

DICE Baseball Automatic Rotation Chart

- Step 1:** Print out a rotation sheet from www.gen1400.com
- Step 2:** Fill out full rotation sheet in order of how often you want them to pitch and list every pitcher who can start.
- Step 3:** Decide whether you will run a 4 or a 5 man rotation.
- Step 4:** Take the next pitcher on the list and see how many Games Started he had for the year you are playing.
- Step 5:** Find that number on the correct chart below and roll the dice.
- Step 6:** If the roll of the dice is within that range, the pitcher can pitch.
- Step 7:** If the result is not within that range, go to your backups. Choose the highest one listed who is rested enough to start.
- Step 8:** Roll the dice and check this pitcher. Continue this process until you roll a pitcher's range.

5-MAN Rotations

Number of Games Started by Pitcher

32+	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
00-98	00-96	00-93	00-90	00-87	00-84	00-81	00-78	00-75	00-72	00-69	00-66	00-63	00-60	00-57	00-54	00-51

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1		
00-48	00-45	00-42	00-39	00-36	00-33	00-30	00-27	00-24	00-21	00-18	00-15	00-12	00-09	00-06		

4-MAN Rotations

Number of Games Started by Pitcher

40+	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24
00-98	00-97	00-94	00-92	00-89	00-87	00-84	00-82	00-79	00-77	00-74	00-72	00-69	00-67	00-64	00-62	00-59

23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7
00-57	00-54	00-52	00-49	00-47	00-44	00-42	00-39	00-37	00-34	00-32	00-29	00-27	00-24	00-22	00-19	00-17

6	5	4	3	2	1											
00-14	00-12	00-09	00-07	00-04	00-02											

To hopefully prevent confusion I will use some examples from the 1969 San Diego Padres team. My first step is to list my starting pitchers in order of how I want to use them. I am going to run a 5 man rotation. First I have to select my top 5.

#1-C.Kirby 35GS, #2-J.Niekro 31GS, #3-D.Kelley 23GS, #4-A.Santorini 30GS, #5 J.Podres 9GS. Ok, now that I have my top 5 I have to list in order of my preference of how often I want them to start the rest of my pitchers that have started at least 1 game. #6-D.Selma 3GS, #7-D.Roberts 5GS, #8-T.Sisk 13GS, #9-G.Ross 7GS. Now we are ready to play. On opening day Clay Kirby is set to take the mound for me. Since he started 35 games I check the 32+ GS column. Then I roll a 58. The numbers I need to roll for Kirby to start are between a 00-98, so with the 58 he gets to start. Now on to game two. Joe Niekro is up to start. Joe started 31 games so going by the chart I need to roll a 00-96 in order for him to start. I roll a 91 and Niekro gets the ball in game 2. In Game 3 Dick Kelley is up to start. He started 23 games so I need to roll a 00-72 in order for him to start. Unfortunately I roll a 75 so he can't start today's game. Since Kelley is in slot 3 he won't be able to start again until I get back around to slot 3 which will take another 5 games. Now, my first backup is Dick Selma. Selma only started 3 games so I need to roll a 00-12 in order for him to start. I roll a 67 and he can't start. Now on to #7 Dave Roberts. Roberts started 5 games so I need a 00-18 for him to start. I roll a 14 and Dave Roberts is my starter for game 3. For game 4 I go back to my normal rotation. Al Santorini Started 30 games so I need to roll a 00-74 in order for him to start. I roll a 21 and Santorini can start game 4. Now onto game 5. Johnny Podres only started 9 games so I need to roll a 00-22 for him to start. I roll a 23 and he cannot start. Now back to my list. #6 Dick Selma rolls a 97 and can't start. #7 Dave Roberts is supposed to be up, but he can't start because he just started in game 3 and is not fully rested yet. So I have to skip Roberts and roll for Sisk. I roll a 30 and Tommie Sisk will get the start in place of Podres. Continue this process every single game. This should help you understand how to use this system. If you need further assistance please email me at george@gen1400.com. The nice thing about using this system is that it can be used with almost any baseball game and is not just limited to DICE Baseball.