BASES EMPTY

11 >>> **Cold Front Moving Through and / or Power Outage:**

After a long wait, game is "called". However, if Home Team was leading after 4 1/2 innings, game is Official. (Credit Home Team with a victory.) If Home Team was losing PRIOR to the END of the 5th inning, game is canceled. Destroy all records! **<OPTIONAL> You may use the SAME starting pitchers in next game; any injured players were NOT injured, (because this game didn't happen).**

But if TIED: ~Then Umpire resumes game after rain stops falling and play continues until one team LEADS. If Visitors score first, Home team gets "last" at bats. Once tie has been BROKEN...then the rains return...and the game finally ends, (called).

12 >>> **An Hour Rain Delay:**

Both pitchers CURRENTLY in game must pitch at their B Grade for remainder of this appearance. Either pitcher may be removed at any time.

13 >>> **An Hour Rain Delay:**

Outfield is soaking wet. Next outfielder CATCHING fly ball slips on wet ground / turf, and suffers a muscle pull. Check Box 21 for extent of injury, (limited to this series).

14 >>> **An Hour Rain Delay:**
Consider stadium roof to have sprung ceiling leak

Next batter getting a HIT to the outfield, (other than home run), tries to stretch for an extra base...trips on the sloppy base path...and is tagged out. Batter twists ankle! Check Box 21 for extent of injury, (limited to this series). Give OF'er an assist.

15 >>> **High Gusting Winds:**
(Ignore if Dome Stadium)

Gale force winds are blowing "IN". Whenever the batter rolls a result 7 through 11 in Column 6, IGNORE the Blue die roll and ALWAYS use Pitcher's row "ONE" result for remainder of game...(even when he is pitching at his reduced "B Grade").

16 >>> **High Gusting Winds:**
(Ignore if Dome Stadium)

Gale force winds are blowing "OUT". Whenever batter rolls a result 7 through 11 in Column 6, IGNORE the Blue die roll and ALWAYS use Pitcher's row "SIX" result for remainder of game...(even when he is pitching at his normal "A Grade").

21 >>> **Pop Foul~Catcher:**

Catcher staggers under high twisting foul ball. If Blue die was equal to, or lower than LARGE defensive rating, he makes catch. Otherwise; Catcher drops it; (error-C). Then batter lines next pitch into center field for Single. (Possible unearned run.)

22 >>> **Batter Bunts Ball:**

If Blue die was Higher than Catcher's LARGE defensive rating, rushed throw is wide of bag; batter safe on bunt Single. Now reroll Red and White dice ~ if Higher than Catcher's error rating, batter goes to 2nd when throw sails into right field; (error-C). If Blue die is NOT higher than Catcher's LARGE defensive rating, batter OUT at 1st.

23 >>> **Catcher Interference:**

Batter awarded 1st Base when Catcher's glove tips his bat, thereby interfering with his swing. Charge the Catcher with an error...and NO time at bat for the hitter.

24 >>> **Batter Strikes Out:**

If Blue die was Higher than Catcher's Passed Ball rating, pitch eludes Catcher and batter takes off for 1st...beating throw. Now reroll Red and White dice to determine if Catcher's hurried throw sailed past 1B'man into right field. If error on the Catcher, batter continues on, safely, to 2nd Base.

25 >>> **Batter Strikes Out:**

Trying to check his swing, batter injures his wrist. Check Box 21 for extent of injury, (limited to this series).

26 >>> **Batter Fouls the Ball off his Foot:**

He's trying to "Walk it Off". The trainer is talking to him. He might have to come out. Batter finishes THIS at bat; then removes himself from game. Okay for tomorrow!

Out

31 **0 Sinking liner to RF:**
1 Sinking liner to CF:
2 Sinking liner to LF:

If Blue die was Higher than fielder's LARGE defensive rating, ball skips past OF'er and batter takes as many bases as Blue die EXCEEDED that rating. EXAMPLE: If fielder was rated (2) and Blue die was (5); credit batter with a Triple. If the Blue die was equal or lower, then batter is OUT on a sensational diving shoe string catch.

