Mike Webb Replay Baseball Rare Play Chart

Roll Two Dice to Determine Which Play to Use, then Roll Three Dice (RED, WHITE and BLUE) to select play result.

2-Slicing Opposite Field Drive-Line drive hit to the opposite field (LHB-hit to LF line, RHB-hit to RF line) If RED is Even, ball hooks foul. If RED is Odd, Ball is In Play. (If In Play, compare WHITE to OF defense. If WHITE is Not Higher than Defense, OF makes spectacular catch near foul line. Runner on third scores, any other runner holds. If WHITE is Higher than OF Defense, check BLUE.)
Blue Die Results:
1-ball hits foul pole for home run
2-ball falls in just fair and skips behind OF for Double-runners advance 2 bases.
3-OF reaches ball, but cannot hang on for Single-runners advance 1 base.
4-OF reaches into stands, but is interfered with by fan and ball is called foul.
5-OF attempts diving catch but drops it. All runners advance 2 bases. If Batter Speed is HIGHER than OF arm, batter slides into second for a double. If Batter Speed is EQUAL to OF arm, batter is thrown out at second, (OF)-4. If Batter Speed is LOWER than OF Arm, batter holds at first.
6-Ball falls in front of OF, who makes a great pickup. Single, All runners advance one base. If ball was hit to LF and runner is forced to third or second and LF has 4 or 5 arm, he rounds the base too far and is picked off by LF. (LF-4 or LF-5)

3-Liner Up The Middle-Line drive back through the box.
If P Defense is 1, P snags liner for an out. (If runners on and pitcher is RHP, runner on third is picked off for DP, 1-1-5. If LHP, runner on first is picked off, 1-1-3)
If P Defense is NOT 1, P ticks ball with glove, and it ricochets high in the air.
If RED die is HIGHER than (LHP-2B/RHP-SS) Defense, IF catches ricochet for an out, runners hold.
If RED die is NOT HIGHER, Ball falls in for a Single. If WHITE is HIGHER than (LHP-2B/RHP-SS) Defense, Lead runner(Bases Empty-Batter) is out advancing. If WHITE is NOT HIGHER, Lead runner(Bases Empty-Batter) is safe. If BLUE is also NOT HIGHER, Roll against error rating. If this roll is HIGHER than error rating, IF throws wildly, batter and runners advance one base.

4- Texas Leaguer Behind Second- Fly to short center, CF, 2B, and SS converge.
[If CF is a 5, 2b is a 1, or SS is a 1, fly is caught for an out, runners hold. Highest ranking infielder (or CF if tie) given putout.] If that does not apply, compare RED to CF Defense. If RED is NOT higher, CF makes catch, narrowly avoiding collision, runners hold. If RED is higher, CF, 2B, and SS collide. If WHITE is higher than 2B Defense, 2B makes catch and evades collision. CF and SS collide but are unhurt. If WHITE is NOT HIGHER than 2B defense, compare BLUE to SS defense. If BLUE is higher than SS Defense, SS makes catch and evades collision. CF and 2B collide but are unhurt. If BLUE is NOT HIGHER, ball falls uncaught. CF, 2B and SS are in a tangled heap. 1B retrieves ball and batter is safe with a bases clearing TRIPLE. OLDEST (If Tie or Unknown, roll 1 die-1-2 CF, 3-4 2B, 5-6 SS) player is injured and must be removed from game, but misses no additional time.

5-Liner down the first base line-First baseman turns and dives.
1)If RED die is HIGHER than FIELDING, 1b CATCHES ball at grass level. [If WHITE die is EVEN, Umpire calls the ball trapped. SINGLE, runners advance 1 base. (If BLUE die is EVEN, 1b argues and is ejected along with defensive manager. Batter and runners advance an additional base until catcher realizes and calls time.)] [If WHITE die is ODD, umpire calls the ball caught. (If runner was on first with <2 out, 1b beats him back to bag for DP.) Batter argues call with umpire and is ejected.]
2)If RED die is NOT HIGHER than FIELDING, 1b KNOCKS DOWN liner, which rolls a short distance away into foul ground. IF WHITE die is HIGHER than P Fielding, P covers first for putout, 3-1, runners advance 1 base. If WHITE DIE is NOT HIGHER than P fielding, P misses bag on putout try, all safe. P calls timeout and argues call. P and defensive manager are ejected for arguing.

