

# FLIP CARD BASEBALL

## Free Baseball for the Tabletop Community

### History

FLIP Card Baseball came about because of the desire to rate and create Minor League teams quickly and easily. What I had in mind was having a system so simple that you could cut and paste some stats from Baseball Reference and have a team rated in a couple of minutes. What I eventually came up with was a system where after you pasted the stats into an Open Office spreadsheet all the ratings and player cards were calculated and filled out for you.

The first version of the game came out using two player decks, one for the main game play and another for things like power and extra bases. Quite a few Minor Leagues from 2009 were released. The initial feedback for FLIP Card was 'Release the card making formulas so we can rate our own teams' That seemed to me to be a good idea, so in the spirit of Baseball 5.0 I set about getting the program ready so people could understand how to rate teams. A few guys like Edward Meek and Rick T (Ricketts) got into rating teams and leagues right away and a few earlier Minor League seasons from the 1970's were produced.

Edward Meek a fan of 1800's baseball was beginning to rate a season of that era. Of course back then home runs were a scarcity and the number of singles were much greater than today's standards. The problem with this is the card making program was based on average minor league stats from 2006-2009 where home run and singles totals were very different. This would mean that the program would have to be changed otherwise the accuracy would go right out the window. I experimented with an expanded rating system that allowed for more accurate stat reproduction and this gave the pitchers a greater ability to influence the matchup according to his ability. This newer rating system expanded most of the player ratings to a 1-100 system. The big problem with this was how to fit 100 power grades and 100 doubles grades onto one 2<sup>nd</sup> Deck Card! Well that was an impossible task.

It had become clear that the Power and Doubles ratings on the 2<sup>nd</sup> Deck weren't needed. These plays could be decided by a random number. We already had a random number which was used to resolve triples checks. What this left the 2<sup>nd</sup> Deck card with was Bunt, steals, Jump and a random 1-100 number. Well I thought while I was at it I would change the Jump and Steal ratings to the 1-100 system as well. This of course eliminated their need

to be on the 2<sup>nd</sup> Deck. Bunts and a random number remained so there was no point in keeping the extra deck. They were transferred to the Game Deck and the new one deck version of the game was born.

The one deck version of the game opened up all of baseball history, 130+ years of Pro Ball. Anyone could now rate any league they desired. A person may want to rate Major, Minor, Japanese, College or High school and as long as the stats were there it was possible to do.

## One Deck Changes

To go along with all the ratings going to the 1-100 system other changes were made to the game engine. The first version of the game had generic outs for quickness. While the One Deck version of the game can still be played like this the Game Deck now has Out Placements for those that want to use this detail. Individual or team Error ratings can be used according to a gamers preference. There are new individual pitchers ratings for Wild Pitch, Balk and Hit by Pitch adjustment. On the batters side of things they now have an individual Hit By Pitch ratings. Plus chances for rare plays are littered throughout the deck for those that want to create their own special events.

## The Match Up

FLIP Card Baseball is all about the match up. The Hitter and Pitcher clash on every At Bat. The Batters Grade is adjusted by the Pitchers Grade and then if a secondary rating check is needed for things like Strikeouts, Walks, Power and Hit by Pitch they match up again. What this does is give a great feel for what the individual player brings to the game, what are his strengths? What are his weaknesses?

Most adjustments in a match up are a single digit number, for example (-1) or (+1). Some of the ratings like Power and Hit By Pitch have bigger numbers to adjust, but in these cases I have made them adjust in groups of five for example (-5) (-10) (-15). This allows for any calculations to be done quickly and easily.

