

# Pitcher of Record Baseball

*A fast-playing baseball simulation game from Short Season Games  
Season sets and other games are available for download at [shortseasongames.com](http://shortseasongames.com)*

Overview.....	1
Materials needed.....	2
How to read a card.....	3
How to play (summary).....	6
How to play (detailed).....	7
Things to remember.....	11
Credits and contact info.....	11

## Overview

Ever since I came up with Simple Seasons and found I could apply the same theme to multiple sports, I wanted to create a baseball version. Baseball is my first love and is near and dear to my heart...but I just couldn't crack it. It seemed that while soccer, hockey, and basketball scores could easily fit into definable buckets, baseball scores were elusive. A team scoring 0 or 5 runs is normal; 10 runs are less common but not unexpected; 15 or 20 runs are surprising but still a realistic number. (In fact, in 2025, a team scored 15 runs or more in 25 of MLB's games, or roughly 1%.)<sup>1</sup> The buckets were too big.

So frustratingly, I couldn't easily apply the Simple Seasons formula to baseball while maintaining a d20 roll and a small card size. I knew something had to be adjusted, and now here we are.

Pitcher of Record Baseball has two levels of play possible, which I'll call Level 1 (the more basic version) and Level 2. Both take into account a team's offense as well as its opponent's pitching and defense to render an accurate and realistic score. Teams prone to getting shut out will be shut out just as often;

---

<sup>1</sup> <https://www.statmuse.com/mlb/ask/mlb-team-with-15-runs-in-a-game>

teams that score in droves will still score in droves. Fielding, just like in real life, can cost a team runs. And homefield advantage is present, making dramatic walkoffs possible.

The baseball simmer can choose just how detailed they'd like to play. The Level 1 version of the game is played with dice and only the two team cards. There are no mods for dice rolls, as the results are split between cards. To play with more details, the advanced Level 2 version of the game introduces pitcher and bullpen ratings and allows you to determine which pitchers ultimately most influence the outcome of the game.

## Materials needed

- Two team cards (they don't have to be from the same season)
- A d20 and d6 (plus a d100 or 2d10 for the Level 2 version if you so choose)
- A scoresheet

## How to read a card

There are two types of cards in Pitcher of Record Baseball: team cards and pitcher cards. The pitcher card is only used in the advanced version, while both versions use the team cards.

### Team Cards

	<i>Pitcher of Record Baseball: 1976 NL</i>					<b>&lt;- A</b>
<b>B -&gt;</b>	<b>New York (M)</b>					
	<i>86-76, 3rd NL East</i>					<b>&lt;- C</b>
<b>D -&gt;</b>	<b>Home (2)</b>		<b>R</b>	<b>Away (2)</b>		
	<i>RA (P)</i>	<i>RS (B)</i>		<i>RA (P)</i>	<i>RS (B)</i>	
	1-6	1-6	0	1-5	1-5	
	7-13	7-13	1	6-13	6-8	
<b>E -&gt;</b>	14-18	14-16	2	14-16	9-15	
	18	17-18	3	17-19	16-18	
	20+	19+	4+	20+	19+	
<b>F -&gt;</b>	<b>Fd:</b> 15	(+1) 1-11 / (+2) 12-17 / (+3) 18-20				
	<small>(c) Short Season Games</small>					

**A:** Game, season and league. Since MLB didn't officially merge as an entity until the year 2000, I've labeled the teams until 1999 according to their league.

**B:** Team (city or region) plus distinguishing letter if needed

**C:** Season record and finish in standings (either league or division, whichever is more granular)

**D:** Home and Away column labels with walk-off win rating (home) and walk-off loss rating (away)

**E:** Scoring charts. There are two separate scoring charts, one for the carded team at home and one for on the road. The red RA(P) column--“Runs Against (Pitching)”--corresponds to the number of runs given up by the team’s pitchers. The blue RS(B)--“Runs Scored (Batting)”--column shows how many runs are scored due to the team’s hitting. Think of these two columns as being “runs attributed to positive things the offense did” (e.g. situational hitting, reading the defense) and “runs attributed to mistakes the pitchers made” (e.g. missing their mark and grooving a pitch down the middle).

**F:** Fielding rating and chart. The Fielding rating tells how often the carded team allows an unearned run (the higher the number, the better the defense). When they do, a d20 roll against the unearned runs allowed chart determines how many unearned runs are given up.

