

(Roll Red & White dice; add) **BASES EMPTY; (2008 Rare Play edition)**

- 2** **OUTS**
- 0 Threat of Rain** Roll two dice: If doubles rolled, rain moves in and game is called. If doubles NOT in the Forecast rolled, then roll dice before EACH half-inning for rest of game. If doubles rolled, (Outdoor Ballparks only) game is "called". **But if TIE game; Umpires continue play in rain until run scores. (Home Team MUST always get "last at bats" if Visitors score in top of an inning.)** If 5 innings have been played...or 4 1/2 innings when Home Team is winning, the game is official. If not official game; all statistics become invalid. (Optional: You may disregard all injuries; use the same starting pitchers from rained out game.)
- 1 Rain Causes a Lengthy Delay** When play is resumed, if either Pitcher in game at start of rain delay is age 30 or more, his arm stiffens up...must pitch at B Grade for remainder of appearance. (Outdoor Ballparks only) (Either Pitcher may be removed from game at any time.)
- 2 Batter Slips on Wet Dirt After Leaving the Batter's Box** Following a rain delay, (outside Ball Park only), slippery conditions around Home. Smelling a hit on a weak grounder, batter runs "full out" straining his hamstring. Batter is thrown Out by SS, injured on the play, and must be removed from game
- 3** **OUTS**
- 0 Batter Strikes Out; Pitch in Dirt (PB?)** Roll die: If NOT Higher than Catcher's Passed Ball rating, batter thrown Out at first. Otherwise; batter beats throw, SAFE at first. (If safe; roll R & W dice checking for error on Catcher's throw to first.) If error occurs, batter advances to second base.
- 1 Twisting Foul Pop Behind Home Plate** Roll R & W dice: If HIGHER than Catcher's error rating, ball dropped for error. Given new life, batter lines next pitch into outfield for Single. (Otherwise; batter fouls Out.)
- 2 Catcher gets Caught** Umpire rules that Catcher interfered with batter's swing. Roll dice again taking best result. If Interference; batter awarded first base, no time at bat. (Error to Catcher.)
- 4** **OUTS**
- 0 Tough Error on 3B'man (?)** Baltimore Chop charged by 3B'man who makes hurried throw wide of first base bag. Roll die: If Higher than 1B' Defense rating; he tags runner...otherwise; safe at first.
- 1 Tough Error on S' Stop (?)** S' Stop back-hands a ground ball deep in hole, sets, but his throw to first is in the dirt. Roll die: If Higher than 1B' Defense rating; he scoops it...otherwise; one base error.
- 2 Tough Error on 2B'man (?)** 2B'man, moving to his right, fields grounder and makes hurried low throw to first base. Roll die: If Higher than 1B' Defense rating; he scoops it...otherwise; one base error.
- 5** **OUTS**
- 0 Long Fly to LF'er** OF'er gets a late break on fly ball driven up the alley. Roll R & W dice and check for an error. IF NO ERROR, catch made. (Otherwise; the ball glances off OF'er's glove for a 2 base error.) Now check OF'er's ARM rating: If batter's SPEED is HIGHER than OF'er's ARM...batter continues on to third base. (Score as three base error.)
- 1 Long Fly to CF'er**
- 2 Long Fly to RF'er**
- 6** **OUTS**
- 0 Pitcher is Slow Getting Off the Mound** Ground ball hit to 1B'man wide of the bag. Roll die: If HIGHER than Pitcher's Defense rating, Pitcher gets to first base bag in time to take a throw from 1B'man. Batter Out, (A-1B PO-P). Otherwise; batter beats the throw to first base. (Scored: Infield Single.)
- 1 One Hop Smash Hit Back at Pitcher** Roll die: If HIGHER than Pitcher's Defense rating, he snares ball, batter Out at first. Otherwise; ball caroms off Pitcher's body and batter safe at first base with Infield Single. After taking some practice tosses, Pitcher says, "I'm okay". If continuing; he must pitch at B Grade. If allowing no runs remainder of this inning, he reverts back to normal Grade beginning next inning. (Pitcher may be removed any time.)
- 2 Batter Attempts Surprise Bunt** Roll die: If HIGHER than Pitcher's Defense rating, bunt fielded, batter out at first base. Otherwise; Pitcher's rushed throw is wide of bag, batter safe on bunt Single. Now roll Red & White dice checking for a throwing error. If error occurred, batter takes second base, (5 speed to third base) when Pitcher's wild throw gets past 1B'man
- 7** **OUTS**
- 0 Sinking Liner to RF** Roll die: If NOT Higher than Fielder's Defense rating, OF'er makes shoe-string catch.
- 1 Sinking Liner to CF** Otherwise; ball skips by Outfielder. Batter takes as many bases as die exceeds the OF'er's rating. (For example: Assume die is "5" and Outfielder is rated as "2". Then, the batter would end up on third base with a Triple.)
- 2 Sinking Liner to LF**

(Roll Red & White dice; add) **BASES EMPTY; (2008 Rare Play edition)**

8 **OUTS**

- 0 High Foul Fly Ball** Roll die: If LOWER than LF'er's Defense; makes running catch. (Otherwise; foul ball.)
- 1 High Foul Fly Ball** Roll die: If LOWER than RF'er's Defense; makes running catch. (Otherwise; foul ball.)
- 2 Short Foul Pop Up** Roll die: If HIGHER than Pitcher's Defense; it's a lunging catch. (Otherwise; foul ball.)

9 **OUTS**

- 0 Shallow Pop to LF** 2B'man or SS, (but not both), race into outfield attempting to catch pop fly. Roll a die: If HIGHER than Infielder's Defensive rating; catch made. If die roll is LOWER; ball falls in safely for a Single. If die roll EQUAL to 2B'man or S' Stop's Defense rating, he makes catch while colliding with OF'er. (INF'er injured and removed from game.)
- 1 Shallow Pop to RF**
- 2 Shallow Pop to CF** 2B'man, S' Stop and CF'er converge on well placed short pop fly. Roll die: If HIGHER than CF'er's Defensive rating, ball drops in for a Single. If die roll is LOWER; diving effort, nice catch by CF'er. If 3rd die EQUAL to CF'er's Defensive rating, CF'er and Infielders collide...ball dropped...Single. (CF'er is injured and removed from game.)

10 **OUTS**

- 0-1 Pickoff Attempt** Following Walk, base runner takes huge lead off first base and Catcher *OR* Pitcher, (defensive manager's choice), throws to first base attempting to pick runner off bag. Roll die: If result is LOWER than Pitcher's HOLD rating or Catcher's Defense rating, runner is now picked off first. (Otherwise; runner slides back into first base safely.)
- 2 Bean Ball War (?)** Roll die: If (1): Batter Hit by the Pitch...but Umpire did not detect any bad intentions. If die roll (2): Batter HBP...if homerun was hit previously by *any* batter from team NOW batting, Umpire immediately EJECTS Pitcher. (Otherwise; no action taken.) If die roll (3) or (4): Fastball buzzed "High and Inside" just misses distraught batter. If any batter from *Pitcher's Team* previously hit, Umpire issues warning to both teams. Any future batter hit by a pitch will cause ejection of the offending Pitcher. If die roll (5): Batter Hit by the Pitch, charges mound and punches are now thrown. Following the skirmish, with order restored, both batter and pitcher now ejected. If die roll (6): Batter is hit, charges mound and wrestles Pitcher to ground. Both teams rush out to join in melee. ROLL AGAIN: If roll of (1): ONE player age 21, one player age 27 and one age 33 are ejected from EACH team...opposing manager's choice. If die roll is (2): one player age 22, 28 and 34. If die roll is (3): one age 23, 29, 35. If die roll is (4): one player age 24, 30 and 36. If die roll is (5): one age 25, 31, 37. If die roll is (6): one player age 26, 32 and 38. (Forfeit if nine not playing defense.)

11 **OUTS**

- 0 Ground Out; 1B-P** Pitcher knocked to ground on bang-bang play at first. If continuing, use his B Grade. If Pitcher finishes inning without allowing another runner, reverts to normal Grade.
- 1 Ground Out; P-1B** 1B'man collides with batter at first base and comes up limping. If he continues in game, reduce his fielding rating to lowest level and base running speed to one.
- 2 Ground Out; 1B-P** Batter, attempting to avoid a collision, trips over first base bag. If he continues in game, reduce his fielding rating to lowest level and base running speed to one.

12 **OUTS**

- 0 Grouchy Umpire** Home Plate Umpire grows weary of verbal abuse emanating from dugout of team with Pitcher CURRENTLY on the mound. Opposing team manager, (as a proxy for umpire), may eject any player of his choice in DUGOUT, (not on base, at bat or in the bullpen). Or...manager may be ejected. Then; no H & R's, bunts, or SB attempts are allowed...and Infielders cannot play "IN" except 9th inning or later.
- 1 Flu-like Symptoms** VISITING TEAM player IN LINEUP has become ill with a temperature and flu-like symptoms. Roll a die to determine which player is sick. Die roll result equates to batting position in Lineup. (Example: If die roll was "4", the clean-up hitter is sick.) **Player is confined to hotel room and ordered to stay in bed for remainder of series.**
- 2 Very Sick Child in the Hospital** Kid asks the player, (batter), to hit a "Home Run". Reroll for batter and consider his "Red Die" to *always* be Column 6. (No H&R's or Int'l Walks allowed.) If he does hit a "homer", then any FURTHER dice rolls for batter are read as actually rolled.