32 >>> **Line Smash off Pitcher's Body:**

Batter safe at 1st; (Single). Ouch, that had to hurt! Let's see if he's going to continue. He'll take some practice tosses. If he stays in the game, he MUST use his B Grade.

Read Dice: (Red then White)

33 >>> **Ground OUT~1B'man:**   Batter and 1B'man collide and 1B'man is injured. Check Box 21, (limited to series).
If 1B'man remains in game, his running speed is (1) and his defense is poorest.

34 >>> **Ground OUT~1B'man:**   Pitcher covers the bag, is knocked to the ground in collision with batter. If remaining
in game, B Grades are in effect. If he finishes inning without allowing ANOTHER
base runner, he reverts back to A Grade rating until reaching normal endurance.

35 >>> **Ground OUT~1B'man:**   Batter trips over 1st Base Bag. Check Box 21 for extent of injury, (limited to series).
If batter remains in game, his running speed is (1) and his defense is poorest.

Out

36   **0 Long drive-deep CF:**   Reroll all 3 dice. Now check Red and White dice for possible OF'er's error. If none,
     1 Long drive-deep LF: over the shoulder catch for out. If ball is dropped, check Blue die. If Higher than
     2 Long drive-deep RF: fielder's ARM, batter slides into 3rd; (3 base error), otherwise; it's a 2 base error.

41 >>> **Morganna shows up**   If Blue die (1); kisses batter who gets 2 rolls EACH at bat; chooses BEST result.
     at ball park...deftly   If Blue die (2); kisses batter who gets 2 rolls EACH at bat; takes WORST result.
     evading security: If Blue die (3); kisses Pitcher. Use his Row 6 result whenever batter rolls Column 5.
     (Other than pitchers,   If Blue die (4); kisses Catcher. Change his LARGE defensive rating to (1) for game.
     players cannot be   If Blue die (5); kisses defensive player of batting team's choice. Reduce LARGE &
     removed prior to   SMALL defensive ratings to POOREST number remainder of game.
     8th inning; except   If Blue die (6); kisses Umpire. For REMAINDER of game, change Box 16~45 to
     due to an injury).   result # 30, (base on balls), whenever HOME TEAM is batting.

42 >>> **BEAN BALL WARS:**   If Blue die is 1 or 2: Batter hit by pitch...but Umpire did not detect any bad intentions.
     ADD 1 to Blue die   If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER
     for each BATTER   team had been hit earlier, BOTH teams are warned; and ANY pitcher then hitting
     who has been hit   a batter is automatically ejected.
     by a pitch earlier.   If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown.
     Example: If Blue die   Batter and Pitcher are now both ejected from this game.
     is 2 and three bat-   If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both
     ters had already   teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age
     been hit in THIS   27 and ONE age 33 ejected from BOTH teams (opposing manager's choice). If
     game, then use   die roll of (2): one player age 22, 28 and 34. If die roll of (3): one age 23, 29, 35. If
     die result #5.   die roll of (4): one player age 24, 30 and 36. If die roll of (5): one age 25, 31, 37. If
                 die roll of (6): one player age 26, 32 and 38.

43 >>> **Land of rising Sun:**   Japanese players get TWO dice rolls each at bat...choosing BEST result. BUT: If a Japanese
player should make an error, strikeout, ground into a double play, allow a homerun or hit a
batter with a pitch...he immediately decides to remove himself from the game because he
feels like he has disgraced his country and his teammates.

44 >>> **Happy Birthday:**   Next HOME team batter is celebrating a birthday today and passes out 50 tickets to good friends.
Intent on having a BIG game...he makes extensive reservations for a private party at "swanky"
restaurant following the game. Whenever he bats, change Red die roll to column 6 for balance
of game. If Pitcher celebrating, use White die Row 1 in column 3 & 6 until reaching endurance.