## Player Cards

<b>Chris Carter</b>				<b>Clayton Mortenson</b>			
2010 Sacramento River Cats				2010 Sacramento River Cats			
.258	31	94	125	4.25	(ERA) (SO/BB)	2.11	
<b>BATTING GRADE</b>	<b>4</b>	<b>POS</b>	<b>DEF</b>	<b>PITCHERS GRADE</b>	<b>-2</b>		
<b>DOUBLES</b>	<b>53</b>	<b>1B</b>		<b>POWER ADJ</b>	<b>0</b>		
<b>TRIPLES</b>	<b>18</b>	<b>2B</b>		<b>CONTROL</b>	<b>-1</b>		
<b>POWER</b>	<b>56</b>	<b>3B</b>		<b>STRIKEOUT</b>	<b>+1</b>		
<b>PATIENCE</b>	<b>W8</b>	<b>SS</b>		<b>HIT BATTERS</b>	<b>-20</b>		
<b>CONTACT</b>	<b>K3</b>	<b>LF</b>		<b>WILD PITCH</b>	Yes		
<b>JUMP</b>	<b>10</b>	<b>CF</b>		<b>BALK</b>	<b>NO</b>		
<b>STEAL</b>	<b>50</b>	<b>RF</b>		<b>SAVES</b>	<b>0</b>		
<b>BUNT</b>	<b>1</b>	<b>C</b>		<b>IP</b>	<b>165.1</b>		
<b>HIT BY PITCH</b>	<b>48</b>	<b>PB?</b>		<b>WINS</b>	<b>13</b>		
<b>1B 96 LF 23 RF 5</b>				<b>SP 26</b>			
<b>FLIP CARD BASEBALL</b>				<b>FLIP CARD BASEBALL</b>			

Above are two examples of the player cards. A couple of guys from the 2010 Sacramento River Cats are here to help us out. On the left is the hitter Chris Carter and on the right is the pitcher Clayton Mortenson. There are a few different versions of the cards going around but we should have everything we need with this version for a start.

The batters card has five different sections.

- (1) Name and Team. This is on the top of the card
- (2) Yearly stats. Directly under the team name
- (3) Hitting Ratings. All the way Down the left hand side of the card
- (4) Defence Ratings area. All the way down the right hand side of the card
- (5) Fielding Games Played. At the bottom of the card

The Pitcher Card has four different sections.

- (1) Name and Team. Again on the top of the card
- (2) Yearly Stats. Two sections one under the team name the rest at the bottom of the ratings.
- (3) Pitching Ratings. Down the centre and right sections of the card.
- (4) Starts and Relief appearances. At the bottom of the card.

# FLIP Cards

GAME DECK				
<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
K3/DP	2B?	3B?(GO)	1B	K10/GO
<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
FC	1B(2)	K9/FC	P3/FO	K8/FO
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>
POWER	2B?	K6/FO*	1B(2)	K10/GO
<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
P5/FC	1B	HP?	K9/FC	POWER
OUT PLACEMENTS				
<b>8</b>	FC	U6	O 2B?	P3
	DP	2-6-3	O PW?	F8*
Ground Out		6-3		
Fly Out		F7		
Bunt		POP UP (1)		
FLIP CARD BASEBALL				

This above is an out of proportion example of the FLIP Card. The card is split into four sections.

- (1) The Matchup Boxes. The twenty numbered boxes from the top that form  $\frac{3}{4}$  of the card. This is where the Hitter and the Pitcher play ball.
- (2) Out Placements. Under the Matchup Boxes.
- (3) Bunt. At the bottom of the card for all Bunt results.
- (4) Random Number. The R100 is on the left hand side near the bottom of the card.

## Pitcher vs Hitter

Using the above example of playing cards and the FLIP Card let's have a couple of at bats to see how the game works.

Chris Carter vs Clayton Mortenson (I know same team..hey it's an intra squad game)

First up we need to determine the Match Up grade. How do we do this? It's easy:-

$$\begin{array}{rcl} \text{Batting Grade} & \text{minus} & \text{Pitching Grade} \\ \text{Chris Carter (4)} & \text{minus} & \text{Clayton Mortenson (-2)} \\ 4 & \text{minus} & 2 = 2 \end{array}$$

Our Matchup Grade is (2)

We then flip a Game Deck card over and look at the Matchup Grade (2) box. On the above flip card example the result reads (2B?) in this case Chris Carter has the chance to hit a double. We would then need a second check against Chris Carters Doubles Rating to see if he has hit the double or not.

Chris Carters Doubles rating is (53) so he has a 53 out of 100 chance to get a two bagger.