(Roll Red & White dice; add) **Runner @ 1st Base; (2008 Rare Play edition)**

- 2** **OUTS**
- 0 Catcher Takes Nap** Runner is sent on 3 & 2 pitch and batter grounds Out on high chop to 3B'man. Runner rated "3", "4" or "5" rounds second, continues on to third when no one covers at bag.
 - 1 Ouch~ Got the Ump** Batter's hard smash up the middle hits Umpire stationed *in front* of 2B'man. Ball is ruled dead. Credit batter with a Single, move runner from first to second base.
 - 2 Base Runner is Hit by Batted Ball** Sharp grounder hits runner between first and second base. Ball is dead and runner is ruled OUT...Putout~ 1B'man. (Credit batter with Single.)
- 3** **OUTS**
- 0 Rain Causes a Lengthy Delay (Outdoor Ballparks only)** When play is resumed, if either Pitcher in game at start of rain delay is age 30 or more, his arm stiffens up...must pitch at B Grade for remainder of appearance. (Either Pitcher may be removed from game at any time.)
 - 1 Threat of Rain in the Forecast (Outdoor Ballparks only)** Roll two dice. If doubles rolled, rain moves in and game is called. If doubles NOT rolled, then roll dice before EACH half-inning for rest of game. If doubles rolled, game is "called". **But if TIE game; Umpires continue play in rain until run scores. (Home Team MUST always get "last at bats" if Visitors score in top of an inning.)** If 5 innings have been played...or 4 1/2 innings when Home Team is winning, etc.
 - 2 Runner in Pickle Between First & Second Base** Base runner caught off first now heads for second base. Batter / Pitcher both roll a die. If Batter's roll higher, runner eludes "pickle", slides back into first base~ safe. If Pitcher rolls higher, runner diving back into first base tagged Out, (P-1B-2B-C). **If roll "tied", Umpire may rule Offensive Interference:** Base runner positions his body so as to deflect 2B'man's throw and slides back into first safely. (Error to 2B' man). But roll again: If Odd; Umpire rules, "Interference", runner Out at first base.
- 4** **OUTS**
- 0 A Towering Fly Ball** Center Fielder has fly ball measured all the way, making the catch on warning track. If runner's SPEED Higher than CF'er's ARM, he tags up, slides into second safely.
 - 1 Grounded to 1B'man** 1B'man, moving far to his right, snares grounder and throws to second for Force Out. Roll die: If HIGHER than Pitcher's Defense, SS' return throw in time for GDP; 3-6-1.
 - 2 Sun; Wind & Lights (Roll die; 1 & 2 = LF) (Roll die; 3 & 4 = CF) (Roll die; 5 & 6 = RF)** Outfielder struggles frantically with very difficult field conditions on high fly ball. Roll a die once more and compare it to Outfielder's Defensive rating. If die is NOT Higher than OF'er's Defensive rating, catch made for 3rd out. Otherwise; ball drops to the ground untouched. Base runner scores from first, batter takes second with Double.
- 5** **OUTS**
- 0-1 Runner at First Base is Sent on 3 & 2** Roll die: If ODD; batter fouls off pitch. If die roll EVEN...batter *MAY* have struck out. Roll again referencing Action Chart to determine Stolen Base result. If Action Chart result: WP, PB, BK or PO(E), batter fouls off the pitch...runner returns to first base.
 - 2 Checked Swing (?) on 2 & 2 Count** Batter checks his swing on outside breaking ball. But did he go around? Home Plate Umpire is requested to ask for help from 1st or 3rd Base Umpire. If Home Team is batting; Ump says, "No swing"...count 3 & 2. If Visitors; he went around, strike out.
- 6** **OUTS**
- 0-1 Hit Past the Pitcher (If RH Batter; ball is fielded by S' Stop) (If LH Batter; ball is fielded by 2B'man)** Ball hit up the middle is fielded and flipped to S' Stop, (2B'man), for Force at second. But ball is dropped during transfer from glove hand to throwing hand while attempting the relay throw to first for double play. Roll R&W dice against S' Stop, (2B'man) error rating. IF ERROR: Ump rules ball was dropped BEFORE transfer and runner is "Safe" at second base. (Error: SS or 2B'man). Otherwise; ball is dropped during transfer...runner Forced Out at second base. (Batter safe at 1st; Fielder's Choice.)
 - 2 Twisting Pop Foul (roll one die)** Second Baseman gives chase into foul territory. If die roll HIGHER than 2B'man's Defensive rating, he makes a fine running catch for the inning ending third out. If die roll is NOT Higher; ball drops foul just beyond 2B'man's outstretched glove.
- 7** **OUTS**
- 0 Single to left field** Base runner *must* stretch for third base. Roll a die: If die NOT Higher than OF'er's ARM, runner thrown Out at third base, (A-OF'er PO-3B). Otherwise; runner ruled safe on a very close play at third. (Batter holds at first base with a Single.)
 - 1 Single to right field**
 - 2 Single to center field**

(Roll Red & White dice; add) **Runner @ 1st Base; (2008 Rare Play edition)**

8 **OUTS**

- 0 Twisting Pop Foul** Short Stop gives chase into foul territory. If die HIGHER than SS' Defensive rating, he makes fine running catch. Runner rated "4" or "5" SPEED tags up, sliding into second safely. (Otherwise; the ball drops foul...just past SS' outstretched glove.)
(roll one die)
- 1 Twisting Pop Foul** Third Baseman gives chase after a foul pop-up at the box seats. If die is HIGHER than 3B'man's Defensive rating, he dives over railing, tumbling into seats...and makes catch. If ball is caught, alert base runner slides into second base safely.
(roll one die)
If die roll NOT Higher; ball pops out of 3B'man's glove. (Scorer rules it, "No Play".)
- 2 Twisting Pop Foul** First Baseman gives chase into foul territory. If die roll HIGHER than 1B'man's Defensive rating, he makes fine running catch for the inning ending third out.
(roll one die)
If die roll NOT Higher; ball drops foul just beyond 1B'man's outstretched glove.

9 **OUTS**

- 0 Smart Base Runner** High bounding ball hit to right side is fielded by 2B'man who attempts tagging runner headed for second base...but runner reverses course and heads back toward first.
So, 2B'man throws to first to get batter...but batter rated "5" speed safe at first base.
1B'man now throws to S' Stop. If runner's speed is "1" or "2", Out at second; (4-3-6).
- 1 Checked Swing (?)** Batter checks his swing on outside breaking ball. But did he go around? Home Plate
on 2 & 2 Count
Umpire is requested to ask for help from 1st or 3rd Base Umpire. If Home Team is batting; Ump says, "No swing"...count 3 & 2. If Visitors; he went around, strike out.
- 2 Balk, Pickoff & SB** The Pitcher makes a questionable move to first base and runner is picked off. But roll a die: If ODD: Balk is now called and Umpire advances base runner to second base.
However: If Pitcher has "HOLD" rating of One or Two; IGNORE ABOVE. Instead; roll a die once more attempting stolen base and reference Action Chart to determine result.

10 **OUTS**

- 0 Double to Left** Batter drives the ball deep up the alley for a Double and runner is waved around third.
- 1 Double to Right** Defense has two options: 1.) Throw Home in an attempt to prevent the runner from scoring...or 2.) Cut off the throw and nail the batter headed for third. If throw cut off; runner scores before batter tagged Out at third base. (Scored; A-OF A-1B PO-3B.)
- 2 Double to Center** If throwing to Home Plate; roll die. If die HIGHER than runner's SPEED, runner is Out at Home, batter advancing to third base...if not third out. If die NOT Higher; runner scores while batter advances to third base on throw. (Score it a Double.)

11 **OUTS**

- 0 Fan Interference** High fly ball drifting FOUL. A "fan" reaches out over the railing and knocks ball away
on Foul Pop Fly
from fielder. TV replays show it CLEARLY to be fan interference. If Home Team is fielding; Ump rules batter OUT. If Visiting Team fielding; Umpire rules it, "No play".
- 1 He Gave it His All** Batter chops high bounding ball to S' Stop. Running flat out in an effort to beat throw to first, he strains hamstring and comes up lame. Batter is Out at first, runner goes to second base. Batter can no longer play in this game; substitution must be made.
- 2 Called Third Strike** Batter explodes, and following some "choice" expletives, is ejected. Roll a die: If ODD; manager also ejected. (No bunting / H&R, nor can Infield play IN prior to 9th inning.)