45 >>> **Bundle of Joy:**   Youngest player in Home Team LINEUP announces that his wife will soon be going into labor to
give birth to their first child. (If age is tied, opponent manager chooses player.) The Blue die
represents the telephone. Add THREE to die to determine which inning the phone rings. For
example: If Blue die was 4...then the phone rings at BEGINNING of 7th inning, (4 + 3 = 7).
Then the player IMMEDIATELY departs for the hospital.

46 >>> **Party Animal:**   Next VISITING team batter did a little "too much" celebrating last night, and has major hang-over.
Whenever he bats, change Red die roll to column 4 for remainder of game. You cannot pinch-
hit for him, (unless pitcher). If a PITCHER, use his Row 6 whenever batter rolls Red column 5.

51 >>> **Sleepy Time Blues:** VISITING player oversleeps and misses team bus to ballpark. Awakening, he then gets lost or stuck in traffic jam. Home team manager can pick any Visiting team player who has NOT YET APPEARED in this game, (including a pitcher). When our player finally shows up, manager reads the riot act, "Get out of my dugout...you aren't playing today...and...it's gonna cost you".

Out

52 **0-1** **Careful what you eat:** VISITING Team player indicated on Blue die: 1=P, 2=C, 3=1B, 4=2B, 5=3B, 6=SS, snacks with girl friend at remote diner to avoid autograph seekers...and contracts food poisoning. Remove from lineup! Now, EACH inning, roll 2 dice. If "doubles", he feels better and can start tomorrow. Do for remainder of SERIES at which time he is again healthy. Batter CAN pinch hit during this series if doubles aren't rolled.

2 **Careful what you eat:** Same as above except if Blue die is 1 or 2 = LF'er, 3 or 4 = CF'er and 5 or 6 = RF'er.

53 >>> **BEAN BALL WARS:** If Blue die is 1 or 2: Batter hit by pitch...but Umpire did not detect any bad intentions.

ADD 1 to Blue die If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER
for each BATTER team had been hit earlier, BOTH teams are warned; and ANY pitcher then hitting
who has been hit a batter is automatically ejected.
by a pitch earlier
during the game. If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown.
Batter and Pitcher are now both ejected from this game.

Example: If Blue die If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both
is 2 and three bat- teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age
ters had already 27 and ONE age 33 ejected from BOTH teams, (opposing manager's choice). If
been hit in THIS die roll of (2): one player age 22, 28 and 34. If die roll of (3): one age 23, 29, 35. If
game, then use die roll of (4): one player age 24, 30 and 36. If die roll of (5): one age 25, 31, 37. If
die result #5. die roll of (6): one player age 26, 32 and 38.

54 >>> **Hit on Hand by Pitch:** Check Box 21 for extent of injury. (Injury duration limited to current series.) If batter is replaced by a pinch runner, he must attempt to steal on first pitch. Roll one die against runner's speed...if die is Higher, pinch runner is caught stealing; (C to 2B).

55 >>> **Line Smash off** Batter safe at 1st; (Single). Ouch, that had to hurt! Let's see if he's going to continue.
Pitcher's Body: He'll take some practice tosses. If he stays in the game, he MUST use his B Grade.

56 >>> **Grouchy Umpire:** Home Plate Umpire grows weary of verbal abuse emanating from the 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, stolen base attempts, and Infielders cannot play "IN" except 9th inning or later.

61 >>> **Home Plate Umpire:** Umpire is squeezing the pitchers, (small strike zone). Whenever Box 16 is rolled, change result to # 30, (base on balls). If it happens TWICE to the SAME Pitcher, he is then ejected for losing his composure and screaming at the Plate Umpire.

62 >>> **Sick Child in** Kid asks the player, (batter), to hit a "Home Run". Reroll for the batter and consider
Hospital: batter's Red die to ALWAYS be Column 6 for remainder of game. If batter DOES hit a "homer", then any further dice rolls for this batter are read as actually rolled.

