Gr.
80	
11	F
12	D
13-14	C
15-21	B
22-26	B+
31-46	A
51-66	A+
70-75	
11	F
12-13	D
14-16	C
21-23	B
24-32	B+
33-52	A
53-66	A+
60-65	
11-12	F
13-14	D
15-21	C
22-25	B
26-34	B+
35-54	A
55-66	A+
50-55	
11-13	F
14-16	D
21-23	C
24-31	B
32-36	B+
41-56	A
61-66	A+
40-45	
11-14	F
15-21	D
22-25	C
26-33	B
34-42	B+
43-62	A
63-66	A+
20-35	
11-15	F
16-22	D
23-31	C
32-35	B
36-44	B+
45-64	A
65-66	A+

DS	
Die Roll	Gr.
80	
11-16	F
21-31	D
25-61	C
62-66	B
70-75	
11-21	F
22-33	D
34-62	C
63-66	B
60-65	
11-22	F
23-35	D
36-63	C
64-66	B
50-55	
11-24	F
25-43	D
44-66	C
40-45	
11-26	F
31-46	D
51-66	C
20-35	
11-32	F
33-54	D
55-66	C

JM	
Die Roll	Gr.
80	
11-12	F
13-16	D
21-52	C
53-66	B
70-75	
11-13	F
14-24	D
25-54	C
55-66	B
60-65	
11-15	F
16-26	D
31-56	C
61-66	B
50-55	
11-21	F
22-33	D
34-61	C
62-66	B
40-45	
11-23	F
24-35	D
36-63	C
64-66	B
20-35	
11-24	F
25-36	D
41-63	C
64-66	B

Step 3: Roll 2d6 to determine the player's grade for DEFENSE based on their Archetype and Potential

5E	
Die Roll	Gr.
80	
11	F
12-13	D
14-16	C
21-31	B
32-46	B+
51-66	A
70-75	
11	F
12-13	D
14-21	C
22-32	B
33-52	B+
53-66	A
60-65	
11-12	F
13-14	D
15-22	C
23-34	B
35-54	B+
55-66	A
50-55	
11-13	F
14-16	D
21-25	C
26-41	B
42-56	B+
61-66	A
40-45	
11-14	F
15-21	D
22-26	C
31-43	B
44-62	B+
63-66	A
20-35	
11-15	F
16-22	D
23-32	C
33-46	B
51-64	B+
65-66	A

5T	
Die Roll	Gr.
80	
11	F
12-13	D
14-16	C
21-41	B
42-66	B+
70-75	
11	F
12-13	D
14-21	C
22-42	B
43-66	B+
60-65	
11-12	F
13-14	D
15-25	C
26-44	B
45-66	B+
50-55	
11-13	F
14-16	D
21-31	C
32-51	B
52-66	B+
40-45	
11-14	F
15-21	D
22-34	C
35-53	B
54-66	B+
20-35	
11-15	F
16-22	D
23-42	C
43-56	B
61-66	B+

HE	
Die Roll	Gr.
80	
11	F
12-14	D
15-26	C
31-51	B
52-66	B+
70-75	
11-12	F
13-15	D
16-31	C
32-53	B
54-66	B+
60-65	
11-13	F
14-16	D
21-34	C
35-55	B
56-66	B+
50-55	
11-14	F
15-22	D
23-41	C
42-61	B
62-66	B+
40-45	
11-15	F
16-24	D
25-45	C
46-63	B
64-66	B+
20-35	
11-16	F
21-24	D
25-53	C
54-65	B
66	B+

HK	
Die Roll	Gr.
80	
11-16	F
21-31	D
25-66	C
70-75	
11-21	F
22-33	D
34-66	C
60-65	
11-22	F
23-35	D
36-66	C
50-55	
11-24	F
25-43	D
44-66	C
40-45	
11-26	F
31-46	D
51-66	C
20-35	
11-32	F
33-54	D
55-66	C

DS	
Die Roll	Gr.
80	
11	F
12	D
13-14	C
15-21	B
22-26	B+
31-46	A
51-66	A+
70-75	
11	F
12-13	D
14-16	C
21-23	B
24-32	B+
33-52	A
53-66	A+
60-65	
11-12	F
13-14	D
15-21	C
22-25	B
26-34	B+
35-54	A
55-66	A+
50-55	
11-13	F
14-16	D
21-23	C
24-31	B
32-36	B+
41-56	A
61-66	A+
40-45	
11-14	F
15-21	D
22-25	C
26-33	B
34-42	B+
43-62	A
63-66	A+
20-35	
11-15	F
16-22	D
23-31	C
32-35	B
36-44	B+
45-64	A
65-66	A+

JM	
Die Roll	Gr.
80	
11	F
12-14	D
15-26	C
31-66	B
70-75	
11-12	F
13-15	D
16-31	C
32-66	B
60-65	
11-13	F
14-16	D
21-34	C
35-66	B
50-55	
11-14	F
15-22	D
23-41	C
42-66	B
40-45	
11-15	F
16-24	D
25-45	C
46-66	B
20-35	
11-16	F
21-24	D
25-53	C
54-66	B

Step 4: Roll 2d6 to determine the player's grade for CLUTCH based on their Potential

POT 20 – 35		POT 40 – 45		POT 50 – 60		POT 65 – 70		POT 75		POT 80	
Die Roll	Clutch	Die Roll	Clutch	Die Roll	Clutch	Die Roll	Clutch	Die Roll	Clutch	Die Roll	Clutch
11-26	F	11-16	F	11-15	F	11-14	F	11-12	F	11	F
31-56	D	21-26	D	21-25	D	15-22	D	13-15	D	12-13	D
61-64	C	31-46	C	26-36	C	23-32	C	16-23	C	14-16	C
65-66	B	51-56	B	41-46	B	33-44	B	24-34	B	21-26	B
		61-65	B+	51-61	B+	45-55	B+	35-53	B+	31-46	B+
		66	A	62-65	A	56-63	A	54-62	A	51-56	A
				66	A+	64-66	A+	63-66	A+	61-66	A+

4.9 Rookie Contracts

All rookies receive a 3-year contract with the big league club. If using salaries and team budgets, determine their yearly salary using the rules in Section 11. If for some reason the team doesn't have the cap space to accommodate the rookie, then another player may need to be released to free agency to make the necessary room. This is a commissioner decision.

5.0 Spring Training

This module introduces a number of Spring Training player storylines, including injuries, performance improvements and other events that effect player ratings. Note that GM's may still take action with the Farm System or Free Agent Market after completing this final phase of the off season.

Step 1: For each team, roll 2d6 to determine how many players are involved in Spring Training Storylines. If the result is zero, then move on to the next team.

PLAYERS INVOLVED	
Roll	Result
11-16	0
21-46	1
51-66	2

Step 2: Determine the specific players involved by rolling 2d6 for each and consulting the tables below. Re-roll from the "Category" table if you get the same player more than once.

CATEGORY		→	SP		RP		POSITION PLAYER	
Roll	Result		Roll	Result	Roll	Result	Roll	Result
11-25	SP		11-16	SP1	11-22	RP1	11-14	C
26-42	RP or CL		21-26	SP2	23-34	RP2	15-22	1B
43-66	Position Player		31-36	SP3	35-46	RP3	23-26	2B
			41-46	SP4	51-62	RP4	31-34	SS
			51-56	SP5	63-66	CL	35-42	3B
			61-66	SP6			43-46	LF
							51-54	CF
							55-62	RF
							63-66	DH

Proceed to the appropriate section(s) based on the result of Step 2:

- 5.1 Starting Pitcher Event Table
- 5.2 Relief Pitcher Event Table
- 5.3 Closer Event Table
- 5.4 Position Player Event Table

5.1 Starting Pitcher Event Table

Roll 2d6, and read in ascending order on the table below. Notes:

- Grade improvements increase BOTH the players current grade and their ceiling by 1 level.
- Grade reductions do NOT impact a pitcher's grade ceiling.
- A starting pitcher's stamina may never improve past 9 innings, or drop below 5.
- If any result cannot be applied, then the result is ignored.

STARTING PITCHER STORYLINES		
Roll	Storyline	Result
11	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
12	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
13	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
14	Velocity Dip. Troubling drop in fastball velocity during spring training.	Grade decreases 1 level
15	Analytics Revelation. Embraced advanced metrics, completely revamping approach to attack hitters' weaknesses.	Grade improves 1 level
16	Conditioning Setback. Failed to maintain conditioning program in offseason.	Stamina decreases 1 inning
22	Mechanical Overhaul. Fixed previously undetected flaw in pitching motion, unlocking new potential.	Grade improves 1 level
23	Movement Reduction. Primary pitches showing less movement than previously.	HR TEND quality decreases 1 level
24	Endurance Program. Committed to revolutionary endurance training regimen designed for marathon runners.	Stamina improves 1 inning
25	Weight Management. Offseason weight gain affecting overall endurance.	Stamina decreases 1 inning
26	Heart Rate Control. Mastered techniques to lower heart rate during high-stress situations.	Stamina improves 1 inning
33	Off-Season Injury Recovery. Return from surgery hasn't restored previous effectiveness.	Grade decreases 1 level
34	Mechanical Flaw. Mechanical flaw causing certain pitch types to rise in zone.	HR TEND quality decreases 1 level
35	Shoulder Protocol. Preventative shoulder program eliminated fatigue that previously limited outings.	Stamina improves 1 inning
36	Flattening Pitches. Breaking balls staying flat in the zone, easier to hit hard.	HR TEND quality decreases 1 level
44	Ground ball Focus: Developed new sinker that keeps ball in the ballpark.	HR TEND quality improves 1 level
45	Shoulder Fatigue. Non-injury shoulder fatigue appearing earlier in games.	Stamina decreases 1 inning
46	Edge Command. Improved ability to work corners, avoiding dangerous parts of the strike zone.	HR TEND quality improves 1 level
55	Release Point Variability. Release point wandering, impossible to command pitches.	Grade decreases 1 level
56	Expanded Arsenal. Added effective off-speed pitch, preventing batters from sitting on fastball.	HR TEND quality improves 1 level
66	Pitch Lab Success. Spent offseason at elite pitch development facility, refining mechanics and adding velocity.	Grade improves 1 level

5.2 Relief Pitcher Event Table

Roll 2d6, and read in ascending order on the table below. Notes:

- Grade improvements increase BOTH the players current grade and their ceiling by 1 level.
- Grade reductions do NOT impact a pitcher's grade ceiling.
- If any result cannot be applied, then the result is ignored.