12 **OUTS**

- 0 Line Drive Speared** Hard line smash headed for center field is speared by Pitcher who then flips to 1B'man before the runner can tag up. It's an easy double play; (P to 1B).
- 1 One-Hop Smash** Roll die: if HIGHER than Pitcher's Defense rating, ball is snared and batter thrown
Back at Pitcher
Out at first. Otherwise; ball caroms off his body and batter safe at first base with Infield Single. Runner at first base advances to second base. After taking some practice tosses, Pitcher says, "I'm okay". If continuing in game, he must pitch at B Grade. If allowing no further runs for remainder of this inning, he reverts back to his normal Grade beginning next inning. (Pitcher may be removed any time.)
- 2 Liner Hit Back at** Batter's vicious smash nails defenseless Pitcher. Batter safe at first with Infield Single.
Pitcher Ricochets
Off his Body~ Ouch
Runner on first base advances to second base. After being checked by the Trainer, no way can this Pitcher continue in the game. He is now assisted off of the mound.

(Roll Red & White dice; add) **Runner @ 2nd Base; (2008 Rare Play edition)**

2 **OUTS**

0 One Hop Smash Runner is heading for third base. Roll die: If HIGHER than 2B'man's Defense rating; Hit to 2B'man runner is tagged Out at third base, (A-2B PO-3B). Otherwise; runner beats throw, is ruled safe at 3rd base...batter safe at first base. (Score it as a Fielder's Choice.)

1 Strong Winds Weather front approaches with strong gusting winds blowing out from Home Plate to Blowing "OUT" center field. For remainder of game, if 7 to 11 homerun chance in Column 6 rolled, (Outdoor Ballparks only) add one to Pitcher's result...maximum 5. (Always disregard super script number.)

2 Strong Winds Weather front approaches with strong gusting winds blowing from outfield in toward Blowing "IN" Home. Whenever batter has 7~11 homerun chance in Column 6, subtract 1 from (Outdoor Ballparks only) Pitcher's result to a minimum of 1. If Pitcher is already at one...make result 1~(5).

3 **OUTS**

0 Heavy Downpour Fast moving storm associated with a cold front causes a rain delay which thoroughly (Outdoor Ballparks only) drenches outfield grass. When play resumes, reduce all OF'er's Defense to OF(1).

1 Towering Fly Ball Center Fielder catches towering fly at warning track. Runner tags up, making third <Manager's Option> base with ease and "5" runner now has an *option* to try for Home. If attempting to score, roll a die. If ODD; runner is Out, (CF~2B~C). (Otherwise; Sacrifice Fly.)

2 Vigilance Required Batter beats 3B'man's throw to first by an eyelash. 1B'man can't believe it and at All Times engages Umpire in a heated argument as runner rounds third base heading for Home. Roll die: If ODD; runner is OUT at Home. If EVEN; runner scores. If runner was Safe at Home, batter now heads for second base. Roll a die: If ODD; batter OUT at second base, (3B~1B~C~SS). Otherwise; credit batter with Single.

4 **OUTS**

Collision at Plate (?) Runner attempts to score from second following bloop Single. Roll die: If NOT Higher than Catcher's Defense rating, Plate is blocked successfully. Catcher is knocked to **0 Single to right** the ground in ensuing collision but hangs on to ball...runner Out. Check age of both **1 Single to center** players; oldest is injured. If tied, both injured. (Otherwise; throw off-line, run scores.) **2 Single to left** When throw off-line...NO injury. (Batter always takes second on *all* throws to Plate.)

5 **OUTS**

0 Pitcher Snares a The base runner took too big a leadoff, is now hopelessly trapped between second Come-backer and third and retired in rundown, (P-2B-3B-SS). Batter to second during rundown.

1 It's a Wild Pitch Ball caroms crazily off backstop. Runner races to third as Catcher chases down ball. Runner now tries for Home. Roll die against runner's speed. If HIGHER, he's OUT.

2 So Much for Signs Runner "Goes on his Own" trying to steal third base. Manager must choose whether to roll die against Catcher's Defensive rating...If NOT Higher; runner OUT stealing third.... OR roll against base runner's speed. If die HIGHER; runner Out stealing. If runner was thrown out at third base, stunned manager decides to bench him for remainder of this game. If runner is SAFE, manager shakes head, says nothing.

6 **OUTS**

0-1 S' Stop Fields Ball Runner breaks for third base as S' Stop, moving to his right, fields grounder. Roll die: Deep in the Hole If HIGHER than Short Stop's Defensive rating, runner thrown out at third. (SS~3B). Otherwise; runner beats the throw, safe at third base...score it as a Fielder's Choice.

2 Attempted Pickoff Manager attempts to pick runner off second base choosing either Catcher's Defense or Pitcher's HOLD rating. Roll die: If result LOWER than rating of player chosen by manager, runner picked off second. However; if runner is not picked off, (roll NOT Lower), roll R&W dice and check for error on throw. If error occurs, runner to third.

7 **OUTS**

Third Base Coach Base runner is off with the crack of the bat and is being waved around third base as **Decides to Test** OF'er comes up with the ball on first hop. Roll one die against OF'er's ARM rating. **OF'er's Arm** If die roll is NOT Higher than OF'er's ARM, runner is OUT by a mile at Home Plate. **0 Single to center** What was coach THINKING? (Batter goes to second base on the throw to Home.) **1 Single to left** If die roll is HIGHER; throw way off-line, run scores, GUTSY CALL! But alert INF'er cuts throw and batter is Out by a mile stretching for second, (A-OF A-INF PO-2B). **2 Single to right**

(Roll Red & White dice; add) **Runner @ 2nd Base; (2008 Rare Play edition)**

8 **OUTS**

- 0 High Foul Ball to 1B** Batter fouls ball near first base box seats. If 1B'man's Defense rating (1) or (2); he makes spectacular catch while diving into stands. (Base runner advances to third base.) 1B'man was injured on the play and now heads to club house. 1B'man rated (3) also dives into stands but unable to make the catch. (Scorer rules, "No Play".) 1B'man was injured on play and now heads to club house. 1B'man rated (4) or (5) completely misjudges ball, thereby avoiding an injury. (Official scorer rules it, "No play". Assume count to now be 2 & 2 on batter).
- 1 High Foul Ball to 3B** Batter fouls ball near third base box seats. If 3B'man's Defensive rating (1) or (2); he makes a spectacular catch while diving into stands. (5 SPEED base runner to third base.) 3B'man was injured on the play, and now heads to club house. 3B'man rated (3) also dives into stands but unable to make the catch. (Scorer rules, "No Play".) 3B'man was injured on play and now heads to club house. 3B'man rated (4) or (5) completely misjudges ball, thereby avoiding an injury. (Official scorer rules it, "No Play". Assume count to now be 2 & 2 on batter).
- 2 Ground Ball Hit** Batter bounces Single past Pitcher but Short Stop & 2B'man both converge on ball. **Back Up the Middle** Roll die against *best* Fielder's Defensive rating. If die HIGHER; Infielder makes diving stop in shallow outfield thus holding the runner at third base. If die is NOT Higher; ball trickles into the outfield and runner scores easily from second base.

9 **OUTS**

- 0 Ouch; !\$&*~ it Hurts** Batter fouls pitch off his foot or shin. After finishing at bat, he is removed from game.
- 1 Ouch; !\$&*~ it Hurts** Batter fouls a pitch straight back at Catcher...getting him flush on his throwing hand. Team Trainer now insists Catcher must leave the game for a precautionary X-ray.
- 2 Surprise Bunt** Batter notices 3B'man playing *very* deep and lays down a bunt. Roll a die: If die is HIGHER than batter's Bunt rating, he beats throw to first...Single. Otherwise; Out

10 **OUTS**

- 0 Fly Out to RF'er** Runner tags, heads for third...roll against RF'er's Arm. If die NOT Higher, Out at third.
- 1 Fly Out to CF'er** Runner tags, heads for third...roll against CF'er's Arm. If die NOT Higher, Out at third.
- 2 Nothing Ventured, Nothing Gained** LF'er attempts diving shoe-string catch. Roll die: If HIGHER than LF'er's Defensive rating, ball skips past him. If die roll result NOT Higher; catch is made for 3rd Out. If catch NOT made, credit batter with Double. ("5" SPEED batter safe with a Triple.)

11 **OUTS**

- 0-1 The Pitchers are Being Squeezed** Umpire is calling a SMALL strike zone. For the remainder of game, whenever a batter rolls Box 16~45 result...change result to Column 1~30...batter WALKS. If this happens twice to the *SAME* Pitcher, he is ejected for arguing with Ump.
- 2 Umpire Expanding the Strike Zone** Umpire is calling LARGE strike zone. For the remainder of game, whenever a batter rolls Box 51, change the result to #1 *before* combining it with the Pitcher's result. If Box 51 rolled twice by *same* team, second batter ejected for arguing with Umpire. Pinch-hitter assumes a count of 2 & 2. (If he K's, charge strikeout to original batter.)

12 **OUTS**

- 0 He's a Party Animal** Next *scheduled* VISITING Team batter did too much celebrating last night and is now suffering effects of major hang-over. Whenever he bats, roll dice twice, take worst result. Position player can't be removed unless injured. However; a Pitcher can be removed after reaching his endurance or when his team is losing in game.
- 1 Towering Pop Fly Hit Straight Up to Middle of Infield** Everyone is calling for it...but no one seems to want it. Worst Defense Infielder finally lunges for it. Roll die: If HIGHER than INF'er's Defense rating, ball is caught. Otherwise; ball drops to ground untouched. Runner to third, batter to second with Double.
- 2 Happy Birthday** NEXT *scheduled* Home team batter celebrates a birthday today, passing out tickets to many friends. Intent on having a *BIG* game...he makes party reservations at an exclusive restaurant following the game. Change RED die to Red Six for remainder of this game. (No H&R's or Int'l Walks are allowed.) If a Pitcher celebrates birthday, decrease each Box roll by ONE. Example: If Pitcher rolls BOX 4...read it as BOX 3.