63 >>> **Free Agent Player:** Trying to impress management and scouts from other teams, pitcher NOW on the mound puts forth maximum effort. Give him all ONES in Columns' 3 and 6 until he reaches his endurance. If a reliever, add TWO to his "R" endurance number.

64 >>> **Multi-Year Contract:** VISITING team player, (opponent manager's choice), complains of pharyngitis, (a
(rewritten 9/03 to sore throat), and removes himself from the game. He also tells manager he's too
reflect current events) weak to pinch hit. Spotted in a local hotel bar following the game with a player of the Home Team...the manager decides to bench him for remainder of the series.

65 >>> **Called Third Strike:** Enraged, batter "accidentally" bumps Umpire...suspended remainder of this series.

66 >>> **Curving at Foul Pole:** Long blast curving, curving, curving at foul pole. If Blue die was ODD = it's a foul ball. If Blue die was EVEN = it's a Home Run.

RUNNER ON 1ST BASE

Add Dice: (Red & White)

2 >>> **Dead Ball ~ Single:**   Batter's smash up the middle hits 2nd Base Umpire who is stationed "in front of" 2B'man & Shortstop. Dead Ball! Credit batter with Single and advance runner on 1st Base to 2nd Base.

3 >>> **Wild Pitch Plus:**   The runner takes 2nd on a Wild Pitch; then makes a big turn towards 3rd drawing a throw from the Catcher. If Blue die was Higher than Catcher's LARGE defensive rating, ball sails into the outfield and runner is safe at 3rd; (error Catcher). If the runner's speed is Higher than Center Fielder's ARM; he continues past 3rd and scores. But if the CF'er's arm is Higher, then runner is OUT at Home; (C-CF-C). If runner's speed and center fielder's arm are EQUAL, runner is SAFE at 3rd.

If Blue die was NOT Higher than Catcher's LARGE defensive rating, runner goes too far past 2nd Base and is called OUT as he tries to scramble back; (C to 2B).

If Blue die was EQUAL to the Catcher's LARGE defensive rating, then runner dives back into 2nd Base...and beats the tag...SAFE by a whisker.

4 >>> **Dead Ball ~ Single:**   Batter's sharp ground ball to right side hits runner headed for 2nd Base. Runner is OUT; credit batter with a single...batter goes to 1st with less than two outs.

5 >>> **Pitcher Forgets to Check Runner at 1st Base:**   Runner steals 2nd Base as Catcher's hurried desperate throw sails into center field. The runner gets up and heads for 3rd. If the ARM of Center Fielder is Higher than runner's speed, he is out at 3rd; (CF to 3B). If ARM NOT higher, runner slides into 3rd Base safely and the Catcher is charged with an error.

6 >>> **It's a 3 & 2 Pitch:**   And there goes the runner as batter strikes out. If base runner's speed does NOT exceed Catcher's LARGE defensive rating, he is caught stealing 2nd; (C to 2B): Double Play! (Otherwise; he steals 2nd Base safely.)

Out

7   **0 Double to Left:**
         1 Double to Right:
         2 Double to Center: Batter smacks a Double and the runner is waved around 3rd. Defense has TWO options: 1) Throw home in an attempt to nail the runner --OR-- 2) Cut off throw and make a play on the batter. If the throw is cut off, the run scores, and batter is OUT at 3rd Base; (OF'er to 1B to 3B).

If throw goes Home; reroll the Blue die. If Higher than runner's speed, he's OUT at Home. If the runner is safe, batter now goes to 3rd on throw...score it a Double.

8 >>> **Attempted Pickoff:**   The runner wanders too far off 1st Base. Defense and Offense BOTH roll one die. If offense rolls higher, runner eludes the "pickle" and slides into 2nd Base safely. If defense rolls higher, runner diving back into 1st is called OUT; (P-1B-SS-1B). If roll is "TIED", Umpire rules defensive obstruction by 2B'man who blocked the path of the runner toward 2nd Base while not having possession of the ball. The runner is then awarded 2nd Base.