## Pitcher Cards

**A ->** *Pitcher of Record Baseball: 1976 AL Pitchers*

**B ->** **Minnesota**

**C ->** *162 games : 9 starters, 52-68, 4.16 ERA*

**D ->**

<b>SPs (1-74)</b>	<b>Starts</b>	<b>ERA</b>	<b>Mod</b>
D. Goltz	35	3.35	d-1
J. Hughes	26	5.32	d+4
B. Singer^	26	3.77	d+0
P. Redfern*	23	3.51	d-1
E. Bane	15	5.47	d+4
<b>-Other SPs-</b>	<b>37</b>	<b>4.45</b>	<b>d+1</b>
<b>-Relievers-</b>	<b>-</b>	<b>2.80</b>	<b>d-3</b>

**E ->**

**F ->**

**G ->**

(c) Short Season Games

**A:** Game, season and league.

**B:** Team (city or region) plus distinguishing letter if needed

**C:** Team starters' record. From left to right: total team games played that season, the number of individual starting pitchers used by the team, the starters' combined record, and the starters' combined earned run average.

**D:** Table header and Pitcher Impact Range. The Pitcher Impact Range allows you to determine if the declared starting pitcher or the team's bullpen is the bigger factor in the game. A d100 or 2d10 result that falls within this range (in the example of 1976 Minnesota above, a 74 or less) means you should use the starting pitcher's individual mod. A result that falls outside this range means you should use the bullpen mod indicated by the Relievers info line.

**E:** The pitchers' data. This includes a starting pitcher's name, number of starts (ranked in descending order), ERA, and roll mod. These stats only include data from when the player made starts; any stats gained in relief are not included for the individual player but are instead included in the Relievers numbers. The table displays the pitchers who led the team in starts, collective stats for any other starting pitchers for the team that season (Other SPs), and the team's relievers.

Some pitchers have symbols next to their names; this doesn't affect gameplay but is intended to provide more info on the player. Rookies are marked with an asterisk (\*). Players that spent time on multiple teams in a given year are marked with a caret (^).

In the example above, you can see that Bill Singer played on multiple teams in 1976. The stats listed here are only from his time with Minnesota. Further, Pete Redfern was a rookie that year and has an asterisk.

**F:** Other SPs information. For those starting pitchers that weren't among the team's top 5 starters: number of starts, collective ERA, and collective mod.

**G:** Relievers information. Collective stats for any pitcher who entered in relief.

## How to play (summary)

Level 1 play is in black text.

Level 2 play is in blue text. This text can be skipped if you're playing the basic version.

1. Choose your teams and determine home/away designations
2. Choose your starting pitchers
3. Roll a d100 or 2d10 against each team's Pitcher Impact range to determine which mods to use
4. Roll d20s (results modified by the home starting pitcher or Relievers mod) for the visiting team: one against their Away/RS(B) chart, one against the home team's Home/RA(P) chart, and one against the home team's Fielding rating. If needed, roll one more d20 against the home team's Fielding chart to determine any unearned runs. Add all three results.
5. Roll d20s (results modified by the visiting starting pitcher or Relievers mod) for the home team: one against their Home/RS(B) chart, one against the visiting team's Away/RA(P) chart, and one against the visiting team's Fielding rating. If needed, roll one more d20 against the visiting team's Fielding chart to determine any unearned runs. Add all three results.
6. The outcome of steps 5 and 6 will give you a score. If the home team is winning, the game is over. If the home team is losing or the game is tied, move on to the Homefield Advantage phase: add up the home team's walk-off win rating and the visiting team's walk-off loss rating, then roll a d20 against it. A result less than or equal to this number means the home team scores a run in the clutch. Repeat this until the home team either doesn't score or wins the game.
7. (If extra innings are needed) For each team, roll a d20 (results modified by the opponent's Relievers mod) against their correct RS(B) and opponent's RA(P) columns. For each roll, if the modified dice result lands in the column's 4+ range, that team scores a run. Begin with the visitors. Once again, if the home team is losing or the game is tied, go into another Homefield Advantage phase as described in step 6 above.

# How to play (detailed)

Level 1 play is in black text.

Level 2 play is in blue text. This text can be skipped if you're playing the basic version.