(Roll Red & White dice; add) **Runner @ 3rd Base; (2008 Rare Play edition)**

- 2** **OUTS**
- 0-1 Grounder to 2B'man** Base runner heads for Home on contact. Defense can roll against runner's speed *or* ...Throw is to Home 2B'man's Defense. If die roll is HIGHER than 2B'man's Defense or runner's SPEED, runner is Out at Home, 2B~C. (Otherwise; runner "Safe"...score it Fielder's Choice.)
- 2 Chock Full of Cork** Batter fouls off pitch...shattering his bat. Umpire spots cork...calls batter Out, (PO-C). Batter is ejected and suspended for remainder of this series.
- 3** **OUTS**
- 0-1 Grounder to S' Stop** Base runner heads for Home on contact. Defense can roll against runner's speed *or* ...Throw is to Home S' Stop's Defense. If die roll is HIGHER than S' Stop's Defense or runner's SPEED, runner is Out at Home, SS~C. (Otherwise; runner "Safe"...score it Fielder's Choice.)
- 2 Shame on that Guy** Manager complains that Pitcher on the mound is "doctoring" the ball. Umpire inspects Pitcher and discovers "foreign substance". Pitcher is ejected, suspended this series.
- 4** **OUTS**
- 0-1 Grounder to 3B'man** Base runner heads for Home on contact. Defense can roll against runner's speed *or* ...Throw is to Home 3B'man's Defense. If die roll is HIGHER than 3B'man's Defense or runner's SPEED, runner is Out at Home, 3B~C. (Otherwise; runner "Safe"...score it Fielder's Choice.)
- 2 Food Poisoning** Next Visiting Team player *scheduled* to bat is "stalled" in the club house. (Pinch-hit.)
- 5** **OUTS**
- 0-1 Smash at 3B'man** If 3B'man's Defensive rating (1) or (2); he snares line drive in mid-air and beats runner back to the bag, (an unassisted Double Play). If Defense is (3); he knocks ball down on a diving lunge, looks the runner back to 3rd, then throws batter OUT at first base. If 3B'man's Defensive rating (4) or (5); he smothers the ball on first bounce but can't make a throw to first base...runner holds at 3rd. Official scorer rules, "Infield Single".
- 2 Short Passed Ball** Runner from third base dives head first into Home, SAFE. But Pitcher, while attempting to make a tag, steps on his hand. Runner injured, must be removed from game.
- 6** **OUTS**
- 0-1 Suicide Squeeze** Manager MAY call "Suicide Squeeze Play". Roll one die to determine BUNT outcome. <Manager's Option> (1, 2, 3) Good Squeeze, run scores, batter out at 1st. (4) Fielder's Choice at Home (5) Pop up to Catcher, (DP on runner at third). (6) Batter beats out bunt, run scores.
- 2 Steal of Home** Manager MAY elect to steal Home. Roll die against speed of runner on third base. <Manager's Option> If die is EQUAL or HIGHER than runner's speed, Out at Home. (Otherwise; SB).
- 7** **OUTS**
- 0 Foul Fly Ball** Foul fly ball caught by LF'er if Right Hand batter or RF'er if Left Hand batter. Runner Hit to Outfielder *must* attempt to score following catch. (Use 3rd Base Coach to determine result.) Outfielder can elect to NOT MAKE THE CATCH, then ball falls harmlessly to ground.
- 1 Foul Pop~ Ball Park** High Foul Pop Fly. (Reference Home Team's Ball Park card to see if catch is made.)
- 2 Did He Fool Umpire** The Count is 3 & 2 and here comes the pitch. It appeared to be Ball 4 but Catcher deftly moves his glove over the corner of the Plate. Roll a die against Catcher's Defense rating. If NOT Higher; Batter called Out on strikes. (Otherwise: Ball 4.)
- 8** **OUTS**
- 0 Fly Out; Shallow** If leading / trailing by two or more runs, there is NO attempt to score following catch. Depth to RF'er If batting team is trailing by one run, tied or leading by one run, runner at third base tags up following catch on a fly ball in shallow outfield and decides to test OF'er's arm. If runner's SPEED is HIGHER than OF'er's ARM, he scores...(Sacrifice Fly).
- 1 Fly Out; Shallow** Depth to LF'er If LOWER than OF'er's ARM, runner is thrown Out at Home Plate, (A-OF'er PO-C). If EQUAL: Roll die for Ump's decision. If ODD; runner Out at Home...If EVEN; Safe. Aggrieved manager now bounces out of dugout to argue the call...and eventually ejected. (No H&R's, Intentional Walks, Bunts or asterisk SB's can be called. Also; no Infielder can be positioned "IN" prior to the 9th inning).
- 2 Attempted Pickoff** Catcher attempts to pick runner off third base. Roll a die against Catcher's Defense rating. If die LOWER, runner is Out at third. If runner is NOT Out, roll R & W dice against Catcher's error rating. If error, his throw sails past 3B'man, runner scores.

(Roll Red & White dice; add) **Runner @ 3rd Base; (2008 Rare Play edition)**

9 **OUTS**

- 0 Bloop Single to LF** Outfielder's lunging effort attempting to make a catch comes up short...and he lands heavily on his shoulder. Batter now tries for Double. Roll die against batter's speed.
1 Bloop Single to CF If die roll HIGHER; batter Out at second base. (OF'er injured and must be replaced.)
2 Bloop Single to RF

10 **OUTS**

- 0 Needs To Learn New Dance Step** Sharp foul ball nails the *scheduled* batter in the On Deck circle. He is injured and must now be removed from the game.
- 1 Bean Ball War (?)** Roll die: If (1): Batter Hit by the Pitch...but Umpire did not detect any bad intentions. If die roll (2): Batter HBP...if homerun was hit previously by *any* batter from team NOW batting, Umpire immediately EJECTS Pitcher. (Otherwise: no action taken.) If die roll (3) or (4): Fastball buzzed "High and Inside" just misses distraught batter. If any batter from *Pitcher's Team* previously hit, Umpire issues warning to both teams. Any future batter hit by a pitch will cause ejection of the offending Pitcher. If die roll (5): Batter Hit by the Pitch, charges mound and punches are now thrown. Following the skirmish, with order restored, batter and pitcher now both ejected. If die roll (6): Batter is hit, charges mound and wrestles Pitcher to ground. Both teams rush out to join in melee. ROLL AGAIN: If roll of (1): ONE player age 21, one player age 27 and one age 33 are ejected from EACH team...opposing manager's choice. If die roll is (2): one player age 22, 28 and 34. If die roll is (3): one age 23, 29, 35. If die roll is (4): one player age 24, 30 and 36. If die roll is (5): one age 25, 31, 37. If die roll is (6): one player age 26, 32 and 38. (Forfeit if nine not playing defense.)
- 2 Sun; Wind & Lights** Outfielder struggles frantically with very difficult field conditions on high fly ball. Roll a die once more and compare it to Outfielder's Defensive rating. If die is NOT Higher than OF'er's Defense rating, catch is made for 3rd out. Otherwise; ball drops to the ground untouched. Runner scores, but batter was loafing...holds first with a Single.
(Roll die; 1 & 2 = LF)
(Roll die; 3 & 4 = CF)
(Roll die; 5 & 6 = RF)

11 **OUTS**

- 0 High Foul Pop Fly Along LF Line** Short Stop (2B'man) races into the outfield tracking a foul fly ball and makes a great running catch. **** Runner tags up and *MUST* attempt to score following the catch. ** Note that Short Stop or 2B'man can elect to let ball drop to ground, (not make a catch), in which case it is just a long foul ball.** Roll die against runner's SPEED. If die roll HIGHER; runner thrown OUT at Home, (A-SS or 2B; PO-C). If roll is NOT Higher; then runner scores from third base following catch. (Credit Sacrifice Fly.)
- 1 High Foul Pop Fly Along RF Line**
- 2 Bundle of Joy** Youngest player in Visiting Team LINEUP announces that his wife will soon be going into labor to give birth to their first child. (If age tied, opponent manager chooses player.) Roll a 6 die representing the telephone. Add three to die roll to determine which inning the telephone will ring. Example: Die roll of 4; then hospital calls at *beginning* of the 7th inning, (4 + 3 = 7). Player now departs immediately and is lost to the club for REMAINDER of this series.