9 >>> **Attempted Pickoff:**   The Pitcher makes a questionable move to 1st Base. If Blue die was Higher than Pitcher's Hold rating, a Balk is called; (runner to 2nd Base). If Blue die is equal to, or lower than Pitcher's Hold rating, then the runner is picked off at 1st Base.

10 >>> **High Pop Fly on 3 & 2 Pitch:**   Near the Pitcher's mound. Everyone is calling for it...but no one seems to want it, and it drops safely to the ground for a Single. Runner to 2nd and batter safe at 1st Base. If TWO OUTS; then runner scores from 1st and batter goes to 2nd. Score it as a Double and RBI.

11 >>> **Passed Ball Plus:**   Runner rounds 2nd Base and heads for 3rd. If Catcher's LARGE defensive rating is Higher than runner's speed, he's OUT; (C to 3B'man). Otherwise; runner safe.

12 >>> **Runner Picked Off:**   Catcher snaps a throw to 1st after batter swings through a pitch and nails runner who had strayed too far off the 1st Base Bag.

RUNNER ON 2ND BASE

2 >>> **Runner is Napping:**   If Catcher's LARGE defensive rating is Higher than runner's speed; picked off 2nd.

3 >>> **Wild Pitch:**   The ball caroms wildly off backstop. The runner races to 3rd with the Catcher still chasing the ball. He tries for Home. If the Blue die was Higher than the runner's speed, he is OUT at Home; (C to P). If not Higher, he slides across Plate safely.

4 >>> **Short Passed Ball:**   Catcher chases after short Passed Ball as runner heads for 3rd. If runner's speed is Higher than Catcher's LARGE defensive rating, he is safe at 3rd. Otherwise; he is OUT; (C to 3B'man).

Out

5   **0 Single to Right:**   Runner at 2nd tries to score. Check Blue die against Catcher's LARGE defensive
    1 Single to Center: rating. If die is Higher, he scores. Otherwise: Catcher blocks Plate successfully
    2 Single to Left: and runner is OUT sliding into Home; (OF to C). THEN, both Catcher and runner injured in collision at Home. Check Box 21 for extent of injury, (limited to series). If Catcher remains in this game, change both his LARGE defensive rating and running speed to ONE. (With less than two out, batter takes 2nd on the throw.)

Out

6 0-1 Slow roller to S'Stop: The runner breaks for 3rd. If the SS is a 1 or 2 defensively, runner is OUT at 3rd. If the SS is a 3, batter is retired at 1st Base and runner advances to 3rd Base. If SS 4 or 5; throw to 3rd is late...runner safe...and batter also safe at 1st; (F.C.).

    2 Bouncer to 2B'man: Batter is safe on a VERY close play. The runner takes 3rd and attempts to score when 1B'man engages Umpire in heated argument. If Blue die was higher than runner's speed, he is OUT at Home. If SAFE, batter heads for 2nd Base. Roll one die against batter's speed; if higher, batter is OUT at 2nd; (2B-1B-C-SS).

Out

7   **3B' Coach tests OF arm:**   Low liner fielded on one hop by the outfielder. The runner is being waved around 3rd,
    0 Line Single to RF: and here comes the throw to the Plate...and it's not even close, the Catcher has the
    1 Line Single to CF: ball waiting for him; OUT! That was a bad decision by the Third Base Coach. What
    2 Line Single to LF: was he thinking? (With less than two out, batter takes 2nd on the throw to Home.)

8 >>> **Attempted Pickoff:**   Pitcher turns and fires to 2nd Base. Check Blue die; if the number reads ODD, the runner is OUT; (Pitcher to Shortstop). If it's EVEN, throw sails into center field and base runner advances safely to 3rd Base. (Charge pitcher with an error.)

Out

9 0-1 Ouch; !$&*, I'm Hurt: Runner steals 3rd SAFELY and spikes 3B'man. Check Box 21 for duration of injury, (limited to this series).