You then flip another Game Deck card referencing the R100 random number. If the R100 is equal or lower then (53) Carter has a double. If the R100 is (54-100) Carter fails the double check and is out. Flip another card and check the (2B Out) section of the out placements for the result.

That example is how we do a Doubles check. A Power check works exactly the same way except for a few things. If the Flip Card result in box (2) read (POWER) instead of (2B?) we would need to check Chris Carters (POWER) rating. Now Carter was a powerful guy in 2010 and his Doubles rating is (56). We now need to adjust this (POWER) rating of (56) by the pitcher (POWER ADJ) in this Case Clayton Mortenson has a (POWER ADJ) of (0) so no adjustment will have to be made.

$$\text{Chris Carter (56) minus Clayton Mortenson (0) = (56)}$$

Flip a card if 56 or less Home Run to Carter, if above flip another card and reference the (PW Out) section of the Out Placements for the result.

If Mortenson had say a (-5) Power Adjustment rating. Chris Carters (POWER) rating would change from a (56) -5 to a (51)

Hit By Pitch works exactly the same way. If you get a possible Hit By Pitch take the batters Hit by Pitch rating and adjust it by the Pitchers Hit Batter Rating. Flip a card if the result is within it's a HBP if not then it's a ground out.

## CONTACT & STRIKEOUTS

The Contact/Strikeout system is a ten movable grade system that is found by adjusting the hitters Contact rating by the pitchers Strikeout Rating. What this does is make a hitter strike out realistically against the different styles of pitchers. If the pitcher is a ground ball pitcher and doesn't strike out a ton of hitters then the hitter Contact rating will be adjusted so that there is less chance of a strikeout happening. If a flame thrower is on the mound and he strikes out a vast majority of the batters he faces a hitters Contact grade takes a dive and he is more likely to strike out.

Say a hitter Contact Grade is (K8) and the Pitchers Strikeout Grade is (-2)

$$(K8) + (-2) = (K6)$$

Another example is the hitter is (K8) the pitcher is (+2)

$$(K8) + (+2) = (K10)$$

The higher the rating the better for the batter. A (K1) is awful he may strikeout 28-30 times per 100 plate appearances. A (K10) may strikeout less than ten times per 100 PA.

When a Game Deck result comes up that says (K?/OUT) this is a Contact/Strikeout Battle.

Let's go Fictional players here. Mayes the hitter is up they Flip for the match up result.

K7/FO

So Mayes has a (K6) Contact Rating. He is facing Wilbert 'Wild Thing' Whatsername who has a Strikeout Rating a (+1)

$$(K6) + (+1) = (K7)$$

(K7) is equal to the Flip card result of (K7/FO)

For Strikeout/Contact battles a rating equal or below the flip card result means the batter has struck out. In this case Mayes has struck out because his adjusted Contact rating is equal or below the Flip Card. If Mayes adjusted rating came out to (K8) he would have been above the flip card result and would have put the ball in play, you would then refer to the out on the second part of the flip card result. In this case (K7/FO) the second part of the Flip card says (FO) so Mayes has hit a Fly Out. An easy way to remember this taken from the Hitters perspective always.

***Below is BAD, ABOVE is Good!***

## PATIENCE/CONTROL

The Patience/Control works exactly the same way as the Strikeout/Contact system.

Adjust the hitters Patience rating by the pitchers Control Rating

For a Patience/Control battle result any Patience Grade result that is equal or above the flip card result is a Walk. Any Patience Grade below the flip card result no Walk was issued and the ball is put in play. Reference the second part of the flip card result for the type of out recorded.

***\*\* Remember BELOW is BAD, Above is GOOD. So good in this case is a Walk for the hitter. \*\****

So again for Strikeouts/Contact above for the hitter is good he puts the ball in play.

For Patience/Control equal or above for the hitter is good that means he Walks.

### Wild Pitches, Passed Balls, Balks

The new system introduces these things into the game individually rated for each player.

(WP) Wild Pitch

(BK) Balk

These are both on the Pitchers card. Take the pitchers rating in this category and refer to a random number to see whether the event has occurred or not.

(PB) To see if a passed ball is given up refer to the team cover card and look at the Catchers Arm/PB rating. The passed Ball rating is in the ( ).