## 1. Setup

- 1.1. Choose your two teams. Teams don't have to be from the same season. Determine who is the home team and who is the away team.
- 1.2. Using the teams' Pitchers cards, choose a starting pitcher for each team.
  - 1.2.1. If you can't decide who to start, or you just want to randomly choose, roll a d6. A 1 would be the pitcher with the most starts, 2 would be the pitcher with the second-most starts, etc. A 6 would mean you use someone outside the top 5, whose stats are covered in the Other Starters category.
  - 1.2.2. Note that the Relievers mod is not to be used as a Starting Pitcher mod
- 1.3. Fill out your scoresheet, putting the appropriate teams in the visitor and home fields. Record the starting pitchers and their mods as well (e.g. "D. Goltz / -1").
- 1.4. Place both team cards in front of you. I recommend placing the visiting team on the left and the home team on the right; this way, the visitors' Away column and the home team's Home column are directly next to each other, making the info easier to consult.
- 1.5. For each team, determine which pitcher(s) most impact the game using the Pitcher Impact range on the pitcher cards. This range is listed in the table header next to "SPs" and looks like "(1-78)."
  - 1.5.1. Roll a d100 or 2d10 for each team. If the dice result falls within the Pitcher Impact range, use the team's chosen starting pitcher's mod for this game. If the dice result falls outside of this range, use the team's Relievers mod for this game.

## 2. Rolling

- 2.1. Once you have your scoresheet filled out, you'll need your d20. You should also have a d6 on standby in case you need it. (Note: these directions will cover each roll separately, but once you get the hang of it, you could roll 3d20 at the same time twice, once for each team.) There will be 3-5 rolls per team, beginning with the visiting team.

- 2.2. First roll: the visiting team's offense
  - 2.2.1. Roll the d20
  - 2.2.2. Add the home team's Starter Pitcher mod to the dice roll. For example, if you roll a 14, and the home team's Starting Pitcher mod is d+2, your result would be 16.
  - 2.2.3. Find the correct run range on the **visiting team's blue Away/RS(B)** column.
  - 2.2.4. Write the resulting number of earned runs scored on your scoresheet under the blue B column on the line for the visiting team.
- 2.3. Second roll: the home team's pitching
  - 2.3.1. Roll the d20
  - 2.3.2. Add the home team's Starter Pitcher mod to the dice roll.
  - 2.3.3. Find the correct run range on the **home team's red Home/RA(P)** column.
  - 2.3.4. Write the resulting number of runs scored on your scoresheet under the red P column on the line for the visiting team. Remember that despite getting this result from the home team's card, these are earned runs that the visiting team has scored.
- 2.4. Third roll: the home team's fielding
  - 2.4.1. Roll the d20
  - 2.4.2. **Do not** add in the home team's Starting pitcher mod to this roll. You'll use it unmodified.
  - 2.4.3. Consult the **green Fielding table on the home team's card**, marked as "Fd." The number to the right of the Fd is the team's Fielding rating, which is typically between 12 and 18.
  - 2.4.4. If your d20 result is less than or equal to the Fielding rating, then the home team has not allowed an unearned runs. If your d20 result is greater than the home team's Fielding rating, then the home team has committed an error/errors and allowed unearned runs. Move on to the fourth roll.
- 2.5. Fourth roll (if necessary): unearned runs
  - 2.5.1. Roll the d20. Use this result unmodified.
  - 2.5.2. Next to the home team's Fielding rating is their unearned runs allowed chart, which looks like this: "(+1) 1-12 / (+2) 13-18 / (+3) 19-20". Find your d20 result on the chart. For instance, using this example of an unearned runs allowed chart,

rolling an 11 would result in the visiting team scoring 1 unearned run, as indicated by the (+1) for that range.

2.5.3. Write the resulting number of unearned runs scored on your scoresheet under the green F column on the line for the visiting team. Remember that despite getting this result from the home team's card, these are unearned runs that the visiting team has scored.

2.6. (Optional) Fifth roll (if necessary): Bonus runs

2.6.1. If any of the previous rolls were a nat 20 (meaning the unmodified d20 result was a 20), roll an extra d6. Multiply the number of 20s rolled by the result of the d6. Add this to the team's score as bonus runs.

2.6.2. You don't have to play with this rule, I'll leave it up to you. But it does provide the chance for a team to score more than 11 runs.