RELIEF PITCHER STORYLINES		
Roll	Storyline	Result
11	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
12	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
13	Injury! Proceed to 5.5 Pitcher Injury Table	Injury
14	Command Issues. Suddenly struggling to find the strike zone consistently.	Grade decreases 1 level
15	Mind-Body Balance. New yoga and mental conditioning program has improved focus and consistency.	Grade improves 1 level
16	Confidence Crisis. Series of bad outings has created mental block.	Grade decreases 1 level
22	New Grip. Discovered more effective grip on primary pitch, increasing movement and deception.	Grade improves 1 level
23	Missing Spots. Consistently missing location in dangerous parts of zone.	HR TEND quality decreases 1 level
24	Video Study. Obsessive frame-by-frame analysis of own mechanics led to crucial adjustments.	Grade improves 1 level
25	Arm Slot Inconsistency. Unable to maintain consistent arm slot from pitch to pitch.	Grade decreases 1 level
26	Velocity Program. Completed specialized velocity-building program with measurable results.	Grade improves 1 level
33	League Adjustment. Hitters studied tendencies, now sitting on best pitch.	Grade decreases 1 level
34	Scouting Report Circulation. Detailed scouting report circulating on weaknesses.	HR TEND quality decreases 1 level
35	Simplified Approach: Streamlined pitching philosophy to focus on strengths rather than weaknesses.	Grade improves 1 level
36	Decreased Deception. Lost deceptive element that previously prevented solid contact.	HR TEND quality decreases 1 level
44	Two-Seam Development. Added running two-seam fastball that moves away from barrel contact.	HR TEND quality improves 1 level
45	Rushing Delivery. Consistently rushing delivery during high-pressure situations.	Grade decreases 1 level
46	Cutter Development. Added cutter that breaks in on hands, preventing full extension on swings.	HR TEND quality improves 1 level
55	Lost Feel. Can't find consistent feel for breaking pitches anymore.	Grade decreases 1 level
56	Eye Level Changes. Mastered changing batter's eye level, preventing timing for power swings.	HR TEND quality improves 1 level
66	Healthy Competition. Friendly rivalry with teammate pushed development to new level.	Grade improves 1 level

5.3 Closer Event Table

Roll 2d6, and read in ascending order on the table below. Notes:

- Grade improvements increase BOTH the players current grade and their ceiling by 1 level.
- Grade reductions do NOT impact a pitcher's grade ceiling.
- If any result cannot be applied, then the result is ignored.

CLOSER STORYLINES		
Roll	Storyline	Result
11	Injury! Proceed to 5.5 Pitcher Injury	Injury
12	Injury! Proceed to 5.5 Pitcher Injury	Injury
13	Injury! Proceed to 5.5 Pitcher Injury	Injury
14	Pitch Design Failure. Attempted pitch design changes backfired, worsening existing pitches.	Grade decreases 1 level
15	Foreign Technique. Trained with Korean pitching coach who corrected critical flaws in delivery.	Grade improves 1 level
16	Overthinking. Analysis paralysis causing hesitation and mechanical breakdowns.	Grade decreases 1 level
22	Mentor Relationship. Developed close relationship with Hall-of-Fame pitcher who shared secrets of the craft.	Grade improves 1 level
23	Missing Spots. Consistently missing location in dangerous parts of zone.	HR TEND quality decreases 1 level
24	Velocity Program. Completed specialized velocity-building program with measurable results.	Grade improves 1 level
25	Balance Point Struggle. Losing balance point during delivery, affecting control.	Grade decreases 1 level
26	Pitch Tunneling. Mastered the art of making different pitches look identical until the last moment.	Grade improves 1 level
33	Finger Blister. Recurring finger blister affecting grip and pitch movement.	Grade decreases 1 level
34	Scouting Report Circulation. Detailed scouting report circulating on weaknesses.	HR TEND quality decreases 1 level
35	Sport-Specific Training. Customized training regimen addressed specific weaknesses in delivery.	Grade improves 1 level
36	Decreased Deception. Lost deceptive element that previously prevented solid contact.	HR TEND quality decreases 1 level
44	Edge Command. Improved ability to work corners, avoiding dangerous parts of the strike zone.	HR TEND quality improves 1 level
45	Lost Feel. Can't find consistent feel for breaking pitches anymore.	Grade decreases 1 level
46	Movement Profile. Added late-breaking movement to pitches that formerly traveled straight.	HR TEND quality improves 1 level
55	Mechanical Regression. Old bad habits returning to delivery despite efforts to correct.	Grade decreases 1 level
56	Heavy Ball. Developed "heavy" pitch that drops late, turning potential home runs into ground balls.	HR TEND quality improves 1 level
66	Arm Angle Adjustment. Slight modification to arm slot has increased deception and effectiveness.	Grade improves 1 level

5.4 Position Player Event Table

Roll 2d6, and read in ascending order on the table below. Notes:

- Grade improvements increase BOTH the players current grade and their ceiling by 1 level.
- Grade reductions do not impact grade ceilings.
- If any result cannot be applied, then the result is ignored.

POSITION PLAYER STORYLINES		
Roll	Storyline	Result
11	Injury! Proceed to 5.6 Position Player Injury	Injury
12	Injury! Proceed to 5.6 Position Player Injury	Injury
13	Injury! Proceed to 5.6 Position Player Injury	Injury
14	Vision Training. Advanced eye exercises have improved pitch recognition.	Hitting improves 1 grade
15	Bat Speed Decline. Measurable drop in bat speed affecting carry distance.	Power decreases 1 grade
16	Position Mastery. Spent offseason with legendary fielder at position, absorbing wisdom.	Defense improves 1 grade
22	First Step Slowness. First step reaction time noticeably slower than before.	Defense decreases 1 grade
23	Plate Discipline. Chasing pitches outside zone at higher rate than before.	Hitting decreases 1 grade
24	Pressure Simulation. Hired personal pitcher to simulate high-pressure at-bats all winter.	Clutch improves 1 grade
25	Launch Angle Adjustment. Subtle swing path change has optimized launch angle for power.	Power improves 1 grade
26	Performance Anxiety. Developing physical symptoms of anxiety in big moments.	Clutch decreases 1 grade
33	Off-Field Crisis. Personal tragedy has completely disrupted focus and preparation.	ALL GRADES decrease by 1
34	Quick Hands Development. Specialized training improved hand quickness through hitting zone.	Hitting improves 1 grade
35	Extension Improvement. Achieving better extension through contact, creating more carry.	Power improves 1 grade
36	Throwing Yips. Developed mysterious throwing accuracy issues.	Defense decreases 1 grade
44	Self-Doubt Spiral. Experiencing increasing self-doubt with each pressure failure.	Clutch decreases 1 grade
45	Focus Narrowing. Ability to narrow focus to only essential elements in high-leverage moments.	Clutch improves 1 grade
46	Overthinking. Paralysis by analysis at plate after working with too many hitting coaches.	Hitting decreases 1 grade
55	Positioning Insight. Study of advanced defensive positioning has player always in perfect spot.	Defense improves 1 grade
56	Hip Rotation Limitation. Decreased hip rotation limiting torque generation.	Power decreases 1 grade
66	Unexplainable Leap. Made inexplicable improvement that has scouts and coaches stunned.	ALL GRADES increase by 1

5.5 Pitcher Injury

Step 1: Roll 2d6 on the table below to determine injury severity.

SEVERITY	
Roll	Severity
11	Season Ending Injury
12-22	Major Injury
23-36	Moderate Injury
41-66	Minor Injury

Step 2a: Refer to the table below to determine injury duration for Relief Pitchers, and Closers.

POSITION PLAYER / RP / CL INJURY DURATION	
Severity	Duration (calendar days)
Season Ending Injury	Player out for the season
Major Injury	Roll 2d6 (sum the dice) + 28 for duration
Moderate Injury	Roll 2d6 (sum the dice) + 14 for duration
Minor Injury	Roll 2d6 (sum the dice) + 6 for duration

Step 2b: Refer to the table below to determine injury duration for Starting Pitchers.

STARTING PITCHER INJURY DURATION	
Severity	Duration (starts)
Season Ending Injury	Player out for the season
Major Injury	Roll 1d6 + 5 for number of missed starts
Moderate Injury	Roll 1d6: 1-2 = 3 starts, 3-4 = 4 starts, 5-6 = 5 starts
Minor Injury	Roll 1d6: 1-3 = miss 1 start, 4-6 = miss 2 starts

5.5.1 Career Ending Injuries

For SEASON ENDING injuries, there is a 1/6 chance that it will be a CAREER ENDING injury. Roll 1d6; on a result of '1', the player must retire.

5.5.2 Long Term Impact on Player Abilities

For MAJOR & SEASON ENDING injuries, there is a chance that a player's ceiling (and also current grade/rating) will be impacted for the remainder of their career.

Step 1: Roll 1d6; on a result of 1-5 the player suffered an arm/shoulder injury. Otherwise it was a leg injury.

Step 2: Roll 2d6 on the appropriate table. Any grade/rating adjustment applies to the player's ceiling and if they are already at their ceiling, their current grade/rating must also be adjusted down.

LEG INJURY		ARM INJURY	
Roll	Player	Roll	Player
11-16	-1 to GRADE	11-26	-1 to GRADE
21-25	-1 HR CONTROL	31-36	-1 HR CONTROL
26-35	-1 to STAMINA*	41-45	-1 to STAMINA*
36-66	No long term impact	46-66	No long term impact

**Ignore for RP. Minimum Stamina for a CL is always 1.*

5.6 Position Player Injury

Step 1: Roll 2d6 on the table below to determine injury severity.

SEVERITY	
Roll	Severity
11	Season Ending Injury
12-24	Major Injury
25-36	Moderate Injury
41-66	Minor Injury

Step 2a: Refer to the table below to determine injury duration for Position Players.

POSITION PLAYER / RP / CL INJURY DURATION	
Severity	Duration (calendar days)
Season Ending Injury	Player out for the season
Major Injury	Roll 2d6 (sum the dice) + 28 for duration
Moderate Injury	Roll 2d6 (sum the dice) + 14 for duration
Minor Injury	Roll 2d6 (sum the dice) + 6 for duration

5.6.1 Career Ending Injuries

For SEASON ENDING injuries, there is a 1/6 chance that it will be a CAREER ENDING injury. Roll 1d6; on a result of '1', the player must retire.

5.6.2 Long Term Impact on Player Abilities

For MAJOR & SEASON ENDING injuries, there is a chance that a player's ceiling (and also current grade/rating) will be impacted for the remainder of their career. If using this advanced option, follow the following steps.

Step 1: Roll 1d6; on a result of 1-4 the player suffered a leg injury. Otherwise it was an arm/shoulder injury.

Step 2: Roll 2d6 on the appropriate table. Any grade adjustment applies to the player's ceiling and if they are already at their ceiling, their current grade must also be adjusted down.

LEG INJURY	
Roll	Player
11-13	-1 Grade to PWR
14-15	-1 Grade to HIT
16-23	-1 Grade to DEF
24-66	No long term impact

ARM INJURY	
Roll	Player
11-14	-1 Grade to PWR
15-21	-1 Grade to HIT
22-23	-1 Grade to DEF
24-66	No long term impact

6.0 Free Agent Market

The free agent market offers immediate help for teams looking to address weaknesses or replace injured players. Throughout the season, general managers survey available talent, weighing team needs against their organizational philosophy.

Signing periods occur during spring training and at the quarter, halfway, and three-quarter marks of the season. Each GM approaches the market differently—Win Now executives aggressively pursue proven talent to bolster playoff chances, while Farm First leaders tread cautiously, preferring to develop from within unless a perfect opportunity arises. Team needs shift as injuries occur, prospects emerge, and playoff races tighten, creating a dynamic marketplace where teams compete for available talent.

6.1 Identify Teams Looking for a Free Agent

Follow this process at the following points in the season:

- Once Spring Training is completed
- At the 25%, 50% and 75% points of the regular season

Step 1: Identify any GM Quality Modifiers or Team Standing Modifiers for each team

GM DEV FOCUS	
Quality	Modifier
Farm First	-1
Mixed	0
Win Now	+2

TEAM STANDING	
Quality	Modifier
Team has suffered impactful injury	+2
Team is in the playoff race	+1
Team is rebuilding / out of the playoff race	-2

Step 2: For each team, roll 2d6 and add the dice together for a result from 2-12, then add any modifiers from Step 1 to determine if team is looking for a Free Agent. Repeat for every team making a note of which teams are interested in exploring the Free Agent market.