12

- 0 Pine Tar Incident** Long blast deep into the upper deck...Home Run. Opposing manager now lodges a protest that bat had excessive pine tar. Roll a die: If ODD; Umpire agrees and batter is called OUT and ejected. If EVEN; appeal is denied. (Home Run stands.)
- 1 Appeal at 3rd Base** Batter flies out to CF'er, (run scores). Now an appeal is made that base runner left third base too soon, (prior to catch being made). Roll die: If ODD; Umpire agrees and declares runner OUT. If EVEN; the appeal is denied. (Score it: Sacrifice Fly)
- 2 Nice Stop by S' Stop** Short Stop fields a ground ball deep in the hole and throws to first base on what is going to be a bang-bang play. But 1B'man may have cheated on the play. Roll a die against 1B'man's Defensive rating. If roll is LOWER; Umpire rules 1B'man's foot came off the bag prior to receiving the throw. Batter ruled Safe and runner scores from third base. (If error; remember to credit Short Stop with an Assist.)
If NO error on play, batter is retired at first base for inning ending third out.

Regarding Rare Play injuries, I leave it to each gamer to devise methods for determining the duration.

(Roll Red & White dice; add) **Runners @ 1st & 2nd Base; (2008 Rare Plays)**

- 2** **OUTS**
0-1 The Count is 3 & 2 and.... The runners are on their way. If a Right-handed batter...ball is lined to SS...CAUGHT! Depending on number of outs, he then steps on second before the runner can retag, and throws to first before that runner can retag. A TRIPLE PLAY! If Left-hand batter, 2B'man makes CATCH and now tags runner heading from first toward second base, then steps on second base before that runner can retag. Unassisted TRIPLE PLAY!
- 2 Dirty Slide at Second Base** Routine ground ball hit to Short Stop who then flips to 2B'man for force at second. But base runner slides into bag very hard and punches are thrown. Both players ejected
- 3** **OUTS**
0 Catch of the Year by Left Fielder The runners respond to a liner hit deep into the gap and turn on their after burners. But LF'er gets a great jump on the ball and makes "catch of the year". Frantically, the runners retrace their steps. Roll a die: If HIGHER than LF'er's throwing ARM, runners return to their bases safely. If die was NOT Higher; runner on second is OUT, (LF-2B). Now an attempt is made on the runner heading back to first base.
Roll die against SPEED of that base runner. If the die is HIGHER...TRIPLE PLAY!
- 1 Hit Hard at 3B'man Near the Bag** If 3B'man rated (1) Defense, he steps on third, then throws to second for double play. But if batter's speed is 1 or 2, then around the horn for Triple Play, (3B to 2B to 1B). If 3B'man rated (2) Defense, he steps on third, then throws to second for double play. If batter's speed 1 or 2, roll again. If ODD: Triple Play! If EVEN: Batter Safe at first. If 3B'man rated (3) Defense, he steps on third, runner is forced Out at third base. If 3B'man rated (4) or (5); runner is forced Out at second base. (Fielder's Choice.)
- 2 Grounder to 3B'man** Runner from second base plows into 3B'man trying to field ball. Obstruction Called! Runner ruled Out. 3B'man is injured on play and must be removed from the game.
- 4** **OUTS**
0-1 High Foul Fly Ball LF'er races ACROSS foul line (RF'er if Left Hand batter), trying to make sliding catch. Roll die: If LOWER than Outfielder's Defensive rating, catch is made. Both runners advance one base. Otherwise; foul ball...ruled *no* error when OF'er drops foul fly.
- 2 Threat of Rain in the Forecast (Outdoor Ballparks only)** Roll two dice. If doubles rolled, rain moves in and game is called. If doubles NOT rolled, then roll dice before EACH half-inning for rest of game. If doubles rolled, game is "called". But if TIE game; Umpires continue play in rain until run scores. (Home Team MUST always get "last at bats" if Visitors score in top of an inning.) If 5 innings have been played...or 4 1/2 innings when Home Team is winning, etc.
- 5** **OUTS**
0-1 Sinking Liner Hit into Center Field Center Fielder makes a nice sliding catch...but Umpire rules that ball was TRAPPED. Runner, now hung up between first and second base, takes off for second. Roll die against SPEED of base runner. If result NOT Higher than runner's speed, he beats throw. Otherwise; runner forced Out at second, Fielder's Choice. (Other takes third).
- 2 Heavy Downpour** Fast moving storm associated with a cold front causes a rain delay which thoroughly drenches outfield grass. When play resumes, reduce all OF'er's Defense to OF(1).
- 6** **OUTS**
0-1 Double Steal Runner takes off for third base. Batting team manager has a CHOICE whether to go against Catcher's Defensive rating or the runner's SPEED. Roll a die to determine Umpire's decision: Runner is Safe at third if die HIGHER than Catcher's Defensive rating or NOT Higher than runner's SPEED. (Other runner takes second on throw.)
- 2 Didn't Mean to do it** Pitcher comes inside on an 0 & 2 pitch while trying to back the batter off the Plate. Batter is hit on the wrist...injured...and must now be replaced by a pinch-runner
- 7** **OUTS**
0 Ground Single~ CF The runner attempts to score from second. Roll die: If HIGHER than runner's SPEED, he is OUT at Home, (OF~C). If die NOT Higher; throw was *instead* cut-off for play on runner heading for third. Roll die: If HIGHER than runner's SPEED, OUT at third. If runner SAFE at third, batter now stretches for second base and throw is made. Roll a die: If HIGHER than batter's SPEED, he's OUT at second base, (OF~1B~3B~2B).
Credit batter with Single, who is *always* safe at second on Out at Plate or third base

(Roll Red & White dice; add) **Runners @ 1st & 2nd Base; (2008 Rare Plays)**

8 **OUTS**

- 0-1 Wipe Out at Second Base Plus Injury** Hard grounder to Short Stop (2B'man) who flips to his keystone partner for the force Out. But runner's rolling slide "outside" the base line wipes out Infielder attempting relay throw to first base. Umpire rules, "Offensive Interference", batter is also OUT.
RH Batter~ hit to SS
LH Batter~ hit to 2B (Runner originally on second base is sent back to second base.) 2B'man or Short Stop is injured on the play, helped off the field, and must be replaced.
- 2 Sun; Wind & Lights** Infielder struggles frantically with very difficult field conditions on high pop fly. Roll die against Infielder's Defensive rating. If HIGHER; he makes catch for third out. Otherwise; ball falls to ground untouched. Two runs score; batter gets a Double.
RH Batter~ hit to SS
LH Batter~ hit to 2B

9 **OUTS**

- 0 Hit Down RF Line** Pitch is lofted down foul line where RF'er makes a fine running catch. If RF'er's ARM is HIGHER than SPEED of base runner from first, his throw back to first base is in time to double up runner, RF-1B. (Runner on second base to third following catch.)
- 1 Grounded to 1B'man** 1B'man, moving far to his right, snares grounder and throws to second for Force Out. Roll die: If HIGHER than Pitcher's Defense, SS' return throw in time for GDP; 3-6-1.
- 2 Pitcher is Slow Getting Off the Mound** Ground ball hit to 1B'man wide of the bag. Roll die: If HIGHER than Pitcher's Defense rating, Pitcher gets to first base bag in time to take a throw from 1B'man. Batter Out, (A-1B PO-P). Otherwise; batter beats the throw to first base. (Score it Infield Single.)

10 **OUTS**

- 0 Another Web Gem** S' Stop leaps high into air to knock down line drive. Picking up the ball, he throws to second for force out. 2B'man now throws to 3B'man trapping runner *originally* on second in a rundown, (pickle)...tagged out...DP; (SS~2B~3B). Batter is safe at 1st.
- 1-2 Another Web Gem** Batter's vicious smash hits bag. (Roll die against 3B'man or 1B'man Defense rating.)
RH Batter~ hit to 3B If HIGHER; he grabs deflection and tags third or first base for the Out. If EQUAL;
LH Batter~ hit to 1B Infielder slows down ball which trickles into foul territory...but no play...all safe. Score as Infield Single. If LOWER; Double, one scores...both score if two out.

11 **OUTS**

- 0 Liner Hit Back at Pitcher Deflects Off his Glove** Roll die against Defensive rating of Pitcher. If HIGHER; Pitcher pounces on ball and throws to second for force Out, (P~SS). Runner *originally* at second thought the ball would be caught and took short lead off second base. He is now tagged Out heading for third base, (SS~3B). If NOT Higher; Pitcher throws batter Out at first.
- 1 Dead Ball ~ Single** Hard ground ball to left side of infield hits base runner headed from second toward third base. Umpire rules, "Dead Ball". Runner OUT. Credit batter with Single and Short Stop with a Put Out. (Now two outs; base runners at first and second base.)
- 2 Passed Ball** Ball dribbles away from Catcher and both runners attempt to advance. Roll R & W dice against Catcher's error rating. If NO error; Catcher's throw to third is too late to throw out base runner. (Other runner to second). If error; Catcher's throw sails into left field and one runner scores. Other runner now at second heads for third.
Roll die once more against LF'er's ARM. If die result NOT Higher; runner is Out at third base for final out of inning. (Otherwise; two out and runner on third base.)