    2 What Price Glory: Batter fouls ball near 3B dugout. If 3B'man is rated 1 or 2, (LARGE defensive #), he makes great catch while tumbling into dugout. Runner HOLDS at 2nd Base.
3B'man rated 3 also tumbles into dugout but drops ball; no error. In both instances, fielder is hurt. Check Box 21 for duration of injury, (limited to this series).
If 3B'man is rated 4 or 5, he misses ball but is grabbed by opposing team players to cushion his fall. He fields "so poorly" that opponents don't want to see him injured.

10 >>> **Fan Interference:**   High fly ball drifting FOUL. A "fan" reaches out over the railing and knocks ball away from fielder. TV replays show it is CLEARLY interference. If Home team is fielding, Umpire rules batter OUT. If Visiting team is in the field; Umpire rules it, "No Play".

11 >>> **Foul Fly to LF'er:**   LF'er chases into corner after long foul fly ball and makes a fine running catch. Runner at 2nd has OPTION to try for 3rd Base. Roll one die against runner's speed. If die is Higher, he is OUT at 3rd; (LF to 3B'man). Otherwise; safe at 3rd.

Out

12 0-1 Deep Drive to Center: CF'er makes sensational tumbling catch. The runner tags and makes 3rd easily. He now has the OPTION to try for Home. Reroll Blue die against runner's speed. If die is Higher, he is OUT; (CF to 2B to C). If not higher, he scores. (Sacrifice Fly).

    2 Deep Drive to Center: CF'er makes a diving effort...but misses...and the ball rolls to the wall. The runner scores easily as the batter rounds 3rd and heads for Home. If the 2B'man is a (1) or (2) defensively, his perfect relay gets batter at home; (RF-2B-C). Score it a Triple. Otherwise; batter slides across the Plate with inside-the-park home run.

RUNNER ON 3RD BASE

Add Dice: (Red & White)

2 >>> **Short Passed Ball:**
Runner from 3rd dives across Home Plate; SAFE. But Pitcher, while attempting to make tag, steps on his hand. Check Box 21 for injury duration, (limited to series).

3 >>> **Chock Full of Cork:**
Batter fouls off pitch, shattering bat. Umpire spots cork; batter OUT; ejected~series.

4 >>> **Shame on Him:**
Ump spots Pitcher applying "foreign substance" to ball. Ejected remainder of series.

5 >>> **BEAN BALL WARS:**
ADD 1 to Blue die for each BATTER who has been hit by a pitch earlier.
Example: If Blue die is 2 and three batters had already been hit in THIS game, then use die result #5.

If Blue die is 1 or 2: Batter hit by pitch...but umpire did not detect any bad intentions.

If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER team had been hit earlier, BOTH teams are warned; and ANY pitcher then hitting a batter is automatically ejected.

If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown. Batter and Pitcher are now both ejected from this game.

If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age 27 and ONE age 33 ejected from BOTH teams (opposing manager's choice). If die roll of (2): one player age 22, 28 and 34. If die roll of (3): one age 23, 29, 35. If die roll of (4): one player age 24, 30 and 36. If die roll of (5): one age 25, 31, 37. If die roll of (6): one player age 26, 32 and 38.

6 **0-1** **Line Smash~3B'man:**
If 3B'man's LARGE defensive rating is 1 or 2, he snares the ball in mid-air and beats runner back to the bag, (an unassisted double play). If a 3, he snares ball on first bounce; then throws the batter OUT at 1st; (runner holds 3rd). If rated 4 or 5, he can't find the handle. The batter is safe at 1st while the runner holds at 3rd Base. Charge an error to the 3B'man.

2 **Line Smash Hit Foul:**
Nails the runner at 3rd who is standing in FOUL territory. He is injured and must be removed from game. Okay to play tomorrow...but you'll need a pinch runner now.