TEAM IN MARKET?	
Roll	Result
2-7	No
8-12	Yes

6.2 Free Agent Selection

Step 1: For each team in the market for a free agent, take into account their needs and their GM's Team Building philosophy to identify the free agent they are interested in.

Step 2: If a free agent has only one team interested in them, and the team has room in their salary cap for the player, then the player is selected. Teams may select a second player, but no more than two.

Step 3: If a free agent has more than one team interested in them, then their asking price is increased by 10%. After ensuring that each team still has room in their salary cap, walk down this decision tree to determine where the player signs. If there is a tie at any step in the tree, continue to move down. If there is no clear winner at the end of the tree, then let the roll of the dice decide.

- It is at least 50% through the season and the team is in the playoff race
 - Team’s GM Dev Focus is Win Now
 - Team made the playoffs last year
 - It is the player’s previous team
 - GM team building quality (Offense/Pitching) matches the player
 - Team with the largest market

6.3 Contract Signing

Once a Free Agent has selected a team, determine the contract length by rolling 2d6 on the table below, cross referencing a pitcher’s grade, or position players highest primary attribute grade

Contract Length			
Roll	A+ or A	B+ or B	Other
11-16	2	2	1
21-26	3	2	1
31-36	4	3	1
41-46	5	3	2
51-56	6	4	2
61-66	7	5	2

7.0 Player Injuries

Injuries unfold through a two-step process that mirrors the unpredictable nature of baseball health. After each game, teams first determine if an injury has occurred at all – a simple two-dice roll where only the dreaded "snake eyes" triggers an injury. This creates a roughly 3% chance per game that a team will face an injury situation, keeping the frequency realistic without overwhelming managers with constant health concerns.

When an injury does occur, the system distributes risk across the roster at realistic rates. Position players face about a 5% chance of injury per month, starting pitchers slightly less at 4%, and relievers the lowest at 3%.

The system differentiates between position players and pitchers when determining injury severity, reflecting the different ways these players return to action. Position players' injuries are measured in days, ranging from week-long minor injuries to season-ending situations. Starting pitchers, on the other hand, have their recovery measured in missed starts – a more natural way to track their absence that aligns with how real teams manage pitcher health.

For both groups, injuries fall into four broad categories. Minor injuries represent those nagging issues that briefly sideline players – a pitcher missing a start with a blister, or a batter taking a week off with a mild strain. Moderate injuries, the most common type, keep players out for two to four weeks or three to five starts. Major injuries remove players for longer periods – up to two months for position players or ten starts for pitchers. The most severe category, season-ending injuries, not only removes the player for the current campaign but might affect their availability for the following season.

Recovery is straightforward – players return at full strength after their prescribed absence. This abstraction maintains the system's playability while still creating realistic roster management challenges. There is no limit to the number of players that can be on a team's Injured List (IL). If playing with salaries and caps, however, these players still contribute to the annual budget. Replacement players do not contribute to the budget.

Important Injury Note – Position Players: The removal of a position player may mean a change in one or more Team Qualities. You must recalculate a team's Scoring, Power, and Defense qualities anytime you change a position player. Replacement position players are always C/D/C/D (Hitting C, Power D, Defense C, Clutch D). A team's GM will need to make a decision to ride out the injury, call up a prospect, or explore the Free Agent market.

Important Injury Note – Pitchers: If one starting pitcher is injured, teams may drop to a 5-man rotation during the regular season, but if a second starting pitcher is injured, the replacement pitcher must be inserted into the rotation. Replacement starting pitchers always have a grade of C, Stamina of 5, and are SHAKY• (semi SHAKY) for HR Tendency. Replacement relief pitchers have a grade of C, and are SHAKY•. Replacement Closers have a grade of C, Stamina of 1, and are SHAKY•.

7.1 In-Season Injury Process

Remember that the removal of a position player may mean a change in one or more Team Qualities.

Step 1: After every game, roll 2d6 for EACH TEAM; on a result of '11' an injury has occurred – proceed to Step 2.

Step 2: Roll 2d6 and refer to the tables below to determine the player injured. If the player in the position rolled is already a replacement player, ignore the injury. A roll of '66' means it was a false alarm, and the player is ok.

INJURED PLAYER	
Roll	Player
11-12	SP1
13-14	SP2
15-16	SP3
21-22	SP4
23-24	SP5
25-26	SP6

INJURED PLAYER	
Roll	Player
31	RP1
32	RP2
33	RP3
34	RP4
35	CL
36-41	C
42-43	1B

INJURED PLAYER	
Roll	Player
44-45	2B
46-51	SS
52-53	3B
54-55	LF
56-61	CF
62-63	RF
64-65	DH
66	No injury!

Step 3: Roll 2d6 on the table below to determine injury severity.

SEVERITY	
Roll	Severity
11-16	Season Ending Injury
21-43	Major Injury
44-55	Moderate Injury
55-66	Minor Injury

Step 4a: Refer to the table below to determine injury duration for Position Players, Relief Pitchers, and Closers.

POSITION PLAYER / RP / CL INJURY DURATION	
Severity	Duration
Season Ending Injury	Player out for remainder of season
Major Injury	Roll 2d6 (sum the dice) + 28 for duration
Moderate Injury	Roll 2d6 (sum the dice) + 14 for duration
Minor Injury	Roll 2d6 (sum the dice) + 6 for duration

Step 4b: Refer to the table below to determine injury duration for Starting Pitchers.

STARTING PITCHER INJURY DURATION	
Severity	Duration
Season Ending Injury	Player out for remainder of season
Major Injury	Roll 1d6 + 5 for number of missed starts
Moderate Injury	Roll 1d6: 1-2 = 3 starts, 3-4 = 4 starts, 5-6 = 5 starts
Minor Injury	Roll 1d6: 1-3 = miss 1 start, 4-6 = miss 2 starts

7.2 Career Ending Injuries

For SEASON ENDING injuries, there is a 1/6 chance that it will be a CAREER ENDING injury. Roll 1d6; on a result of '1', the player must retire immediately.

7.3 Multi-Season Injuries

If a player suffers a SEASON ENDING injury in the second half of the season, there is a chance that they will miss a portion of the following season. Roll 1d6; on a roll of 1 they will miss the first 2 months (or 33%) of the season, on a roll of 2-3 they will miss the first month (or 16%) of the season. Otherwise, they will be ready for Spring Training and will not miss any games the following season.

7.4 Long Term Impact on Player Abilities

For MAJOR & SEASON ENDING injuries, there is a chance that a player's ceiling (and also current grade/rating) will be impacted for the remainder of their career. If using this advanced option, follow the following steps.

7.4.1 Position Players

Step 1: Roll 1d6; on a result of 1-4 the player suffered a leg injury. Otherwise it was an arm/shoulder injury.

Step 2: Roll 2d6 on the appropriate table. Any grade adjustment applies to the player's ceiling and if they are already at their ceiling, their current grade must also be adjusted down.

LEG INJURY	
Roll	Player
11-13	-1 Grade to PWR
14-15	-1 Grade to HIT
16-23	-1 Grade to DEF
24-66	No long term impact

ARM INJURY	
Roll	Player
11-14	-1 Grade to PWR
15-21	-1 Grade to HIT
22-23	-1 Grade to DEF
24-66	No long term impact

7.4.2 Pitchers

Step 1: Roll 1d6; on a result of 1-5 the player suffered an arm/shoulder injury. Otherwise it was a leg injury.

Step 2: Roll 2d6 on the appropriate table. Any grade/rating adjustment applies to the player's ceiling and if they are already at their ceiling, their current grade/rating must also be adjusted down.

LEG INJURY	
Roll	Player
11-16	-1 to GRADE
21-25	-1 HR CONTROL
26-35	-1 to STAMINA*
36-66	No long term impact

ARM INJURY	
Roll	Player
11-26	-1 to GRADE
31-36	-1 HR CONTROL
41-45	-1 to STAMINA*
46-66	No long term impact

**Ignore for RP. Minimum Stamina for a CL is always 1.*

8.0 Trade Deadline Procedure

The trade deadline happens at the half-way point of the season, where teams must decide whether to strengthen their roster for a playoff push or build for the future.

8.1 Team Classification

Classify each team in the league based on their current standing:

- **Contenders:** Teams within 10 games of a playoff spot
- **Rebuilders:** Teams more than 10 games out of a playoff spot

8.2 Identify Trading Partners

Perform a review of the league and identify possible trading partners.

- **Contenders:** Partner with Rebuilders that have a big league player that would help the contenders playoff push.
- **Rebuilders:** Partner with Contenders that have a prospect that would improve their farm system

8.3 Trade Value Comparison

It is assumed that all trades are 1 for 1. Use player grades to assign a numerical value to each player identified in the trade. Ensure that there is approximately equal value in the proposed trade. If playing with Team Budgets, make sure there is cap space to take on any additional cost.

Grade Values	
GRADE	Value
A+	7
A	6
B+	5
B	4
C	3
D	2
F	1

- When trading a pitcher for a position player, you can use the Primary Grade for the position player for the comparison.
- A pipeline prospect should be evaluated on his primary grade ceiling, not his current grade.
- Unbalanced trades (within reason) can be made at the commissioners discretion. Here are some general guidelines for when this may be allowed.
 - Offense focused GM's will be more willing to give up pitching for offense and pitching focused GM's will be more willing to give up offense for pitching.
 - If the trade would improve the Scoring or Power quality of a Contender, then they will be more likely to consider an unbalanced trade.
 - If the trade would improve the Team Grade of a Contender, then they will be more likely to consider an unbalanced trade.

8.4 Trade Talks

For each possible team pairing, consult the appropriate section below to see if the two teams enter into trade talks and complete the trade. Roll 2d6 referring to the Trade Talk Target, taking into account any modifiers.

8.4.1 Contender/Rebuilder Trades

Step 1: Identify any modifiers to the Trade Talks die roll

TRADE TALKS MODIFIERS	
Team Situation	Modifier
Contender is Win Now	+2
Rebuilder is Farm First	+2
Either GM is Aggressive	+1
Either GM is Conservative	-1

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers.

TRADE TALKS TARGET	
Modified Roll	Result
2-7	No Trade
8-12	Trade Talks Succeed

8.4.2 Contender/Contender Trades

Step 1: Identify any modifiers to the Trade Talks die roll

TRADE TALKS MODIFIERS	
Team Situation	Modifier
Both GMs are Aggressive	+2
Either GM is Conservative	-1
Both GMs have the same Team Building Philosophy	-2

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers.

TRADE TALKS TARGET	
Modified Roll	Result
2-8	No Trade
9-12	Trade Talks Succeed

8.4.3 Rebuilder/Rebuilder Trades

Step 1: Identify any modifiers to the Trade Talks die roll

TRADE TALKS MODIFIERS	
Team Situation	Modifier
Both GMs are Aggressive	+2
Either GM is Aggressive	+1
Either GM is Conservative	-1

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers.

TRADE TALKS TARGET	
Modified Roll	Result
2-9	No Trade
10-12	Trade Talks Succeed

If trade talks succeed, update team rosters and recalculate Team Qualities and Team Grade. Transfer the contract value and duration of each player to the new team and update team budgets.