12 **OUTS**

- 0 Infield Fly Rule** Batter hits high Pop Up to Short Stop. Umpire calls batter OUT but SS *intentionally* drops the ball. Any player age 26 or younger is confused and now heads for third base where he is an easy out, SS~3B. (Players age 27 or older don't fall for trick.)
- 1 Home Run...Oops** Runner on first base goes halfway to second, then pauses to see if ball will be caught by RF'er. Meanwhile, the excited batter, thoroughly enjoying his "Three Run Homer" is admiring the drive as it just clear the fence. He now passes the base runner from first between first and second. Batter ruled OUT...credited with Single and two RBI.
- 2 Hidden Ball Trick** The Pitcher is walking around the grass near the mound, but being careful to avoid the dirt area. Meanwhile, an Infielder is sneaking up from behind youngest player on base with the ball hidden in his glove...and now tags him while his foot is *off* the base for third out of inning. (Upset manager benches player for rest of game.)

(Roll Red & White dice; add) **Runners @ 1st & 3rd Base; (2008 Rare Plays)**

2 **OUTS**

0 Threat of Rain Roll two dice. If doubles rolled, rain moves in and game is called. If doubles NOT in the Forecast rolled, then roll dice before EACH half-inning for rest of game. If doubles rolled, (If Domed Stadium; game is "called". **But if TIE game; Umpires continue play in rain until run scores.** Power Failure) **(Home Team MUST always get "last at bats" if Visitors score in top of an inning.)** If 5 innings have been played...or 4 1/2 innings when Home Team is winning, etc.

1-2 Rain / Power Failure If either Pitcher in game at start of rain delay resumes pitching...his arm stiffens up. Cause Long Delay Must pitch at B Grade for remainder of appearance but may be removed anytime.

3 **OUTS**

0 Obstruction; Error Grounded back to Pitcher who throws to Home. Runner from third, seeing he will be Charged to 3B'man out at Plate, now reverses course back to third...and runs into 3B'man...who does NOT have ball. Umpire rules Obstruction, runner safe at third, (bases are loaded).

1-2 Trade Rumors Put Batter at the Plate has lately been the subject of frequent trade rumors, and grand-stand does appear to be full of scouts from other teams. Each time batter comes Batter on Edge up to hit...roll twice, choosing worst result. Since team is now "show-casing" him, manager has been instructed not to remove player from game, (unless a Pitcher).

4 **OUTS**

0 Runner Takes Off Base runner heads for second base, and Catcher fires low throw toward the bag. for Second Base But Pitcher intercepts throw and flips to the 3B'man who traps runner in "pickle" between third and Home...where he's eventually tagged Out, (C~P~3B~C~3B).

1-2 Runner Takes Off 1) Defense may allow runner to take second base "uncontested". (No throw, no SB.) for Second Base 2) Make throw to second base and retire him in a rundown, (C~2B~1B~SS), --BUT-- <Manager's Choice> then runner *scores* from third base...BEFORE the Out is made at second base. 3) Throw to 2B'man and immediately return the throw to Catcher for a shot at runner trying to score from third base. Roll die: If HIGHER than runner's speed, he's Out, (C~2B~C). Other runner is safe at second base on throw to Plate, (if not third out).

5 **OUTS**

0 Deep Fly to LF'er LF'er makes nice catch on the warning track. Both runners tag up. Runner from third scores, (sacrifice fly), but runner from first is thrown Out at second, (A-LF PO-2B).

1 Great Catch by RF'er RF'er makes fine running catch in right-center field for the Out. Runner at third scores easily. But runner from first has already rounded second and must retrace his steps back to first. Roll die against runner's SPEED. If die roll HIGHER, runner is doubled up, RF-1B. (Runner from third touches Plate *BEFORE* throw arrives to first base.) **SO...RUN DOES COUNT!** (Otherwise; runner beats throw back to first base, Safe.)

2 Some Guys Like to OF'er races to warning track attempting catch. Roll against OF'er's Defense rating. If Run Stop Signs NOT Higher, a leaping catch. Otherwise; ball off the fence for Double. Runner from RH batter hits to LF'er first now ignores Third Base Coach's "STOP SIGN" and heads for Home. Roll a die: LH batter hits to RF'er If EQUAL / HIGHER than runner's SPEED; Out at Home, (A-OF A-2B or SS, PO-C).

6 **OUTS**

0-1-2 Ground Ball~ S'Stop If SS is playing "IN", he sails his throw to Home high over Catcher's head. One runner scores, other runner to third and batter to second base. (Charge error to Shortstop.) If SS is playing "HALFWAY", he flips ball to 2B'man to force the runner at second, but the relay to first base is in the dirt and skips by 1B'man, (E-2B). One runner scores, other to third, batter to second base **EXCEPTION: If 1B'man's Defense rating is (1), ball is scooped out of dirt for SS~2B~1B Double Play. (Runner scores if not 3rd out.)** If SS is playing "BACK", batter thrown Out at first base. (One scores; other to second.)

7 **OUTS**

0-1 Runner at First Base Roll die: If result (1): Batter fouls off the pitch. (The count on batter remains at 3 & 2.) is Sent on 3 & 2 Result (2): Batter grounds Single to right field. One scores; other runner to third base. Result (3): Batter grounds Out. Runner from third base scores, other to second base. Result (4): Batter flies Out. Runner holds at third. (Other runner returns safely to first.) Result (5): Batter Strikes Out. Runner Out stealing second base, (other holds at third). Result (6): Batter Strikes Out. Runner steals second base, (other holds at third base).

(Roll Red & White dice; add) **Runners @ 1st & 3rd Base; (2008 Rare Plays)**

7 **OUTS**

2 Foul Pop~ Ball Park High Foul Pop Fly. (Reference Home Team's Ball Park card to see if catch is made.)

8 **OUTS**

0-1 One Hop to Pitcher Choice: 1) Throw Home to nail runner from third. 2) Throw to second for DP attempt.
If RH Batter~2B'man Handles DP Throw Force Out at second base...but runner from first base barrels into Infielder making the relay throw to first. Roll R & W dice: If error, ball sails into dugout. (Run scores, other runner to third base and batter advanced to second base...error on Infielder).
If LH Batter~S' Stop Handles DP Throw If NO error, double play, P~SS / 2B~1B. (Runner scores from third if not third Out.)

2 Slow Nubber to Right of Mound Roll R & W dice against Pitcher's error rating. If roll is Higher; Ptcher throws ball into right field. Both runners score and batter to second. (Otherwise; batter Out at first.)

9 **OUTS**

0 Vigilance Required at All Times Slow ground ball to Pitcher who holds runner at third, then throws to first to retire the batter. 1B'man now spies runner from third, who got a late start, headed for Home. Roll a die: If HIGHER than runner's SPEED...Out at Home; Double Play, (P-1B-C). (Otherwise; runner scores from third base, other runner to second base...one out.)

1 Attempted Pickoff <Manager has the OPTION to make throwing attempt> Manager *MAY* attempt to pick runner off third using Catcher's Defense, or first base using Pitcher's HOLD rating. Roll die: If result LOWER than rating of player chosen by manager, runner is picked off. However; if runner NOT picked off, (roll not lower), then roll R & W dice checking for error. If error; runner scores, other to second base.

2 Out at Second Base; Base Runner Injured Ground ball to SS who steps on second for inning ending Out. Base runner attempts to stop his slide and hits bag awkwardly injuring himself. (Remove him from game.)

10 **OUTS**

0 Wipe Out at Second Base Plus Injury Hard grounder to Short Stop (2B'man) who flips to his keystone partner for the force Out. But runner's rolling slide "outside" the base line wipes out Infielder attempting relay throw to first base. Umpire rules, "Offensive Interference", batter is also OUT. (Runner originally on third base who scored is sent back to third base by Umpire.)
RH Batter~ hit to SS
LH Batter~ hit to 2B 2B'man or Short Stop, injured on play is helped off field and removed from game.

1 Grounder to 3B'man; Base Runner Injured Attempting to turn the double play, 3B'man throws wide of second base. But base runner from first, hoping to "up-end" the 2B'man, over-slides the bag, injuring himself on the play, and is tagged out. (Score it; F.C.)

2 Wild Pitch (?) ...or... Passed Ball (?) Roll R & W dice. Check Red die *first* for Wild Pitch. If no WP; then check White die for Passed Ball. If *either* occurs; runner scores from third, other runner to THIRD.

11 **OUTS**

0 High Foul Pop Up; Ouch; !\$&*~ it Hurts Catcher flips over railing and into dugout but holds onto ball for OUT, and is injured on the play. Runner scores from third following catch while other runner advances to second. Credit batter with an unusual Sacrifice Fly. (Catcher must be replaced.)

1 Was he Caught with his Pants Down Pop fly caught by Short Stop racing into shallow left field. Runner at third, seeing SS' back turned to infield, tries surprise dash to Home, hoping to catch SS "off-guard". Roll die: If roll HIGHER than runner's SPEED...he's OUT at Home. (DP: SS to C). Otherwise; runner scores from third base...Sacrifice Fly. (Other holds first base.)

2 Paul Bunyan Batter strains rib cage taking a "mighty" Swing and Miss at pitch. Replace him with pinch-hitter who inherits a count of 3 & 2. If replacement batter strikes out, credit strikeout to the injured batter, (Rule 10.15), and NOT to the pinch-hitter.

12 **OUTS**

0 Can You Believe It While standing on the rubber, Pitcher fakes a throw to third base...then wheels and throws to first base. Everyone knows this play NEVER works...but it just did...the runner was PICKED OFF of first base. (Other runner holds safely at third base.)