6-Liner down the third base line-Third baseman turns and dives.
If RED die is higher than 3b DEFENSE, 3b makes catch. If RED is NOT higher, read RED die roll on the following chart:
1-3b makes an astounding catch, holding ball aloft. All runners return to bases safely.
2-3b traps ball against grass, struggles to feet. If BLUE is HIGHER than lead runner or batter's SPEED, 3b throws out or tags lead runner/batter.
3-3b knocks down ball, which rolls away into foul territory. SINGLE,all advance one.
4-3b knocks down ball, gets up on his knees. If WHITE and BLUE (read Replay Style) is HIGHER than 3b Error Rating, 3b throws WILDLY attempting to get lead runner or batter. Batter and all runners advance two bases. IF NOT HIGHER, 3b throws SAFELY, batter or lead runner is OUT, others advance 1 base.
5-Ball ricochets off 3b glove and pops into air. If WHITE die is HIGHER than SS Defense, SS dives and snatches the ball at his shoetops for an out. If WHITE is NOT HIGHER, ball falls for a single, all advance one.
6-Ball shoots into LF corner. If WHITE is NOT HIGHER than LF Defense, LF makes strong pickup and batter holds to single, runners advance one base. IF WHITE is HIGHER than LF Defense, LF fumbles ball. IF BLUE is HIGHER than Batter Speed, Batter is out at second, 7-4, all other runners advance two bases. If BLUE is NOT HIGHER, Batter slides into second with DOUBLE, all other runners advance two bases.

7-Strike Three In The Dirt-Catcher races to backstop.
None On-If RED is higher than Batter's Speed, Batter is out, 2-3. If RED is NOT HIGHER, Batter is safe, K-WP.
Runners On, Potential Force Play- If RED is NOT HIGHER than C Defense, C grabs ball and guns down lead runner, C-Base. If RED is HIGHER than C Defense, C grabs ball and throws low to lead base. Batter and Runner(s) are Safe. If WHITE and BLUE (Replay Style) are HIGHER than C error rating, throw skips in the dirt and shoots past base. Batter and runner advance additional base. If WHITE and BLUE are NOT HIGHER, throw is trapped at base, batter and runners hold.
Runners On, No Potential Force Play-If C is 4 or 5 defense, Lead Runner is picked off, C-Base. If not, Batter is safe, K-WP, and runners hold.

8-Gaylord Lives On- After next strikeout recorded by current pitcher (or his reliever if he is relieved before striking out another batter), opposing manager claims pitcher currently on the mound is scuffing or spitting on the ball. If RED die is lower than pitcher's column one, row three value (or, if Classic Replay, his column one value), the umpire finds evidence and ejects the pitcher. If RED die is equal or higher, umpire disagrees, opposing manager is ejected and opposing pitcher, distracted, walks the leadoff hitter in the next inning. (If replay is of pre-1920 baseball, either roll again or the pitcher can be ejected for arguing balls and strikes.)(Depending on nature of project, suspension may be added.)

9-The Return of Corkman- Batter grounds out to second base, but his bat shatters. If RED die is 1, 2, or 3, diligent batboy collects bat splinters and disposes of them before umpire notices. If RED die is 4, 5, or 6, umpire ejects batter and offensive team's manager after argument ensues. Next batter on same team in this inning strikes out swinging. (Player may wish to suspend batter, depending on the project.)