Example a team has a rating of -10 (34)

This would mean that the number in the bracket 34 is the Passed Ball rating for that team.

Take a random number and if equal or below it's a passed ball.

On Failed WP, BK and PB checks you can either flip again on the batters card and give him another chance at the At Bat.

Or more Accurately assign these outs.

(BK) L4 - Line Out to Second

(WP) L6 - Line Out to Short Stop

(PB) L3 - Line Out to First Base

If you don't assign these outs, beware the batting average on average has a chance to climb a few points higher than usual. But play it how you like. If you are playing a few random games it would be more fun to flip on the batter again. For season replays I would assign the outs.

### **TRIPLES**

There are two different ways to hit Triples in FLIP Card Baseball.

1. (3B?/GO) for the average Joe.
2. (T+1 – T+4) for those who hit Triples for a living.

All T+ Triples ratings are normal Triples ratings of (100) + extra triples. The Triples Hierarchy reads like this.

T+4, T+3, T+2, T+1, 100-1

So if your rating is equal or higher than the flip card triples result number than it's a Triple. If the card result says (T+) you must have this rating or a higher rating to have hit the triple.

### **HOME TO FIRST ON A DOUBLE**

When a player hits a double with a runner on first base take another Flip card. Use the R100 random number and if it is 1-40 the runner on first scores. If it's 41-100 the runner holds up at 3<sup>rd</sup> base.

Another way to do this is if the runner has a jump rating of  
50+ He scores from 1-60, 61-100 he holds at third  
1-49 He Scores from 1-30, 31-100 he holds on third

### **STEALING BASES**

There are two parts to stealing bases in FLIP Card Baseball

- (1) Jump
- (2) Steal Attempt

Jump:- This rating is found on the hitters card. When calling for a steal we first have to see whether the hitter has successfully gotten a good base stealing jump against the pitcher. Reference his Jump Rating and flip a card and reference the R100. If the card is equal or lower than the players Jump Rating he attempts the steal.

Steal Attempt:- Once the runner has got the all clear and has got a good jump from the pitcher, reference his Steal rating on his player card. Take this number and adjust it by the team Catcher rating found on the opposition teams cover card. After the adjustment take this new rating and again flip a card referencing the R100. If the result is equal or below he

steals the base. If above he is thrown out. If you flip a R100 that comes up as a (100) on the Jump then the base runner is Picked Off.

## **BUNTING**

To Sacrifice Bunt you need to reference the Batters BUNT rating on his player card. Take this rating and flip a card looking under the BUNT section. This section will tell you the fielder of the bunt and whether the bunt was successful or not. It will give you the Out Placement as well.

## **OUT TYPES**

Here is a quick list of the Out types in FLIP Card Baseball

(GO) Ground Out. The batter is out at first all base runners advance one base.

(FC) Fielder's Choice. Any base runner on first is out at second base. The batter is safe and other base runners advance. (On FC on other bases use your feel for the game)

(DP) Double Play. If there is a base runner on first with less than two outs the batter has hit into a double play. Both he and the base runner on first are out. Any other runners advance one base.

(LO) Line Out. The batter has hit a line drive that has been caught by the infield. No base runner advancement.

(FO) Fly Out. A fly ball has been caught by the fielding team. No base runner advancement.

(FO\*) Fly Out Advance. This is a fly ball that has been caught by an outfielder. If there is a runner on third base and there are less than two outs he scores on a sacrifice fly.

(PO) Pop Out. On a bunt when a pop up is hit to an infielder. No base runner advancement.

## **Out Placements**

After all the Match Up battles have been resolved and it was determined that there was an out on the play you will need to refer to the Out Placements section of the Game Deck Card. Flip a card and look under the heading you need. The headings are:-

(Ground Out)

(FC) Fielder's Choice

(DP) Double Play

(2B Out) After a failed Doubles Check

(PW Out) After a failed Power Check.

This will give you the fielders for the play and will also tell you if there are any Errors on the play or any Tagging up from third Base.