2.7. Repeat the previous 3-5 rolls for the home team.

2.7.1. Rather than copy/pasting the entire previous section here, swap the words "home team" and "visiting team." You'll add the visiting team's Starting Pitcher mod to the appropriate dice rolls. You'll roll your d20 on the home team's Home/RS(B) column, the visiting team's Away/RA(P) column, and the visiting team's Fielding rating/unearned runs allowed chart.

3. Homefield advantage

3.1. Unless the home team is already winning, every game will end with the home team attempting to either tie the game or walk it off. Consider this phase to be the bottom of the 9th with 2 outs.

3.2. Each team has a walk-off win rating (tendency to win in their last at-bat at home) and a walk-off loss rating (tendency to lose on the road in the home team's final at bat). These are listed on their team cards in the headings of the Home and Away columns. For example, a team's walk-off win rating might say "Home (2)", and their walk-off loss rating might read as "Away (1)".

3.3. Once you have completed your d20 rolls for each team as described in Gameplay Section 2, assess the game situation:

3.3.1. If the home team is winning, skip the Homefield Advantage phase

- 3.3.2. If the visiting team is winning or the game is tied, move on to the Homefield Advantage phase.
- 3.4. Add together the home team's walk-off win rating and the visiting team's walk-off loss rating. Then, roll a d20. If the d20 result is less than or equal to this summed total, the home team has scored a run.
  - 3.4.1. For example, if the home team's walk-off win rating is 3 and the visiting team's walk-off loss rating is 2, then the home team would need to roll a 5 (3 + 2) or less on the d20 to score a run.
- 3.5. Repeat 3.4 until the home team fails to score a run.

#### 4. Extra Innings

- 4.1. If the game is tied after the Homefield Advantage phase, move on to extra innings
- 4.2. Beginning with the visiting team, you will roll a d20 against their Away/RS(B) column and the home team's Home/RA(P) column. [For both rolls, add the home team's bullpen mod; the Starting Pitcher mod is no longer used for this game.](#)
  - 4.2.1. First, roll a d20 and consult the visiting team's blue Away/RS(B) column. If the [modified](#) d20 result falls within the 4+ runs range, the visiting team has scored 1 run in the 10th inning.
  - 4.2.2. Next, roll a d20 and consult the home team's red Home/RA(P) column. If the [modified](#) d20 result falls within the 4+ runs range, the visiting team has scored 1 run in the 10th inning.
  - 4.2.3. Note that the visiting team can score a max of 2 runs per extra inning (the outcome of 4.2.1 plus the outcome of 4.2.2 above)
- 4.3. Move on to the home team's half of the inning and repeat the steps in 4.2 with the roles reversed. Roll for the home team, add in the visiting team's bullpen modifier, and find the result on the home team's Home/RS(B) column, then do the same on the visiting team's Away/RA(P) column.
  - 4.3.1. Note that before the home team can also score a max of 2 runs prior to the next Homefield Advantage phase
- 4.4. After completing these rolls for the 10th inning, if the game is tied or the visiting team is winning, go into another Homefield Advantage phase. Repeat Gameplay step 3.4 and 3.5 as you did at the end of the 9th inning

- 4.5. If the game is still tied after the completion of the 10th inning's Homefield Advantage phase, repeat this Extra Innings section against for the 11th inning, then the 12th inning if needed, and so on.

## Things to remember

It may seem counterintuitive, but yes, two-thirds of each team's results will be pulled from their opponent's card. I know this can be confusing, but think of it this way: the number of runs a team scores in this game is based on how well their offense performs and how poorly their opponent's pitching and defense each perform.

I always like to include this: as you play, just remember: if you figure something out that makes everything flow better, or makes more sense for the sport, or creates a more accurate atmosphere to the game, use it!

## Credits and contact info

Team and player stats were taken from [Baseball-Reference](#). Team schedules were obtained from [Retrosheet](#). Team colors are generally sourced from [Trucolor.net](#) with an assist from the Baseball Hall of Fame's most amazing digital contribution to society, [Dressed to the Nines](#).

If you have any comments, questions, corrections, or anything of that nature, please reach out to me at [shortseasongames@gmail.com](mailto:shortseasongames@gmail.com). Keep checking back on [shortseasongames.com](http://shortseasongames.com) to see if new seasons have been added. Or you can sign up for the mailing list, and I'll let you know each month what's been added to the website.

Finally, thanks for giving my game a chance, thanks for playing, and enjoy!