9.0 Manager Evaluation

9.1 Organizational Evaluation

Step 1: Identify any modifiers to the Manager Evaluation die roll. Multiple modifiers are possible.

MANAGER EVALUATION MODIFIERS	
Team Performance	Modifier
Team made the playoffs	+3
Team finished above .500	+1
Team improved from last season	+1
Team performed worse than last season	-1
Team finished below .400	-2
Team finished in last place	-3

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers to get the organization's manager evaluation for the season.

MANAGER EVALUATION	
Modified Roll	Evaluation
2-4	Poor Performance
5-7	Average Performance
8-10	Good Performance
11+	Excellent Performance

9.2 Manager Employment Status

Step 1: Identify any modifiers to the Manager Employment die roll. Multiple modifiers are possible.

MANAGER EMPLOYMENT MODIFIERS	
Team Performance	Modifier
Excellent Performance	+6
Good Performance	+3
Farm First + Good/Exc. Performance	+2
Conservative GM	+1
Average Performance	+0
Aggressive GM	-1
Win Now GM + Poor Performance	-2
Poor Performance	-3

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers to see if the organization is going to keep or fire their manager.

DECISION TO KEEP OR FIRE	
Modified Roll	Decision
2-5	Manager Fired
6-12	Manager Retained

Step 3: If the manager is fired, roll 1d6 on the table below for the headline.

MANAGER FIRED – STORY HEADLINE	
Roll	Headline
1	Philosophical Rift: Team Parts Ways with Manager After Season of Tension
2	Clubhouse Revolt Leads to Manager’s Dismissal from Dugout
3	Manager Fired After Blasting Front Office: 'They Set Me Up to Fail'
4	Controversial Decisions Cost Skipper His Job as Team Manager
5	Health Concerns Force Manager to Step Down from Club
6	Mutual Decision: Manager and Team Agree to End Partnership

Step 4: If the manager is fired and you are ready to “name” a new manager, you can roll on the table below for the headline.

MANAGER HIRED – STORY HEADLINE	
Roll	Headline
1	Rising Star: Triple-A Sensation Gets First MLB Managing Gig
2	Promotion From Within: Bench Coach Elevated to Manager
3	New Era Begins: Analytics Whiz Brings Data-Driven Approach to Dugout
4	Outside the Box: Team Hires Internationally Acclaimed Manager to Lead Club
5	From Broadcasting Booth to Dugout: Former Commentator Takes Managerial Role
6	Players' Choice: Team Selects Manager Endorsed by Clubhouse Leaders

9.3 General Manager

There are no rules in the Commissioner Handbook for the retention or firing of a General Manager, this decision is left up to you, Commissioner. Our recommendation that once a team has fired 2 or more Managers in a short number of seasons, that maybe it’s time for the team to try a different approach to building a winner. If you’re ever on the fence about shaking things up for a team at the GM level, let the dice help you decide.

10.0 Player Development

Once a player has advanced out of the Prospect Pipeline, they will pass through four distinct career phases.

- **Early Big League Development (21–26)** represents younger players adapting to big league competition. Position players focus on refining their archetype-specific tools, while pitchers work on grade improvements. This phase doesn't apply to players that stay in the Prospect Pipeline through these years.
- **Peak Years (27–31)** mark the height of players' abilities. Position players maintain their archetype-defined strengths, while pitchers have their best opportunity for grade maintenance or improvement.
- **Early Decline (32–34)** begins the aging process. Position players typically see decline in secondary attributes first, while pitchers might face stamina reduction or grade regression.
- **Late Career (35+)** represents the final phase, where decline becomes more pronounced. However, exceptional players of both types may qualify for the Hall of Fame path, allowing them to extend their careers through age 42 and beyond.

Breakthrough Development

For position players, breakthrough chances are tied to their archetype's primary attributes. Elite Five-Tool players have breakthrough opportunities across all attributes, while specialists like HR Kings or Defensive Specialists have enhanced chances in their primary skills. A successful breakthrough permanently raises a player's ceiling in that attribute, representing a genuine leap forward in development.

For pitchers, a successful breakthrough allows them to improve one grade beyond their normal ceiling. Like their position player counterparts, this becomes their new permanent ceiling, creating the possibility for pitchers to exceed their initial projections.

Development Regression

For position players, regression risks are higher in secondary attributes, reflecting how players tend to maintain their core skills while potentially struggling in other areas. Each archetype has some protection against regression in their primary attributes, with Five-Tool players having the most balanced protection across all attributes.

Pitchers face regression risks that can affect their Grade, HR Tendency, or Stamina. A regression during development years can have lasting implications, potentially forcing role changes (such as moving from starter to reliever) or limiting a pitcher's ultimate ceiling.

The Hall of Fame Path

This mechanism was designed to create long and noteworthy careers within the FIB development and regression system; it's not literally a definition of a Hall of Fame player in your league. The creation of a HOF for your league is up to you.

Position players qualify based on their archetype's primary attributes, while pitchers qualify based on maintaining elite grades (A+ to B+) into their mid-30s.

Retirement System

The retirement system creates natural career arcs while allowing for exceptions. Both position players and pitchers face similar structural considerations:

- Early career cuts for poor performers
- Security during peak years
- Increasing retirement pressure with age
- Special considerations for Hall of Fame path players

10.1 Pitcher Development

10.1.1 Pitcher One Time Hall of Fame Potential Check (Age 35)

This is a one time check when a pitcher with a GRADE of A+, A, or B+ turns 35 years old. Roll 2d6 and check the HOF PATH table. If the roll is within the range then the player is on the HOF Path - make a note of this on the Team Sheet. If not, they will follow the normal player development process.

When a player is on the HOF Path, retirement chances are reduced, their skills last longer, and their career is more likely to extend into their 40's.

HOF PATH?	
GRADE	Roll
A+	61-66
A	64-66
B+	66

10.1.2 Pitcher Development Process

10.1.2.1 Pitcher Retirement Check

To determine if a pitcher makes the decision to retire, roll 2d6 and refer to the PITCHER RETIREMENT? chart referencing the row and grade matching the player. If the result is within the TARGET range, the player retires. If there is no row that applies to the player, then there is no chance of retirement.

Don't forget to perform a retirement check for those pitchers on the free agent list as well.

PITCHER RETIREMENT?		
AGE	GRADE	Target
21-26	D or F	11-13
27-31	D or F	11-16
27-31	Any	11
32-34	D or F	11-36
32-34	C	11-26
32-34	Any	11-16
35-40	D or F	11-51
35-40	C	11-41
35-40	B	11-31
35-40	Any	11-21
41+	Any	11-36
HOF path	Any	11-21

10.1.2.1 Pitcher HOF Maintenance Check

For pitchers age 36 to 40, and on the HOF Path, roll 2d6. If the result is 31 or higher, they maintain their current grades/levels for one more year. Skip the 3 steps below. For pitchers 41 or older, they must roll a 51 or higher to do the same. If the player fails their HOF MAINTENANCE check, they are no longer on the HOF Path and follow normal development rules.

10.1.2.2 Pitcher Development

Step 1a: To check GRADE development or regression, roll 2d6 on the GRADE table cross referencing player age. If the roll is less than the target, there is possible GRADE regression. If the roll is equal-to or higher than the target, there has been GRADE improvement. Do not re-roll for the REGRESSION? check, use the original roll.

GRADE	
Age	Target
21-26	64
27-31	54
32-34	64
35+	*



GRADE DEVELOPMENT?	
< Target	Check Regression
Target +	1-grade improvement †



GRADE REGRESSION?	
Age	Roll
21-26	11
27-31	11
32-34	11-16
35+	11-26

* No GRADE improvement possible for player 35 or older.

† Proceed to Step 1b for BREAKTHROUGH check

Step 1b: BREAKTHROUGH? If Step 1a resulted in a GRADE improvement, roll 2d6. On a result of 65 or 66, the player has a GRADE ceiling breakthrough, increasing their pitching GRADE ceiling by one grade. If the player rolled an improvement in step 1a and was already at their ceiling, then raise their ceiling and current GRADE by one level. A BREAKTHROUGH can only happen once in a player's career and A+ is the highest possible GRADE.

Step 2: To check HR TEND development or regression, roll 2d6 on the HR TEND table cross referencing player age and GRADE. Do not re-roll for the REGRESSION? check, use the original roll.

HR TEND		
Age	A+,A,B+	B,C,D,F
21-26	61	65
27-31	51	55
32-34	61	65
35+	*	*



GRADE DEVELOPMENT?	
< Target	Check Regression
Target +	1-level improvement



GRADE REGRESSION?		
Age	A+,A,B+	B,C,D,F
21-26	11	11
27-31	11	11-12
32-34	11-13	11-21
35+	11-16	11-31

* No HR TEND improvement possible for player 35 or older.

Step 3: SP & CL ONLY! To check STAMINA development or regression, roll 2d6 on the STAMINA table cross referencing player age. Do not re-roll for the REGRESSION? check, use the original roll. For modern leagues, 8 innings is the highest stamina possible for SP, and 2 innings is the highest for CL.

STAMINA	
Age	Target
21-26	61
27-31	64
32-34	*
35+	*



STAMINA DEVELOPMENT?	
< Target	Check Regression
Target +	1-inning improvement*



STAMINA REGRESSION?	
Age	Roll
21-26	11
27-31	11
32-34	11-21
35+	11-31

* No STAMINA improvement possible for player 35 or older.

IMPORTANT REMINDER:

Whenever checking for pitcher development, do not let their GRADE advance higher than their CEILING.

10.2 Position Player Development

10.2.1 Position Player One Time Hall of Fame Potential Check (Age 35)

This is a one time check when a player turns 35 and is done by ARCHETYPE. If the roll is within the range then the player is on the HOF Path - make a note of this on the Team Sheet. If not, they will follow the normal late career path.

E5 HOF PATH?		HK HOF PATH?		HE HOF PATH?	
GRADES	Roll	GRADES	Roll	GRADES	Roll
Three A (one in Hitting)	61-66	Power A+	64-66	Hitting A+	64-66
Two A+ (one in Hitting)	64-66	Power A	66	Hitting A	66

5T HOF PATH?		DS HOF PATH?		JM HOF PATH?	
GRADES	Roll	GRADES	Roll	GRADES	Roll
Three A (one in Hitting)	61-66	Defense A+	64-66	Two B+	66
Two A+ (one in Hitting)	66	Defense A	66		

10.2.2 Position Player Development Process

10.2.2.1 Position Player Retirement Check

To determine if a position player makes the decision to retire, roll 2d6 and refer to the RETIREMENT? chart below. If the result is within the TARGET range, the player retires. If there is no row that applies to the player, then there is no chance of retirement.

Don't forget to perform a retirement check for those position players on the free agent list as well.

POSITION PLAYER RETIREMENT?		
AGE	GRADES	Target
21-26	Two or more F / Three or more D	11-13
27-31	Two or more F / Three or more D	11-16
27-31	Any	11
32-34	Best Primary grade A or better	11
32-34	Best Primary grade B or better	11-13
32-34	Best Primary grade C	11-16
32-34	Best Primary grade D	11-23
32-34	Best Primary grade F	11-26
35+	Best Primary grade A or better	11-14
35+	Best Primary grade B or better	11-21
35+	Best Primary grade C	11-31
35+	Best Primary grade D	11-41
35+	Best Primary grade F	11-51
HOF path	Any	11-26

10.2.2.2 Position Player HOF Maintenance Check

For position players age 36 to 40, and on the HOF Path, roll 2d6. If the result is 31 or higher, they maintain their current grades/levels for one more year. Skip the 2 steps below. For players 41 or older, they must roll a 51 or higher to do the same. If the player fails their HOF MAINTENANCE check, they are no longer on the HOF Path and follow normal development rules.