Remember if there is a Fly Out with an \* next to it and you have a runner on third base with less than two outs, a Sacrifice Fly has been hit. For Example F7\*, F8\*, F9\*

There are three different ways to FLIP Card Baseball. These are:-

- (1) Generic Outs
- (2) Out Placements and Team Fielding
- (3) Out Placements and Individual Fielding

To get individually rated Fielding you will have to rate the players yourself. Very easy to do and I will post the way to do this shortly.

### **(1) Generic Outs**

This is the old system. You don't need to refer to the Out Placement boxes at all. Errors are team ratings and the error checks are in brackets before some of the other symbols.

- (AE) HP?
- (BE) HP?
- (CE) BK?
- (DE) WP?
- (E) PB?

So playing with Generic out you have no Balks, Wild Pitches and Passed Balls. If you want them you can add them into your rare plays.

- (AE) Everyone makes an error
- (BE) Teams rated B through E makes an error etc

If you don't make an error assign a groundout on the play. If you don't want to advance runners on a failed error check then assign a Lineout or infield Pop Up.

The (AE) HP? / (BE) HP? introduce a more player specific Hit by Pitch rating to the batters. When using generic outs though we have only one HP? symbol that stands alone without an error check in the deck. This stand alone HP? becomes an automatic Hit By Pitch when using Generic Outs.

## **(2) Out Placements and Team Errors**

This is where you start referring to the Out Placement boxes to get which fielder the ball was hit to. The Numbers there refer to different fielders (1) Pitcher (2) Catcher (3) First Base (4) Second Base (5) Third Base (6) Short Stop (7) Left Field (8) Center Field (9) Right Field

### **Errors**

If the Out Placements have a ( ) Bracketed portion to this an error check is needed. Example on a Fielder's Choice we get a result of (DE) 4-6.... The Second Baseman (4) gets the runner at second base by throwing to the (6) Shortstop....unless the error is made. If the team error rating is D-E then we have an error, otherwise the out stands.

It will be better while using the team error rating to not charge the error to any particular fielder. You will find that some positions will make far too many errors this way. The First Baseman will make way to many, while the Third Baseman will make too few. If you want to accurately charge an error to a fielder use the next option which is individual fielding ratings.....

## **(3) Individually Rated Fielding**

To rate a fielder is very easy. The latest spreadsheet has a section where you type in the players fielding percentage and it will give you his rating.

When an error check comes up use the player who is on the same side as the ( ) Bracketed letters for the error check.

Examples:-

Possible Double Play (BE)6-4-3.. This is a 6-4-3 Double play unless the (6) Short Stop is a B-E fielder and he commits the error.

Groundout 6-3(BE) This would be a 6-3 Shortstop to First Baseman Ground Out unless the (3) First Baseman is a B-E rated fielding and then it would be an error.

Additionally any fielding out that has a (LB) in it means that the fielder gets the Out at the (LB) Leading Base. The leading base runner is out.

If a result like this comes up. 6(5) 3... it gives a chance for the (6) Short Stop to get the runner going to Third Base out by throwing to the (5) Third Baseman. If there is no runner on second he would throw to first instead so the result would be 6-3.

## Symbols

Additional to the other symbols talked about in these rules:-

1B Single is hit by the batter (One base advance)

1B(2) Single is hit by the batter (Two Base Advance)

2B? Possible Double by the batter (Reference his Double Rating)

3B? Possible Triple by the Batter (Reference his Triple Rating)

POWER Possible Home Run (Reference Batters Power Rating – Pitchers Power Adj)

HP? Possible Hit By Pitch (Reference batters Hit BY Pitch – Pitchers Hit Batter Adj)

K?/OUT Possible Strikeout (explained already in the rules)

P?/OUT Possible Walk explained already in the rules.

## Rating Your Own Leagues and Teams

This section will come in the future. If you want to rate your own Leagues and teams log onto the Gen1400 Delphi forum and ask how.

## Thanks

Thanks George for hosting the game and play testing the original. Ed Meek and Rick T for their work and suggestions on various things like the one deck system, rule changes etc. Andy Lewis for his design help and suggestions.

Remember this is a free game so feel free to make any adjustments you need to make your game play more in line with how you perceive it should be.

Thanks

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The game can be downloaded at

[www.gen1400.com](http://www.gen1400.com)