Out
7 **0-1** **Suicide Squeeze:**
<Manager's Option>
Manager MAY call "suicide squeeze play". Roll Blue die to determine the play result: (1, 3, 5) Good Squeeze; run scores, batter out at 1st. (2) Fielder's Choice at Home. (4) Pop up to Catcher; runner doubled off 3rd. (6) Batter beats out bunt; run scores.

2 **Steal of Home:**
<Manager's Option>
Manager MAY elect to steal Home. Roll Blue die against speed of runner. If die is Higher, runner is OUT at home. Otherwise; he slides across Home Plate; SAFE!

Out
8 **0-1** **Texas League pop fly:**
(OF'er's rating was changed from 3 to 2)
If Blue die = 1 or 2; LF & SS converge: If Blue die = 3 or 4; CF & 2B'man converge: If Blue die = 5 or 6; RF & 2B'man converge. If infielder is rated 3 or higher --AND-- outfielder is rated 2 or less, ball falls in...SINGLE...and run scores. Otherwise, ball is CAUGHT and fielders collide. Either the SS or 2B'man is injured. Check Box 21 for duration of injury, (limited to remainder of this series). Credit batter with sac. fly.

2 **Texas League pop fly:**
Same as above: But if the ball is CAUGHT, then OUTFIELDER is the injured player.

9 **0** **Single to LF:**
1 **Single to CF:**
2 **Single to RF:**
In EACH instance, the batter attempts to stretch his hit into a Double while the runner at 3rd jogs Home and scores. If Blue die is Higher than batter's speed, he is OUT; (OF'er to 2B'man). If not higher, he slides into 2nd Base safely with a Double.

10 **0-1** **Strike Out Swinging:**
If Catcher's LARGE defensive rating is 3, 4 or 5; runner picked off 3rd; (double play).

2 **Strike Out Swinging:**
Catcher holds on to foul tip...but injures his finger. If he remains in game, change his rating to (1). Can't play tomorrow...unless next game is first game of a new series.

11 >>> **Balk ~ Ejection:**
Runner scores! After a heated argument, the Pitcher is ejected from the game.

12 **0-1** **Appeal at 3rd Base:**
Batter flies out to CF'er, (run scores); then an appeal is made that the runner left 3rd Base too soon, (prior to the catch being made). If the Blue die was ODD, Umpire declares runner OUT; (double play). If EVEN, appeal is denied; (score as sac. fly).

2 **Pine Tar:**
Long blast deep into the upper deck, (Home Run). Opposing manager now lodges protest that bat had excessive pine tar. If Blue die was ODD, the Umpire agrees, batter is OUT, and then ejected. If the Blue die was EVEN; Home Run is allowed.

RUNNERS ON FIRST AND SECOND

Add Dice: (Red & White)

2 >>> **Hidden Ball Trick:**   Youngest player on base is called OUT when infielder sneaks up from behind with the ball hidden in his glove ~ and tags the runner while his foot is OFF the base.

3 >>> **The Count is 3 & 2:**   The runners are on their way. If a Right-handed batter~ball is lined to SS~CAUGHT! Depending on number of outs, he steps on 2nd Base before runner can retag, then throws to 1st before that runner can retag. A TRIPLE PLAY! If Left-handed batter; 2B'man makes CATCH and tags runner heading from 1st toward 2nd Base, then steps on 2nd Base before that runner can retag. AN UNASSISTED TRIPLE PLAY!

Out

4   **0** **Catch of the Year:**   The runners respond to a liner hit into the gap and turn on the speed. But the LF'er gets a great break on the ball and makes catch of the year. Frantically, the base

    (If: Left Hand Batter,   runners retrace their steps. If Blue die is Higher than the LF'er's throwing ARM,
    RF'er makes catch.)   the runners return to their bases safely. If die was NOT higher, runner at 2nd is
    (If: Switch Hitter,   OUT; (LF to 2B). Now an attempt is made on runner returning to 1st. Reroll the
    CF'er makes catch.)   Blue die against speed of that runner. If die NOT higher, he returns to 1st Base safely. If the die is Higher; it's a TRIPLE PLAY; (LF to 2B to 1B).