10.2.2.3 Position Player Development

Step 1: For each Primary & Secondary Attribute with the exception of CLUTCH, roll 2d6 on the appropriate table cross referencing the players age. Perform this step three times, once for each attribute. See bottom of page for archetype primary and secondary attributes. See next page for reminder of archetype ceilings.

PRIMARY	
Age	Target
21-26	62
27-31	54
32-34	64
35+	*

SECONDARY	
Age	Target
21-26	64
27-31	56
32-34	66
35+	*



GRADE DEVELOPMENT?	
< Target	Check Regression
Target +	1-grade improvement



PRIMARY REGRESSION?	
Age	Roll
21-26	11
27-31	11
32-34	11-16
35+	11-26

SECONDARY REGRESSION?	
Age	Roll
21-26	11-12
27-31	11-13
32-34	11-21
35+	11-31

* No attribute improvement possible for player 35 or older.

Step 2: Unlike the other player ratings, CLUTCH is volatile enough that it earns this different check every season. This represents the mental nature of baseball, and how it's not always raw talent that determines outcomes. A dramatic change in a players CLUTCH grade before the start of a season is a great opportunity to introduce some RPG-like narrative into your league.

CLUTCH	
Roll	Change?
11	3 grade drop
12-15	2 grade drop
16-26	1 grade drop
31-46	No change
51-61	1 grade improvement
62-65	2 grade improvement
66	3 grade improvement

Step 3: BREAKTHROUGH? If Steps 1 or 2 resulted in a GRADE improvement, roll 2d6 for each attribute that improved. On a result of 65 or 66, the player has a GRADE ceiling breakthrough, increasing that GRADE ceiling by one grade. If the player rolled an improvement in either step and was already at their ceiling, then raise their ceiling and current GRADE by one level - no exceptions for 2/3 grade CLUTCH improvement rolls, ceilings may only increase by one grade. A BREAKTHROUGH can only happen once per attribute in a player's career and A+ is the highest possible GRADE for any attribute.

IMPORTANT REMINDER:

Whenever checking for player development during their career, do not let any ratings advance higher than their CEILING (**see reference chart on next page**)

Archetype Primary (P) and Secondary (S) attribute reference for Step 1 above.

5E		5T		HK		HE		DS		JM	
Hitting	P	Hitting	P	Hitting	S	Hitting	P	Hitting	S	Hitting	S
Clutch	P	Clutch	P	Clutch	S	Clutch	P	Clutch	S	Clutch	S
Power	P	Power	P	Power	P	Power	S	Power	S	Power	S
Defense	P	Defense	P	Defense	S	Defense	S	Defense	P	Defense	S

10.2.2.4 Position Player Archetypes & Ceilings

Position Player progression is dependent on a player's archetype. The grades below represent each archetype's ceilings for further development.

5E	
Hitting	A+
Power	A
Defense	A
Clutch	A

5T	
Hitting	A
Power	B+
Defense	A
Clutch	A

HK	
Hitting	B+
Power	A+
Defense	C
Clutch	B

HE	
Hitting	A+
Power	B
Defense	B+
Clutch	A

DS	
Hitting	B
Power	B
Defense	A+
Clutch	A

JM	
Hitting	B
Power	B
Defense	B
Clutch	A

11.0 Salary and Team Budget System

FIB offers a streamlined approach managing team finances. If you don't want to have to worry about market size, budgets, contracts, and player salary you can ignore this system entirely.

11.1 Team Salary Caps

You can choose to institute an equal, league-wide salary cap for all teams, or you can use a three tiered system based on market size of the teams.

For a league where all teams are given the same salary cap, \$150 Million (MM) is the suggested ceiling.

For a league where market size determines the money a team is able to spend on it's big league roster, the suggested caps are \$120MM for a Small Market team, \$150MM for a Medium Market Team, and \$180MM for a Large Market team. Adjust at your discretion to make the game more forgiving or more challenging.

11.2 Calculating Player Contracts

When a player is created, or when it's time to sign them to a contract, you will need to calculate their contract value. Contracts are simplified in FIB, remaining the same amount each year until the contract expires. When a Pipeline Prospect is promoted to the Big League, their contract value is the value calculated below, and the duration is always 3 years. When running a draft, you can determine their contract length *after* the draft is completed.

Players may choose to ask for a bigger salary in Free Agency.

No player may make less than \$1MM and all salaries can be rounded to the nearest 500K to simplify the process.

11.2.1 Calculating Pitcher Salary

A pitchers initial salary is their base salary as determined by their GRADE, plus a HR TEND modifier, plus a STAMINA modifier for Starting Pitchers, times a Role Multiplier. See note about closers.

Base Salary from GRADE	+	HR TEND Modifier	+	STAMINA Modifier (SP ONLY)	×	Role Multiplier																																																								
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**If a Closer (CL) has a Stamina of "2", increase their Salary by 1.5 MM.*

11.2.2 Calculating Position Player Salary

A position player’s initial salary is a sum of their Hitting Grade Value, Power Grade Value, and Defense Grade Value. Their Clutch Grade is not factored into their salary.

Hitting Grade	+	Power Grade	+	Defense Grade
HITTING		POWER		DEFENSE
GR		GR		GR
Value (MM)		Value (MM)		Value (MM)
A+		A+		A+
A		A		A
B+		B+		B+
B		B		B
C		C		C
D		D		D
F		F		F
6.0		5.0		4.0
4.5		3.5		3.0
3.0		2.5		2.0
2.0		1.5		1.5
1.5		1.0		1.0
1.0		0.5		0.5
0.5		0.0		0.0

11.2.2 Salary Adjustments for Age

More experienced players will demand a bigger salary. Follow these guidelines when rolling up new players for your league draft, when creating players for the free agent pool, or when players are looking to extend their contract with their current team.

- If the player is between 29 and 32 (inclusive), then multiply their calculated salary by 1.2
- If the player is older than 32, then multiply their calculated salary by 1.3

11.3 Contract Length

All rookies receive a 3-year contract with the big league club. For other players, determine the contract length by rolling 1d6 on the table below, cross referencing a pitcher’s grade, or position players highest primary attribute grade. For JM position players, use their highest grade between Hitting, Power, and Defense.

CONTRACT LENGTH			
Roll	A+ or A	B+ or B	Other
1	2	2	1
2	3	2	1
3	4	3	1
4	5	3	2
5	6	4	2
6	7	5	2

Contracts are not considered “guaranteed”. Players may be released before their contract is up with no financial impact to the team.

11.4 Contract Extension & Re-Signing

When a player's contract expires, their current team gets first opportunity to re-sign them.

Step 1: Identify any modifiers to the Re-Signing die roll. Multiple modifiers are possible.

RE-SIGNING MODIFIERS	
General Manager Qualities	Modifier
Risk Tolerance is Conservative	+1 for all players
Development Focus is Win Now	+1 for B+ or higher players (best primary grade)
Development Focus is Farm First	-1 for players 32 or older
Offense Focused Team Building	+1 for position players with B+ or higher hitting/power
Pitching Focused Team Building	+1 for pitchers with B+ or higher pitching grade

Step 2: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers to get the teams decision.

RE-SIGNING ROLL	
Modified Roll	Result
2-6	Player not offered a new contract, enters free agency
7-10	Team offers new contract at market value*
11-12	Team offers improved contract (10% salary increase over market value)

* "Market value" is the salary calculated using the instructions in section 11.2 above

Step 3: If offered a contract, determine the contract length by rolling 1d6 on the table below, cross referencing a pitcher's grade, or position players highest primary attribute grade. For JM position players, use their highest grade between Hitting, Power, and Defense.

CONTRACT LENGTH			
Roll	A+ or A	B+ or B	Other
1	2	2	1
2	3	2	1
3	4	3	1
4	5	3	2
5	6	4	2
6	7	5	2

Step 4: Identify any modifiers to the Player Decision die roll. Multiple modifiers are possible.

PLAYER DECISION MODIFIERS	
Scenario	Modifier
Team offering increased salary	+2
Player is 35+ years old	+2
Team made playoffs last season	+1
Team finished last in division	-2 to the Player Decision Roll

Step 5: Roll 2d6 and add the dice together for a result from 2-12, and then apply any modifiers to get the players decision.

PLAYER DECISION ROLL	
Modified Roll	Decision
2-5	Decline Offer
6-12	Accept Offer

Players that decline the team’s offer are added to the free agent list and will look to sign on with a new team in free agency. Teams that lose the player will need to call up a prospect or fill the gap through free agency.

11.5 Notes on the Simplified Player Salary & Budget System

Contracts are not considered “guaranteed”. Players may be released before their contract is up with no financial impact to the team. If you choose to implement a guaranteed contract rule, you will probably need to increase the team salary caps.

The rules are written this way to ensure the easiest experience for the commissioner that wants the salary of players on the roster and injured list to matter, but doesn’t want the bookkeeping overhead of tracking guaranteed salaries when a player is released. The author of this handbook acknowledges that this can lead to “gaming” the system by the wily human GM, and suggests that each commissioner institute their own house rules as they see fit.

Appendix A - Instant Results

A.1 Calculate Team Grade for Both Teams

Step 1: Using the table to the right, find the average grade for the team's top 5 Starting Pitchers. (Round to the nearest whole number before converting back to the letter grade).

Step 2: Using the table to the right, find the average grade for the team's 4 Relief Pitchers. (Round to the nearest whole number before converting back to the letter grade).

SP/RP Grade Value	
GRADE	Value
A+	7
A	6
B+	5
B	4
C	3
D	2
F	1

Step 3: The FIB Team Numerical Rating is calculated by summing the six values below:

Scoring Quality	+	Power Quality	+	Defense Quality																																																								
<table border="1"> <thead> <tr> <th colspan="2">SCORING</th> </tr> <tr> <th>Quality</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>HIGH</td> <td>6</td> </tr> <tr> <td>HIGH•</td> <td>3</td> </tr> <tr> <td>neutral</td> <td>0</td> </tr> <tr> <td>LOW•</td> <td>-3</td> </tr> <tr> <td>LOW</td> <td>-6</td> </tr> </tbody> </table>	SCORING		Quality	Value	HIGH	6	HIGH•	3	neutral	0	LOW•	-3	LOW	-6		<table border="1"> <thead> <tr> <th colspan="2">POWER</th> </tr> <tr> <th>Quality</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>STRONG</td> <td>4</td> </tr> <tr> <td>STRONG•</td> <td>2</td> </tr> <tr> <td>neutral</td> <td>0</td> </tr> <tr> <td>WEAK•</td> <td>-2</td> </tr> <tr> <td>WEAK</td> <td>-4</td> </tr> </tbody> </table>	POWER		Quality	Value	STRONG	4	STRONG•	2	neutral	0	WEAK•	-2	WEAK	-4		<table border="1"> <thead> <tr> <th colspan="2">DEFENSE</th> </tr> <tr> <th>Quality</th> <th>Value</th> </tr> </thead> <tbody> <tr> <td>SOLID</td> <td>2</td> </tr> <tr> <td>SOLID•</td> <td>1</td> </tr> <tr> <td>neutral</td> <td>0</td> </tr> <tr> <td>POROUS•</td> <td>-1</td> </tr> <tr> <td>POROUS</td> <td>-2</td> </tr> </tbody> </table>	DEFENSE		Quality	Value	SOLID	2	SOLID•	1	neutral	0	POROUS•	-1	POROUS	-2														
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Step 4: Convert the FIB Team Numerical Rating to a Team Grade and Team Grade Value:

FIB Team Grade	
Numerical Rating	Team Grade
Greater than 17	A+
13 to 17	A
8 to 12	B+
3 to 7	B
-2 to 2	C
-7 to -3	D
Lower than -7	F

A.2 Determine the Winner

Step 1: Cross reference the Home Team Grade and the Visiting Team Grade to find the “win range” for the Home Team. Roll 2d6, if the dice roll is within the home team’s “win range”, they win the game.