10-Temper, Temper- Current pitcher begins complaining about umpire's strike zone. If RED die is:
1-Pitcher calms down after end of current inning. Pitcher has temporary rating of 1-1-1-f-1-1 for first batter of the next inning.(Rating change does not apply to any other pitcher other than current one.)
2-Pitcher continues to grumble without incident. Pitcher has rating of 5-5-1-f-5-1 for first two batters of next inning.(Rating change does not apply to any other pitcher)
3-Pitcher retires current batter on grounder to short. (assume column 4 result of 1 on appropriate infield depth chart to determine baserunner advancement) Pitcher exchanges heated words with homeplate umpire. If pitcher is 25 years old or less, pitcher is immediately ejected. If pitcher is 26 or more, pitcher is allowed to continue.
4-Pitcher strikes out current batter swinging. Pitcher exhanges words with third base umpire on check swing call during the at bat. If BLUE die is HIGHER than pitcher's WP rating, third base umpire ejects pitcher and defensive team's manager for arguing. If BLUE die is not higher than WP, pitcher continues without incident
5-RUNNERS ON- first base umpire calls balk on next pitch. Runners advance one base. If pitcher walks a batter during the current inning, roll again on this chart for a second rare play.
BASES EMPTY-pitcher walks batter. Pitcher curses at first base umpire about check swing call during at bat. During next at bat, if runner's speed is 4 or 5, first base umpire calls balk, and runner advances to second. Pitcher and umpire resume heated argument. Pitcher, defensive manager, and first baseman are ejected for arguing call.
If runner's speed is 1, 2, or 3, runner attempts ill advised steal (use manual steal system without rolling for jump (runner MUST go), or if Classic Replay, roll on letter "E" row.) If WHITE die is LESS THAN or EQUAL to runner's speed, fielder drops throw and steal is successful. If WHITE die is higher, runner is out and subsequently ejected for arguing.
6-Pitcher walks batter, complaining bitterly about ball and strike calls. Roll all three dice again. If RED die is 3 or LOWER, pitcher is ejected. If WHITE die is 3 or lower, catcher is ejected. If BLUE die is 3 or lower, defensive manager is ejected. If any ejections occur, next batter strikes out. If none occur, next batter also walks.

11-Next Big Thing- Pitcher decides to unveil new pitch he has learned from pitching coach or teammate. If RED, WHITE, and BLUE dies are equal, pitcher strikes out every batter until half inning is over, and pitches to first batter of next half inning as 1-1-1-f-1-1. If RED die is higher than WHITE, pitcher walks next batter. If RED die is lower than WHITE, pitcher strikes out next batter. If RED is equal to WHITE, but not to BLUE, next batter is hit by pitch.

12-Armageddon It- Next pitch brushes back hitter, and then following pitch hits batter on elbow. If batter is leadoff, 2nd, or 3rd place hitter, batter takes his base. He begins complaining to first baseman. When first baseman next comes to plate, he is brushed back, then hits a double off the wall. All runners, if any, score. If batter is 4th, 5th, or 6th place hitter in the lineup, batter charges mound. Benches empty, and pitcher, catcher, batter, on deck hitter, and both managers ejected. If batter is 7th, 8th, or 9th place hitter, words are exchanged. If game generates another HBP from Column Five, roll three dice. If RED and WHITE (Replay style) reads 35 or below, batter hit on this roll charges mound. Batter and pitcher are ejected. If 36 or higher and BLUE is EVEN, bench clearing brawl ensues. Roll three dice again. RED determines number of offensive team players ejected, BLUE determines number of defensive team players ejected, and WHITE determines number of bullpen pitchers ejected.
See chart:
RED-
1-Batter
2-Batter, On Deck Batter
3-B,ODB, RF (or LF) (or CF)
4-B, ODB, Random OF, Random IF
5-B,ODB, Next two hitters in lineup, non starter with highest BA
6-B, ODB, Next two hitters in lineup, P, C (If P and C already included, add next two hitters beyond that.)
BLUE-
1-Pitcher
2-Pitcher, Catcher
3-P,C,1B
4-P,C, 3B, SS
5-P,C, 2B, RF, LF
6-P,C,CF, 1B, 3B, 2B
WHITE-
1-1 home and 1 visitor P with highest ERA who has no S rating
2-1 home and 1 visitor P with lowest ERA who has S rating and is not pitching
3-1 home and 1 visitor P with highest number of saves who is not pitching
4-2 defensive P and 1 offensive P (Highest number of wins who is not pitching)
5-1 defensive P and 2 offensive P (Lowest number of wins who is not pitching)
6-3 defensive P and 3 offensive P. Place all pitchers not actively pitching face down. Roll 1 die for each. First 3 EVEN rolls, that player is ejected.

If 36 or higher and BLUE is ODD, tempers cool.