1 Blistered Pitcher Pitcher develops blister on throwing hand. If left in game, he must pitch at B Grade.

2 He's Headed Home Runner on third base, noticing that Pitcher isn't paying any attention to him, decides to make mad dash for Home...trying for a Stolen Base. Roll a die: If LOWER than runner's SPEED; he is *SAFE* at Home. (Other runner always holds at first base.)

(Roll Red & White dice; add) **Runners @ 2nd & 3rd Base; (2008 Rare Plays)**

2 **OUTS**

- 0 Batter Badly Fooled** After being ahead in count, 0~2, Pitcher throws three straight balls. Catcher now signals for the "Intentional Walk". But, as Pitcher begins his delivery, Catcher slips back behind Home Plate and batter takes called third strike.
- 1 So Much for that Strategy** Pitcher falls behind in count, 3~0, and Catcher signals for "Intentional Walk". But, on ball 4, Pitcher throws wild pitch. Runner on third scores; runner on second advances to third base. (Charge Pitcher with Walk and Wild Pitch.)
- 2 Throws Strikes at the Wrong Time** Pitcher falls behind in count, 3~0, and Catcher signals for "Intentional Walk". But, on ball four, Pitcher's soft toss catches too much of Home Plate and batter whacks it into center field for a Single. (Credit batter with two RBI.)

3 **OUTS**

- 0 He's Got a Big Foot** Batter Singles; but is called OUT for placing foot outside batter's box. Dead Ball! Return runners to 2nd & 3rd. Now, the batter who is livid, is ejected for arguing.
- 1 More Web Gems...
...Valiant Efforts...
...and Low Lights** (3rd die 1, 2 = LF)
(3rd die 3, 4 = CF)
(3rd die 5, 6 = RF) Outfielder with Defensive rating of (4) or (5) makes spectacular catch, then crashes into wall...is injured. Both runners score. Credit batter with sacrifice fly and 2 RBI.
Outfielder rated (3) hits the wall, injured, and drops ball. Batter slides into third base with an apparent triple but is tagged Out when he over-slides the bag, (DOUBLE).
Outfielder rated (1) or (2) plays VERY deep, so he can't crash into the fence. Circling under a high towering fly ball, it bounces off his head and into stands for Homerun. Can you believe it? Following end of this half-inning, OF'er removes himself from the game with very bad headache...but he'll be okay to play next game.
- 2 Gosh: He Thought he Had a Hit** Batter lines a low drive into right and jogs toward first. But RF'er comes up with the ball on first hop and throws laser strike to 1B'man --BEFORE-- the batter is able to touch the first base bag. Batter is called OUT, (RF to 1B). Neither run counts!

4 **OUTS**

- 0 Tough Call for Ump** Batter swings and chops ball into ground at Home Plate...but ball bounces up and hits him as he leaves batter's box. Roll a die: If EVEN: It's just a foul ball. If ODD: Umpire rules batter OUT for running into ball "Outside" of batter's box...dead ball.
- 1 High Chop~ Pitcher** Runner on third base starts for Home...then reverses course as throw goes Home. Meanwhile, runner from second heads for third. Both runners are now standing on third and both are tagged by 3B'man. (Runner from second is Out...P-C-3B.)
- 2 Ouch; !\$&*~ it Hurts** Batter's elongated back-swing hits Catcher's helmet, (odd 3rd die), or elbow, (even 3rd die). If hit on helmet, Catcher is dizzy; sent to hospital for precautionary X-ray, (out for remainder of series). If hit on elbow; he is injured remainder of this game.

5 **OUTS**

- 0 Short Fly Out to RF** The runner on third tags and BLUFFS dash to the Plate, drawing throw from OF'er.
- 1 Short Fly Out to LF** Roll a die: If HIGHER than Outfielder's ERROR rating, he "air-mails" wild throw over Catcher's head and runner from third now scores. Runner at second base advances to third base. (Charge an error to the Outfielder and NO sacrifice fly.)
- 2 Blooped to Center** Roll a die: If NOT HIGHER than CF'er's Defensive rating, he makes a diving catch. Otherwise; runner scores from third. Runner from second ALSO tries to score. If his speed is NOT Higher than CF'er's ARM; he's OUT at Home. If runner scores, batter heads for second. Roll against batter's SPEED. (If die HIGHER; he's Out.)

6 **OUTS**

- 0-1-2 Wild Pitch (?) ...or... Passed Ball (?)** Roll R & W dice. Check Red die *first* for Wild Pitch. If no WP; then check White die for a Passed Ball. If *either* occurs; one scores...5 runner from second also scores.

7 **OUTS**

- Collision at Plate (?)** Runner attempts to score from second following bloop Single. Roll die: If NOT Higher than Catcher's Defense rating, Plate is blocked successfully. Catcher is knocked to the ground in ensuing collision but hangs on to ball...runner Out. Check age of both players; oldest is injured. If tied, both injured. (Otherwise; throw off-line, run scores.)
0 Single to left
1 Single to right
2 Single to center When throw off-line...NO injury. (Batter always takes second on *all* throws to Plate.)

(Roll Red & White dice; add) **Runners @ 2nd & 3rd Base; (2008 Rare Plays)**

8 **OUTS**

- 0 Sun; Wind & Lights** Infielder struggles frantically with very difficult field conditions on high pop fly. Roll die against Infielder's Defensive rating. If HIGHER; he makes catch for first Out. Otherwise; ball spins out of fielder's glove, falling safely to ground. Neither runner can advance but batter is safe at first base. (Official Scorer rules an error on play.)
RH Batter~ hit to 1B
LH Batter~ hit to 3B
- 1 Suicide Squeeze** Manager MAY call "Suicide Squeeze Play". Roll one die to determine BUNT outcome.
<Manager's Option> (1, 2, 3) Good Squeeze, run scores, batter out at 1st. (4) Fielder's Choice at Home. (5) Pop up to Pitcher, (DP on runner at third). (6) Batter beats out bunt, one scores.
- 2 Steal of Home** Manager *MAY* elect to steal Home. Roll die against speed of runner on third base. If die EQUAL or HIGHER than runner's SPEED, Out at Home. (Otherwise; runner steals Home successfully while other runner safe at third base with a stolen base.)
<Manager's Option>

9 **OUTS**

- 0 You Can't Do That** Batter takes called third strike, drops bat and helmet at Umpire's feet. He's Ejected!
- 1 Did He Fool Umpire** The Count is 3 & 2 and here comes the pitch. It appeared to be Ball 4 but Catcher deftly moves his glove over the corner of the Plate. Roll a die against Catcher's Defense rating. If NOT Higher; Batter called Out on strikes. (Otherwise; Ball 4.)
- 2 Checked Swing (?)** Batter checks his swing on outside breaking ball. But did he go around? Home Plate Umpire is requested to ask for help from 1st or 3rd Base Umpire. If Home Team is batting; Ump says, "No swing"...count 3 & 2. If Visitors; he went around, strike out.
on 2 & 2 Count

10 **OUTS**

- 0 Shallow Pop to CF** 2B'man, S' Stop and CF'er converge on well placed short pop fly. Roll die: If HIGHER than CF'er's Defensive rating, ball drops for Single. One scores, other to third base. Otherwise; ball caught, no advance. If die roll is EQUAL to CF'er's Defensive rating, CF'er and Infielders collide...ball dropped...Single...one scores, other holds at third. Center Fielder was injured on the play and is now being helped off the field.
- 1 Foul Pop Fly to RF** 1B'man or 3B'man, (not both), race into outfield attempting to catch pop fly. Roll die: If die roll HIGHER than INF'er's Defense rating; catch is made...runners hold. If die is LOWER; ball drops safely in foul territory, runners hold. If die roll EQUAL to 3B'man or 1Bman's Defense rating, he makes catch but collides with OF'er. (Both r'- score.) Left Fielder or Right Fielder injured on the play and is now being helped off the field
- 2 Foul Pop Fly to LF**

11 **OUTS**

- 0 Minor League** Umpire is struggling with strike zone and being intimidated by raucous Home team crowd. Whenever HOME TEAM batter rolls result 1 to 5 in Column 5...ADD ONE to FINAL result. Whenever VISITING TEAM bats, SUBTRACT ONE from FINAL result.> In 9th inning or later, add TWO or subtract TWO, as the case may be.
Umpire filling in for vacations
- 1 One Extra Finger** Batter Strikes Out and now makes obscene gesture to heckling fans as he strides back toward the dugout. Following a call from the Commissioner, who is in attendance, it's decided to bench player for remainder of game.
- 2 Needs More Resin** While standing on the rubber, Pitcher drops the baseball. Balk is immediately called.

12 **OUTS**

- 0 Lack of Confidence** Catcher, who is suffering from confidence problem, sails return throw following pitch over Pitcher's head into center field. One scores; other to third. (Error on Catcher.)
- 1 How Many Outs** OF'er makes a nice running catch on high fly ball at the warning track. Runner from third scores; (sacrifice fly). Thinking it was the third out of inning, OF'er now flips the ball to a kid in the stands. Umpire advances runner *originally* at second base to Home. (Score one RBI on play; charge an error to OF'er.)
in an Inning
RH Batter~ hit to 1B
LH Batter~ hit to 3B
- 2 Heckling Fans** Next scheduled VISITING team batter has heard enough insults about his mom and now charges into stands. When order restored, player is suspended rest of series.