		Visiting Team Grade						
		A+	A	B+	B	C	D	F
Home Team Grade	A+	11-41	11-43	11-45	11-51	11-53	11-55	11-61
	A	11-35	11-41	11-43	11-45	11-51	11-53	11-55
	B+	11-33	11-35	11-41	11-43	11-45	11-51	11-53
	B	11-31	11-33	11-35	11-41	11-43	11-45	11-51
	C	11-25	11-31	11-33	11-35	11-41	11-43	11-45
	D	11-23	11-25	11-31	11-33	11-35	11-41	11-43
	F	11-21	11-23	11-25	11-31	11-33	11-35	11-41

Step 2: To generate a Final Score, roll two pairs of 2d6. Sum each pair. Cross reference the results on the chart below for the final score of the game. For “*” results, re-roll 5d6 for the winning team’s score and 1d6-1 for the losing team.

□ + □

		2	3	4	5	6	7	8	9	10	11	12
□ + □	2	*	11-1	7-4	5-0	3-1	9-0	8-3	13-4	6-5	11-6	*
	3	11-3	8-7	1-0	3-2	10-3	6-0	7-0	8-1	1-0	13-0	11-3
	4	7-5	9-7	10-4	6-4	7-6	5-2	6-5	7-1	5-3	6-2	13-2
	5	10-6	8-6	3-2	7-3	4-2	4-3	4-2	5-1	6-4	3-0	2-0
	6	4-0	2-0	4-3	3-1	5-3	3-2	5-3	4-1	6-1	2-0	8-1
	7	1-0	2-1	6-3	4-1	2-1	3-2	2-1	3-1	6-3	8-4	10-0
	8	6-1	9-5	7-2	3-0	5-4	4-3	5-4	5-1	7-5	8-0	7-2
	9	11-5	7-1	4-3	8-3	6-5	4-0	5-2	8-2	7-3	10-1	12-3
	10	7-0	9-6	9-2	9-3	4-2	6-2	7-4	9-1	7-6	9-4	12-8
	11	9-8	8-4	1-0	8-5	10-5	5-0	8-7	2-1	1-0	11-2	9-8
	12	*	11-0	10-9	11-4	8-2	10-2	10-7	6-0	11-1	12-2	*

A.3 OPTIONAL *Dynamic Team Grade Calculation*

Instead of using the average grade of the starting rotation, you may choose to employ a dynamic “game-by-game” team rating where you use the rating for the starting pitcher for that game to determine the team grade. This requires that you are keeping track of the rotation for each team, but it is easy to do this calculation once and note it on the team sheet next to the pitcher name.

Appendix B - Importing Real Players

B.1 Pitchers

Step 1: Use the Pitchers WHIP to determine their GRADE

Step 2: Use a pitcher's HR/9 compared to league HR/9 to determine their HR TEND quality.

GRADE	
WHIP	Grade
Less than 1.1	A+
1.1 to 1.19	A
1.2 to 1.29	B+
1.3 to 1.39	B
1.4 to 1.49	C
1.5 to 1.59	D
1.6 or higher	F

HR TEND	
HR/9	Quality
$< (\text{League HR/9} - 0.3)$	TOUGH
$> (\text{League HR/9} - 0.3) \& < (\text{League HR/9} - 0.1)$	TOUGH•
$> (\text{League HR/9} - 0.1) \& < (\text{League HR/9} + 0.3)$	neutral
$> (\text{League HR/9} + 0.3) \& < (\text{League HR/9} + 0.5)$	SHAKY•
$> (\text{League HR/9} + 0.5)$	SHAKY

Step 3: STAMINA is calculated using the average innings pitched per appearance in the SP role - rounded to the nearest whole number. Make sure to remove RP appearances from this calculation so that you don't inflate or deflate the SP value.

Step 4: OPTIONAL FINDER RANGES. All finder ranges in FIB use a base-6 system. To assign the identified starting pitchers a finder range, first calculate the total number of games that they all started. Next, find each pitcher's percentage of that total. Finally, assign the range that matches that percentage. These tables below are provided to help with the assignment of ranges.

Roll	%	Roll	%	Roll	%	Roll	%	Roll	%	Roll	%
11	2.78	21	19.44	31	36.11	41	52.78	51	69.44	61	86.11
12	5.56	22	22.22	32	38.89	42	55.56	52	72.22	62	88.89
13	8.33	23	25.00	33	41.67	43	58.33	53	75.00	63	91.67
14	11.11	24	27.78	34	44.44	44	61.11	54	77.78	64	94.44
15	13.89	25	30.56	35	47.22	45	63.89	55	80.56	65	97.22
16	16.67	26	33.33	36	50.00	46	66.67	56	83.33	66	100.00

Note: You may want to bookmark this page, as the tables above will come in handy for other "finder range" procedures.

B.2 Position Players

It's important to note that the grades for Power are based on modern (circa 2024) baseball. These grades will not scale well to earlier years.

Step 1: A batter's HITTING grade is derived from his OPS rating.

Step 2: A batter's POWER grade is derived from their HR%.

HITTING	
OPS	Grade
.900 or higher	A+
.825 to .899	A
.775 to .824	B+
.725 to .775	B
.650 to .724	C
.600 to .649	D
Less than .600	F

POWER	
HR%	Grade
6.0 or higher	A+
5.0 to 5.9	A
4.0 to 4.9	B+
3.0 to 3.9	B
2.0 to 2.9	C
1.0 to 1.9	D
Less than 1.0	F

Step 3: A batter's CLUTCH grade is derived from his Clutch rating that is found on baseball-reference.com's Team Batting/Detailed Stats/Team Win Probability table. If you are rating a season where this stat is not available, feel free to 1) assign an average grade of B to all players, or 2) randomly assign Clutch grades using the table in section C.2 of Appendix C.

CLUTCH	
Clutch	Grade
Greater than 1.9	A+
1.0 to 1.9	A
0.5 to 0.9	B+
-0.4 to 0.4	B
-0.5 to -0.9	C
-1.0 to -1.9	D
Less than -1.9	F

Step 4: A batter's DEFENSE grade is best derived from their Rtot/yr rating. For older seasons where this rating is not available, use the position specific charts below based on fielding percentage.

DEFENSE	
Rtot/yr	Grade
15 or higher	A+
9 to 14	A
3 to 8	B+
-2 to 2	B
-8 to -3	C
-14 to -9	D
-15 or lower	F

INFIELDERS		OUTFIELDERS		CATCHERS	
FLD %	Grade	FLD %	Grade	FLD %	Grade
> .984	A+	> .989	A+	> .994	A+
.975 to .984	A	.985 to .989	A	.990 to .994	A
.965 to .974	B+	.980 to .984	B+	.985 to .989	B+
.955 to .964	B	.975 to .979	B	.980 to .984	B
.945 to .954	C	.970 to .974	C	.975 to .979	C
.930 to .944	D	.960 to .969	D	.965 to .974	D
< .930	F	< .960	F	< .965	F

Note: These ranges are most ideal for the years 1945 through 1985. If rating dead-ball era players, you will want to reduce infielder thresholds by 0.015, and outfielder & catcher thresholds by 0.010.

Step 5: CLUTCH HIT FINDER RANGES. To assign a clutch range to each player, first calculate the total number of RBI's for the 9 position players. Next, find each players percentage of that total. Finally, assign the range that matches that percentage.

Step 6: HR FINDER RANGES. To assign a HR range to each player, first calculate the total number of HR's for the team you are importing from. Next, find each players percentage of that total. Finally, assign the range that matches that percentage. Feel free to distribute "left over" chances to the team rather than having an "Other" on your team sheet.

B.3 Ballparks

The ballpark quality for a team determines if fewer or more HR's are likely to be hit there as compared to the league-average ballpark. Use your own judgement for assigning Hitter's Park or Pitcher's Park qualities to your league's ballparks.

Appendix C - Importing Players from History Maker Baseball

C.1 Pitchers

Step 1: A pitchers GRADE (GR) is derived from the pitchers HMB qualities using the tables below. Start with the table that matches the pitchers ERA quality (ACE, STAR, etc.) then work from the top of the column to the bottom. As soon as you can answer “yes” to a question, look to the right and that is the pitcher’s grade in FIB.

ACE	GR
DB CONTROL or STAR?	A+
Any FLASH and CONTROL?	A+
Any CONTROL or DB FLASH*?	A
FLASH and no WILD or WILD•?	A
FLASH• and no WILD or WILD•?	B+
FLASH and WILD•?	B+
No other pitching qualities?	B+
FLASH• and WILD•?	B
All Others	C

ACE•	GR
DB CONTROL?	A+
Any FLASH and CONTROL?	A+
CONTROL or DB FLASH*?	A
FLASH and CONTROL•?	A
CONTROL•?	B+
Any FLASH and no WILD or WILD•?	B+
No other pitching qualities?	B+
FLASH• and WILD•?	B
All Others	C

STAR	GR
DB CONTROL?	A
Any FLASH and CONTROL?	A
Any CONTROL or DB FLASH*?	B+
Any FLASH and no WILD or WILD•?	B+
No other pitching qualities?	B
WILD•?	C
All Others	D

STAR•	GR
DB CONTROL or FLASH and CONTROL?	A
FLASH• and CONTROL?	B+
Any CONTROL or DB FLASH*?	B
Any FLASH and no WILD or WILD•?	B
No other pitching qualities?	B
WILD•?	C
All Others	D

NEUTRAL/No Quality	GR
DB CONTROL or FLASH and CONTROL?	B+
Any CONTROL or DB FLASH*?	B
Any FLASH and no WILD or WILD•?	C
No other pitching qualities?	C
WILD•?	D
All Others	F

WORKMAN•	GR
DB CONTROL or FLASH and CONTROL?	B+
CONTROL or any FLASH and CONTROL•?	B
CONTROL• or DB FLASH*?	C
Any FLASH and no WILD or WILD•?	C
No other pitching qualities?	D
All Others	F

WORKMAN	GR
DB CONTROL or FLASH and CONTROL?	B
Any CONTROL or DB FLASH*?	C
FLASH and no WILD or WILD•?	C
FLASH• or no other pitching qualities?	D
All Others	F

STRUGGLER•	GR
DB CONTROL or FLASH and CONTROL?	B
CONTROL or DB FLASH*?	C
CONTROL• or any FLASH?	D
All Others	F

STRUGGLER	GR
DB CONTROL or FLASH and CONTROL?	C
Any CONTROL or DB FLASH*?	D
FLASH and no WILD or WILD•?	D
All Others	F

“Any” refers to either the FULL or SEMI(•) version of the quality

** If pitcher also has any WILD quality, treat it as a single FLASH and no WILD quality*

Step 2: A pitchers STAMINA (ST) is based off of the advanced pitcher freshness qualities introduced in HMB 5.0. Feel free to introduce some variability into the process so that not all pitchers have the exact same stamina rating.

FRESH QUALITY	ST
EX STRONG	9
STRONG	8
STRONG•	7
All Others	6

Closer Note: Unless the closer has an advanced pitcher freshness quality, their stamina will be 1. If they have an EX STRONG or STRONG quality it's 3, and if it's STRONG• it's 2.

Step 3: A pitcher's ability to prevent home runs (HR TEND) is not represented in HMB. You may choose to ignore this quality altogether, or you may follow this chart that I use for my personal HMB league. Some checks require a die roll. (Yes, I am house-ruling my own game).

HMB QUALITY CHECK	HR TEND QUALITY
DB CONTROL & DB FLASH?	TOUGH
DB CONTROL or DB FLASH?	1-2 No HR TEND Quality / 3-4 TOUGH• / 5-6 TOUGH
DB WILD?	1-2 SHAKY / 3-4 SHAKY• / 5-6 No HR TEND Quality
All Others	1 SHAKY• / 2-5 No HR TEND Quality / 6 - TOUGH•

Step 4: Finder ranges for starting pitchers are generally not needed when running your own league as teams will follow their pitching rotation. If you want to include finder ranges, however, you can use the HMB usage stars to determine who gets larger/smaller ranges.

C.2 Position Players

Step 1: A batter's HITTING grade is derived from his Batting and Power Qualities. Ignore EAGER and WHIFFER qualities. Also ignore any delta or sigma qualities.

Step 2: A batter's POWER grade is derived from their Power Qualities.

HITTING	
Quality	Grade
CHAMPION and any SLUGGER	A+
Any CHAMPION	A
HERO and any SLUGGER	A
HERO or HERO• and SLUGGER•	B+
HERO•	B
Any SLUGGER and no UTILITY* or SAD SACK**	B
No batting qualities	C
UTILITY• and no SAD SACK**	C
UTILITY	D
Any SAD SACK	F

POWER	
Quality	Grade
HR KING and any SLUGGER	A+
HR KING or HR KING• and SLUGGER	A
SLUGGER or HR KING•	B+
SLUGGER•	B
no quality	C
SCRAPPER•	D
SCRAPPER	F

"Any" refers to either the FULL or SEMI(•) version of the quality

* Any UTILITY

** Any SAD SACK

Step 3: A batter's CLUTCH grade is not represented in HMB, so you may keep all batter's neutral in this category (B), or you can use this table to randomly assign grades with a roll of 2d6.

CLUTCH	
Roll	Grade
11	F
12-16	D
21-26	C
31-46	B
51-56	B+
61-65	A
66	A+

Step 4: A batter's DEFENSE grade is derived from his Fielding Quality. A few qualities will require you to roll 2d6 to determine the grade. Feel free to skip this roll and assign grades manually if you prefer.

FIELDING	
Quality	Grade
GOLD (31-66)	A+
GOLD (11-26) or GOLD• (31-66)	A
GOLD• (11-26) or no quality (51-66)	B+
no quality (31-46)	B
IRON• (51-66) or no quality (11-26)	C
IRON (41-66) or IRON• (11-46)	D
IRON (11-36)	F

Step 5: CLUTCH HIT FINDER RANGE: Feel free to use your own method for building the clutch finder ranges. In FIB, these ranges equate to ratio of RBI's that a player tallied for his team, compared to the total for those 8 or 9 highlight hitters.

The suggested method is to use the table below to gather their range value, which is based on their hitting qualities. If a player has more than one quality, use the best one. Once you've assigned all the ranges, make any necessary minor adjustments to smooth everything out.

CLUTCH FINDER RANGE	
Quality	Value
CHAMPION	8
CHAMPION•	7
HERO	6
HERO•	5
no quality	4
UTILITY•	3
UTILITY	2
SAD SACK• or SAD SACK	1

Step 6: HR FINDER RANGE. Similar to the clutch range process, use the following table to assign HR ranges based on the power quality of the player. If a player has more than one quality, use the best one. You can assign any leftover range as you see fit. For results where there is more than one choice for value, you can choose the value your self or roll a die to decide.

HR FINDER RANGE	
Quality	Value
HR KING	8
HR KING•	7
SLUGGER	6
SLUGGER•	5
no quality	3 or 4
SCRAPPER•	2 or 1
SCRAPPER	0

Step 7: PLAYER ARCHETYPE. Position Player progression from one season to the next is dependent on a players archetype and age. Refer to previous sections for more details on the archetype system. You will need to find the best fit from the available archetypes based on the player’s current grades. These grades represent the players ceilings for further development. If the best fit still leaves one grade higher than the archetype’s ceiling, you can assume that the player had a breakthrough during their development and that is their updated ceiling for that attribute.

5E	
Hitting	A+
Clutch	A
Power	A
Defense	A

5T	
Hitting	A
Clutch	A
Power	B+
Defense	B+

HK	
Hitting	B+
Clutch	B
Power	A+
Defense	C

HE	
Hitting	A+
Clutch	A
Power	B
Defense	B

DS	
Hitting	B
Clutch	A
Power	C
Defense	A+

JM	
Hitting	B
Clutch	A
Power	B
Defense	B

C.3 Player Ages

Roll on the appropriate chart below to determine a player's age. Results of "Y" or "Z" require a re-roll on the designated chart. If the player age is 35 or more, immediately check to see if they are on the HOF Development Path. See section 10.1.1 for Pitchers and section 10.2.1 for position players.

PROSPECT		PROSPECT•		No Age Quality		ICON•	
Roll	Age	Roll	Age	Roll	Age	Roll	Age
11-16	22	11-16	24	11-16	26	11-23	28
21-26	23	21-26	25	21-26	27	24-36	29
31-46	24	31-46	26	31-46	28	41-53	30
51-66	25	51-66	27	51-66	29	54-66	31

ICON		Y		Z	
Roll	Age	Roll	Age	Roll	Age
11-23	30	11-23	33	11-23	36
24-36	31	24-36	34	24-36	37
41-56	32	41-53	35	41-53	38
61-66	Y	54-66	Z	54-66	39

C.4 Team Flashy Quality

In FIB, the Flashy quality (represented by the DEFENSE quality being underlined>) is given to those teams known for their flashy defensive play and web-gems. There is no equivalent in HMB, so use the table below if you want to incorporate this mechanic.

FLASHY?	
Roll	Result
11-36	No Flashy quality
41-44	POROUS or POROUS• team earns Flashy; otherwise no Flashy quality
45-54	neutral team earns Flashy; otherwise no Flashy quality
55-66	SOLID or SOLID• team earns Flashy ; otherwise no Flashy quality

C.5 Ballparks

In HMB, ballparks will have two qualities for left-handed and right-handed batters. Find the numerical sum of the two qualities by using the following table. For example, a ballpark that is BIG for lefties and NORMAL for righties would be $1+3=4$.

HMB Ballpark Quality Values				
1	2	3	4	5
BIG	BIG•	NORMAL	SMALL•	SMALL

Use the sum to assign the FIB ballpark quality following this table.

Sum	Quality
2	Pitcher's Park
3-4	Pitcher's Park•
5-7	neutral
8-9	Hitter's Park•
10	Hitter's Park

Appendix D - League Draft & GM Draft Profiles

After creating a pool of players ready to be drafted onto teams, you can use the GM Draft Profiles in this appendix. Try your hand at drafting against the GMs and pick one team to manage yourself!

The GM profiles are comprehensive, but if there is ever a question on what player the GM will draft, follow this tie-breaker procedure.

1. If there are multiple players that meet the criteria of the GM's pick, choose the player with best complimentary attributes.
2. Pick the player who best fits the GM's team building philosophy (e.g., pitcher for Pitching Focused)
3. Pick player who fills position not yet drafted. If multiple positions remain unfilled with similar value players:
 - Pitching Focused: SP > CL > C > RP > SS > other
 - Balanced: Weakest squad (SP, RP, MI, CI, OF) > Best available
 - Offense Focused: DH/1B/LF/RF > 3B > CF > SP > others

Refer to the following pages for each of the 27 unique GM profiles and their draft instructions.

Conservative + Farm First + Pitching Focused

First 3 Picks:

- 1st: Starting pitcher with best grade
- 2nd: Another quality starter (B+ or better)
- 3rd: Defensive C or SS (B+ or better defense)

Preferences:

- Pitchers with TOUGH/semi-TOUGH HR tendency
- Defense-first middle infielders

Next Pick Guide:

- Pitcher if: Less than 3 quality starters drafted
- Position if: No catcher or shortstop yet
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Conservative + Farm First + Balanced

First 3 Picks:

- 1st: Best available player (A+/A pitching or A+/A hitting) with no weakness
- 2nd: If 1st was pitcher, draft position player (or vice versa)
- 3rd: Whichever position has fewest quality players remaining

Preferences:

- Well-rounded players with consistent grades
- Quality defense up the middle (C, 2B, SS, CF)

Next Pick Guide:

- Pitcher if: Fewer pitchers than position players drafted
- Position if: Fewer position players than pitchers drafted
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Conservative + Farm First + Offense Focused

First 3 Picks:

- 1st: Power hitter (B+ or better) with decent defense (C or better)
- 2nd: Quality starting pitcher (B+ or better)
- 3rd: Another quality hitter (B+ or better hitting) preferring 5T/5E players

Preferences:

- Balanced hitting (both Power and Hitting grades similar)
- TOUGH/semi-TOUGH HR tendency for pitchers

Next Pick Guide:

- Pitcher if: Less than 3 quality starters drafted
- Position if: 1B, 3B, LF, RF or DH unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Conservative + Mixed + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Another quality starter or closer (if closer has better grade)
- 3rd: Defensive catcher or shortstop (B+ or better)

Preferences:

- Balanced defensive roster (no position below C)
- Clutch rating of B or better for key offensive positions

Next Pick Guide:

- Pitcher if: Less than 4 pitchers drafted or no closer yet
- Position if: No catcher or middle infielders yet
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Conservative + Mixed + Balanced

First 3 Picks:

- 1st: Best available player (A+/A pitching or A+/A hitting) with no weakness
- 2nd: Fill opposite need from 1st pick (pitcher/position)
- 3rd: Best available player at position with fewest draft picks remaining

Preferences:

- Well-rounded players (no more than 2 grade difference between categories)
- Balance between offense and defense

Next Pick Guide:

- Pitcher if: Fewer than half of required pitchers drafted
- Position if: Any starting position still empty
- Otherwise: Alternate pitcher/position selections

Conservative + Mixed + Offense Focused

First 3 Picks:

- 1st: Best available power hitter with at least C defense
- 2nd: Best available starting pitcher
- 3rd: Another quality hitter for power position, preferring 5T/5E players

Preferences:

- Balance of power and contact (similar grades in Hitting and Power)
- Decent defense (C or better) even for power positions

Next Pick Guide:

- Pitcher if: Less than 3 quality pitchers drafted
- Position if: 1B, 3B, or DH unfilled
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Conservative + Win Now + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Another quality starter or closer (if closer has better grade)
- 3rd: B+ or better power hitter at power position

Preferences:

- A/B+ clutch rating for power positions (1B, 3B, DH, LF, RF)
- TOUGH/semi-TOUGH HR tendency for pitchers

Next Pick Guide:

- Pitcher if: Less than 5 quality pitchers drafted
- Position if: C, SS, or 2B unfilled
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Conservative + Win Now + Balanced

First 3 Picks:

- 1st: Best available hitter, preferring 5T and 5E players
- 2nd: Best available starting pitcher
- 3rd: Another A+/A grade hitter

Preferences:

- Players with B+ or higher hitting ratings
- Balanced defensive prowess across positions

Next Pick Guide:

- Pitcher if: Fewer than half the required pitchers drafted
- Position if: 2B, SS, or CF unfilled
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Conservative + Win Now + Offense Focused

First 3 Picks:

- 1st: Best available power hitter
- 2nd: A+/A grade hitter or if none left then an A+/A grade starting pitcher
- 3rd: If no pitcher yet, A+/A grade starting pitcher; otherwise, another quality hitter

Preferences:

- Hitters with balanced Power/Hitting grades
- A/B+ clutch ratings for power positions

Next Pick Guide:

- Pitcher if: Less than 3 quality starting pitchers drafted
- Position if: 1B, 3B, DH, LF or RF unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Neutral + Farm First + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Another quality starter
- 3rd: Best defensive player available for C or SS

Preferences:

- Pitchers with high grades and acceptable flaws
- Defensive strength up the middle

Next Pick Guide:

- Pitcher if: Less than 4 quality starters drafted
- Position if: C, SS, or 2B still unfilled
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Neutral + Farm First + Balanced

First 3 Picks:

- 1st: Best available player - A+/A starting pitcher or A+/A 5E/5T hitter
- 2nd: Fill opposite need from 1st pick
- 3rd: Best player available at position with the least good players remaining

Preferences:

- Players with at least one standout category (A/A+)
- Balance between different skills

Next Pick Guide:

- Pitcher if: Fewer pitchers than position players drafted
- Position if: Fewer position players than pitchers drafted
- Otherwise: Take best available regardless of position

Neutral + Farm First + Offense Focused

First 3 Picks:

- 1st: Best available power hitter
- 2nd: Best available hitter
- 3rd: Best available starting pitcher

Preferences:

- Offensive producers regardless of defense
- Power hitters with decent hitting grade

Next Pick Guide:

- Pitcher if: Less than 3 pitchers drafted
- Position if: 1B, 3B, DH, LF, or RF unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Neutral + Mixed + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Best available closer
- 3rd: Best available power hitter

Preferences:

- Pitchers with good HR tendency
- At least one power hitter with B+ or better

Next Pick Guide:

- Pitcher if: Less than 5 pitchers drafted
- Position if: No power hitter drafted yet
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Neutral + Mixed + Balanced

First 3 Picks:

- 1st: Best available player - A+/A starting pitcher or A+/A 5E/5T hitter
- 2nd: Fill opposite need from 1st pick
- 3rd: Best player available at different position than 1st/2nd

Preferences:

- Versatile players with balanced grades
- Players with at least one standout category

Next Pick Guide:

- Pitcher if: Fewer than half the required pitchers drafted
- Position if: Any starting position still empty
- Otherwise: Choose position with fewest quality players remaining

Neutral + Mixed + Offense Focused

First 3 Picks:

- 1st: Best available power hitter
- 2nd: Best available hitter
- 3rd: Best available starting pitcher

Preferences:

- Offense first for 1B, DH, and corner outfield
- Defense can be C for power positions

Next Pick Guide:

- Pitcher if: Less than 3 pitchers drafted
- Position if: 1B, 3B, DH, LF or RF unfilled
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Neutral + Win Now + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Another A+/A grade starting pitcher or B+ who is TOUGH
- 3rd: Best available power hitter

Preferences:

- Pitchers with TOUGH HR tendency
- Clutch performers at key positions

Next Pick Guide:

- Pitcher if: Less than 5 quality pitchers drafted
- Position if: C, SS, 2B, or CF unfilled
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Neutral + Win Now + Balanced

First 3 Picks:

- 1st: Best available player - A+/A starting pitcher or A+/A 5E/5T hitter
- 2nd: Fill opposite need from 1st pick
- 3rd: Best player available in position with fewest quality players remaining

Preferences:

- Balance roster needs as draft progresses
- Players with strong clutch ratings

Next Pick Guide:

- Pitcher if: Fewer than half the required pitchers drafted
- Position if: 1B, 3B, SS, or CF unfilled
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Neutral + Win Now + Offense Focused

First 3 Picks:

- 1st: Best available 5E/5T hitter
- 2nd: Another A+/A grade hitter
- 3rd: Best starting pitcher available

Preferences:

- Power and clutch over average and defense
- Key offensive positions filled with A-grade talent

Next Pick Guide:

- Pitcher if: Less than 3 quality pitchers drafted
- Position if: 1B, 3B, DH, LF, or RF unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Aggressive + Farm First + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Pitcher with best grade; if there is a tie: CL > SP > RP
- 3rd: Best defensive catcher available

Preferences:

- A+/A pitchers
- Defense-first middle infielders

Next Pick Guide:

- Pitcher if: Less than 5 pitchers drafted
- Position if: SS, 2B, or CF unfilled
- Otherwise: Roll 1d6 (1-5: Pitcher, 6: Position player)

Aggressive + Farm First + Balanced

First 3 Picks:

- 1st: Best available 5E/5T hitter
- 2nd: Best available starting pitcher
- 3rd: Best player available regardless of position

Preferences:

- Willing to accept F-grade in one category, if primary is grade is B+ or better
- Younger players

Next Pick Guide:

- Pitcher if: No A+/A grade relief pitcher yet
- Position if: Fewer position players than pitchers drafted
- Otherwise: Take player with highest primary grade

Aggressive + Farm First + Offense Focused

First 3 Picks:

- 1st: Best available power hitter
- 2nd: Another A+/A power hitter or A+/A hitter
- 3rd: Best starting pitcher available

Preferences:

- Offensive upside over defensive ability
- Power over hitting for corner positions

Next Pick Guide:

- Pitcher if: No A+ grade pitcher yet
- Position if: 1B, 3B, DH, LF, or RF unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Aggressive + Mixed + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: A second A+/A starting pitcher or best closer
- 3rd: Best defensive catcher or power hitter available

Preferences:

- Prioritize completing rotation and bullpen
- Will accept multiple F-grades if balanced with A+ primary grades

Next Pick Guide:

- Pitcher if: Less than 6 pitchers drafted
- Position if: No catcher or power hitter yet
- Otherwise: Roll 1d6 (1-5: Pitcher, 6: Position player)

Aggressive + Mixed + Balanced

First 3 Picks:

- 1st: A+ starting pitcher or 5E/5T player with at least one A+ attribute
- 2nd: Fill opposite need from 1st pick (pitcher/position)
- 3rd: Another player with at least one A+ attribute

Preferences:

- High variance players (mix of great and poor grades)
- Risk-taking on uneven talent profiles

Next Pick Guide:

- Pitcher if: Fewer A+/A pitchers than A+/A hitters
- Position if: Fewer A+/A hitters than A+/A pitchers
- Otherwise: Choose player with highest individual primary grade in an unfilled role

Aggressive + Mixed + Offense Focused

First 3 Picks:

- 1st: A+ power hitter regardless of defense
- 2nd: Another A+ offensive player (power or hitter)
- 3rd: Best available starting pitcher

Preferences:

- Power over hitting for offensive positions
- Will accept defensive liability for offensive upside

Next Pick Guide:

- Pitcher if: No A+/A grade pitcher yet
- Position if: 1B, 3B, DH, LF, or RF unfilled
- Otherwise: Roll 1d6 (1-2: Pitcher, 3-6: Position player)

Aggressive + Win Now + Pitching Focused

First 3 Picks:

- 1st: Best available starting pitcher
- 2nd: Another A+/A grade starting pitcher
- 3rd: Hitter with A+/A hitting rating, preferring 5E/5T player

Preferences:

- Clutch performance over consistency
- Will sacrifice defense for elite pitching/clutch hitting

Next Pick Guide:

- Pitcher if: Less than 6 quality pitchers drafted
- Position if: No A+/A clutch hitter yet
- Otherwise: Roll 1d6 (1-4: Pitcher, 5-6: Position player)

Aggressive + Win Now + Balanced

First 3 Picks:

- 1st: A+/A grade player, preferring 5E/5T player
- 2nd: A+/A grade starting pitcher
- 3rd: B or better hitter with highest clutch rating available

Preferences:

- Higher clutch grades preferred
- Extreme grades acceptable (mix of A+ and F)

Next Pick Guide:

- Pitcher if: Fewer pitchers than position players drafted
- Position if: Fewer position players than pitchers drafted
- Otherwise: Roll 1d6 (1-3: Pitcher, 4-6: Position player)

Aggressive + Win Now + Offense Focused

First 3 Picks:

- 1st: Best available power hitter
- 2nd: Best available hitter
- 3rd: Best available starting pitcher

Preferences:

- Power and Hitting over all other attributes
- Willing to accept poor defense for elite offense/clutch

Next Pick Guide:

- Pitcher if: No A+ pitcher yet or less than 3 pitchers or no closer
- Position if: 1B, 3B, DH, LF, or RF unfilled
- Otherwise: Roll 1d6 (1: Pitcher, 2-6: Position player)

Appendix E - Worksheets

League: _____ Year: _____ Team Name: _____ Division: _____

Mgr. Name: _____ Budget _____ Ballpark Name _____

GM Name: _____

Risk: _____ Payroll Total _____ Ballpark Quality _____

Dev: _____

Build: _____

PITCHING STAFF

Pos	Starting Pitchers	Age	GR	ST	HR Control	Finder	Yrs	Salary	GR Ceiling	INJ	Dur
SP1											
SP2											
SP3											
SP4											
SP5											
SP6											
Pos	Bullpen	Age	GR	ST	HR Control		Yrs	Salary	GR Ceiling	INJ	Dur
RP1						BP Grade					
RP2											
RP3						HR Tend					
RP4											
CL											

POSITION PLAYERS

Pos	Name	Age	H	P	D	CL	Hit Finder	HR Finder	Yrs	Salary	ARC	INJ	Dur
C													
1B													
2B													
SS													
3B													
LF													
CF													
RF													
DH													

TEAM QUALITIES

Scoring

Power

Defense

Year:

Team Name:

PROSPECT PIPELINE

PITCHING PROSPECTS

Pos	Name	Age	POTENTIAL				
			Prev Season	Spring	1/4	1/2	3/4

POSITION PLAYER PROSPECTS

Pos	Arch	Name	Age	POTENTIAL				
				Prev Season	Spring	1/4	1/2	3/4

GRADE & ATTRIBUTE CEILING REFERENCE

PITCHER	
Potential	Ceiling
80	A+
70	A
60	B+
50	B
40	C
30	D
20	F

5E	
Hitting	A+
Power	A
Defense	A
Clutch	A

HE	
Hitting	A+
Power	B
Defense	B
Clutch	A

DS	
Hitting	B
Power	C
Defense	A+
Clutch	A

5T	
Hitting	A
Power	B+
Defense	B+
Clutch	A

HK	
Hitting	B+
Power	A+
Defense	C
Clutch	B

JM	
Hitting	B
Power	B
Defense	B
Clutch	A