Some gamers may notice that Umpire decisions consistently go against the Visiting team. It is not my intention to demean Umpires. Rather, it is my subtle way of giving the Home Team a slight advantage.

(Roll Red & White dice; add) **BASES LOADED; (2008 Rare Play edition)**

- 2** **OUTS**
0 Voo Doo Choose 4 Latin American ball players from each team who celebrate "new-moon" by casting spells on any member of opponent team. Home team goes first and selects any player. (chosen only once), and rolls a die to determine spell effect.
Die roll (1): Player laughs at spell caster...nothing happens.
Die roll (2): Player can't run...reduce running SPEED to *one*.
Die roll (3): Player can't catch...reduce ERROR rating to *eleven*.
Die roll (4): Player can't hit...use *BOX 12* each time player comes up to bat.
Die roll (5): Player can't field...reduce OF'er FIELDING to *one*...INF'er to *five*.
Die roll (6): If spell placed on opponent Latin American player, spell is reversed. (Latin American player now chooses *any* spell. Otherwise; nothing happens).
After Home team finishes rolling die, Visiting team rolls a die, repeating procedure.
(Other than a Pitcher, player cannot be removed from lineup, unless injured.)
- 1 Infield Fly Rule** High Pop Up ruled "Infield Fly" by Umpire and batter is called Out. Pitcher attempts to catch it while on mound but drops it. In the confusion, alert runner from third scores.
Charge an error to Pitcher. (Other base runners hold at first and second base.)
- 2 Towering Pop Fly** He should know better, but Pitcher makes the call while standing on the mound. Roll a die: If EVEN; he makes catch. If ODD; two other Infielders bang into him and ball is dropped. Three unearned runs score, batter takes second. (Error on the Pitcher.)
Hit Straight Up to Middle of Infield
- 3** **OUTS**
0 Threat of Rain Roll two dice. If doubles rolled, rain moves in and game is called. If doubles NOT rolled, then roll dice before EACH half-inning for rest of game. If doubles rolled, game is "called". **But if TIE game; Umpires continue play in rain until run scores.**
(Home Team MUST always get "last at bats" if Visitors score in top of an inning.)
(Outdoor Ballparks only)
If 5 innings have been played...or 4 1/2 innings when Home Team is winning, etc.
- 1 Great Diving Catch** Outfielder lands heavily on his shoulder while making a diving catch on deep drive. Runners at second and third both score. Runner from first, already past second base reverses course, sliding safely back into first base. But he's Out on appeal for failure to retouch second base on his way back to first. (OF'er injured on play.)
(3rd die 1, 2 = LF)
(3rd die 3, 4 = CF)
(3rd die 5, 6 = RF)
- 2 Sun; Wind & Lights** Outfielder struggles frantically with very difficult field conditions on high fly ball. Roll a die once more and compare it to Outfielder's Defensive rating. If die is NOT Higher than OF'er's Defense rating, catch is made for 3rd out. Otherwise; ball drops to the ground untouched. (Two score, other runner to third, batter to second with Double.)
(3rd die 1, 2 = LF)
(3rd die 3, 4 = CF)
(3rd die 5, 6 = RF)
- 4** **OUTS**
0-1 Grounder Hit Back Up the Middle If Short Stop is playing "IN", ball deflects off his glove for Single. Runners on second and third score while runner on first tries for third. Roll die against runner's SPEED. If die is HIGHER, runner Out at third (CF~3B) while batter holds at first base. Otherwise; runner slides into third safely, but is then tagged Out when he over-slides bag.
If Short Stop is playing HALFWAY, he flips ball to 2B'man...too late...but base runner over-slides the bag and is now tagged Out by 2B'man. (Runners now first and third.)
- 2 Foul Pop~ Ball Park** High Foul Pop Fly. (Reference Home Team's Ball Park card to see if catch is made.)
- 5** **OUTS**
0 High Fly Ball...Oops High fly ball hit between two Outfielders...but neither OF'er calls for the ball...and it drops in for a Single. (All runners advance ONE base; credit batter with one RBI.)
- 1 Blistered Pitcher** Pitcher develops blister on throwing hand. If left in game, he must pitch at B Grade.
- 2 Checked Swing (?) on 2 & 2 Count** Batter checks his swing on outside breaking ball. But did he go around? Home Plate Umpire is requested to ask for help from 1st or 3rd Base Umpire. If Home Team is batting; Ump says, "No swing"...count 3 & 2. If Visitors; he went around, strike out.
- 6** **OUTS**
0-1-2 Did He Fool Umpire The Count is 3 & 2 and here comes the pitch. It appeared to be Ball 4 but Catcher deftly moves his glove over the corner of the Plate. Roll a die against Catcher's Defense rating. If NOT Higher; Batter called Out on strikes. (Otherwise: Ball 4.)

(Roll Red & White dice; add) **BASES LOADED; (2008 Rare Play edition)**

- 7** **OUTS**
0-1-2 Hard Single to OF'er Batter lines a Single into outfield. Runner scores from third base while other base runners stretch for an extra base. Batter now heads for second base...believing a throw will be made to third base or Home Plate. Outfielder can throw against either runner stretching, or batter heading to second base. If Outfielder's ARM is HIGHER than SPEED of batter or base runner selected, that runner is OUT. If runner from second not selected, he always scores *before* third out recorded.
(3rd die 1, 2 = LF)
(3rd die 3, 4 = CF)
(3rd die 5, 6 = RF)
- 8** **OUTS**
0-1-2 The Ball Will Always Find You Ground ball hit to any Infielder...excluding Catcher...batter's choice. Roll R&W dice against selected Fielder's error rating. If error; ball bobbled, everyone is safe and bases still remain loaded. If *NO* error; Fielder recovers and his hurried throw to first base just in time to nip the batter. (One runner scores unless this is third Out.)
- 9** **OUTS**
0-1 Decision Time on High Foul Fly Ball LF'er (if right hand batter) or RF'er (if left hand batter) tracks down fly ball in corner of outfield. If OF'er makes the catch, runner scores from third base...others hold at first and second. Or, he can let ball fall to ground. (Then count 2 & 2 on batter.)
2 Surprise Bunt Batter notices 3B'man playing *very* deep and lays down a bunt. Roll a die: If die is HIGHER than batter's Bunt rating, he beats throw to first...Single. Otherwise; Out.
- 10** **OUTS**
0 Another web Gem Batter belts a drive into deepest center field and base runner from first turns on his after-burner...but CF'er makes miraculous catch. Runner from third scores while runner from second...who played it halfway...returns back to second base safely. Runner from first, who had already rounded second base, barely beats the throw back to first base. But now an appeal is lodged that the runner from first did not retouch second base on his return to first base. Roll a die for Umpire's decision. If roll ODD; Umpire rules runner out for failure to retouch second base. If die roll is EVEN; no one noticed and Ump can't call the runner out if he didn't see the play.
1 Appeal at 3rd Base Batter flies out to CF'er, (run scores). Now an appeal is made that base runner left third base too soon, (prior to catch being made). Roll die: If ODD; Umpire agrees and declares runner OUT. If EVEN; the appeal is denied. (Score it: Sacrifice Fly)
2 Base Runner is Hit by Batted Ball Sharp grounder hits runner between second and third base. Ball is dead and runner ruled OUT...Putout~ Short Stop. (Credit batter with Single.)
- 11** **OUTS**
0 Ouch; !\$&*, it Hurts LF'er and CF'er collide; (if LH batter, CF'er and RF'er) chasing a drive hit deep up the alley and collapse to the ground while batter circles the bases with an Inside-the-Park Home Run. LF'er or RF'er is injured and removed from game.
1 Wild Thing; You're Breaking my Heart Pitcher walks batter on 4 straight pitches and is now suffering from major lack of confidence. Whenever batter rolls in Column 5, IGNORE White die, ALWAYS use Pitcher's result in Row 6. Pitcher may be removed from game at any time.
2 Hidden Ball Trick The Pitcher is walking around the grass near the mound, but being careful to avoid the dirt area. Meanwhile; an Infielder sneaks up behind youngest player on base with the ball hidden in his glove, and tags him OUT while his foot is off the base.
- 12** **OUTS**
0 Called Third Strike Enraged, batter now spits on Umpire and is suspended for remainder of series.
1 Ouch; !\$&*, it Hurts Center Fielder races back to deepest extremity of ball park attempting catch on towering fly ball. He has it, hits the wall...and drops it. Corner OF'er retrieves ball and throws it back to Infielder thereby holding batter to a Triple. (CF'er is injured on the play and must be removed from the game.)
2 Curving at the Pole A long "homerun distance" drive is curving, curving, curving at the foul pole. But is it fair or was it foul? The Umpires are now meeting in center of the diamond. Roll a die for their decision. If die roll ODD; Umpires conclude it's a FOUL ball. If die roll EVEN; It's a "GRAND SLAM" Homer. Maybe it's time for TV replays?