   1 **Hit Back to Pitcher:**   If Blue die is Higher than LARGE defensive rating of the Pitcher, he starts Double Play; (P to SS to 1B). If die was Identical: Fielder's Choice; runner OUT at 3rd. If die Lower than Pitcher's LARGE defensive rating, batter out, runners advance (1).

   2 **Hit Back to Pitcher:**   If Blue die is Higher than LARGE defensive rating of pitcher, batter is thrown out at 1st to end inning. If die NOT higher, ball thrown in the dirt. Reroll the Blue die against LARGE defensive rating of 1st Baseman. If Higher, he scoops ball out of dirt for inning ending out. If die is NOT higher, error on Pitcher, (bases loaded).

Out

5   **0** **Three Foot Line:**   Manager calls for bunt. Batter is ruled OUT by the Umpire for running outside "Three Foot Line" thereby interfering with Catcher's throw. (Runners go back to 1st & 2nd.)

   1-2 **Double Steal:**   Manager MAY elect to attempt double steal. Reroll Blue die against speed of LEAD
    <Manager's Option>   runner. If Higher, runner is OUT; (C to 3B). Otherwise, both runners steal safely.

Out

6 **0-1** **Ground Ball~3B'man:**   If LARGE defensive rating (1): Steps on 3rd; then down to 2nd~GIDP. But if batter's RUNNING speed is 1 or 2; then around the horn for a Triple Play; (3B to 2B to 1B).

    LARGE defensive rating (2): Steps on 3rd; then to 1st for GIDP; other is safe at 2nd.
    LARGE defensive rating (3): Down to 2nd for one; then to 1st; GIDP; other safe 3rd.
    LARGE defensive rating (4): Fielder's Choice at 2nd; other to 3rd; batter safe at 1st.
    LARGE defensive rating (5): Runners advance to 2nd & 3rd; batter thrown out at 1st.

   2 **High Chop~3B'man:**   Runner from 2nd Base plows into 3B'man trying to field ball. Obstruction! Batter Out. 3B'man injured and must be removed from the game. Check Box 21 for duration.

Out

7   **0** **Ground Single to CF:**   In BOTH instances, the runner scores from 2nd, but there is a play on runner going
&   **1** **Ground Single to RF:**   from 1st to 3rd Base. If Blue die is Higher than runner's speed, he is OUT at 3rd.
8   If not higher, throw is cut off by the SS, who then throws to 2nd attempting to get batter trying for an extra base. Reroll Blue die against batter's speed: If the die is Higher, batter OUT; (OF to SS to 2B). Otherwise; he slides into 2nd Base, SAFE!

   2 **Ground Single to LF:**   The runner attempts to score from 2nd. If Blue die was Higher than runner's speed, he is OUT at Home; (LF to C), retiring the side. If Blue die was not higher, runner scores, runner at 1st takes 3rd. But batter is OUT trying for 2nd; (LF to C to SS).

9 >>> **Short Passed Ball:**   If Blue die Equal or Lower than Catcher's passed ball rating, runner is OUT sliding into 3rd Base; (C to 3B). Other runner advances to 2nd Base, (if not third out). If Blue die HIGHER, runner slides into 3rd Base safely. (Other runner to 2nd.)

Out

10 **0-1** **Wipe Out~2nd Base:**   Hard grounder to SS (2B'man) who flips to keystone partner for the force OUT. But
    (If RH Batter, 2B is   runner's rolling slide outside the baseline takes out 2B'man, (SS), who is injured.
    the injured player.)   Check Box 21 for injury duration, (limited to remainder of series). Umpire now
    (If LHB, SS is inj'd.)   rules "Offensive Interference"; batter also OUT. (Other runner back to 2nd Base.)

   2 **Tempers Flare:**   Routine ground ball - Fielder's Choice at 2nd; (SS to 2B)...but runner slides in VERY HARD and punches are thrown. Base runner and 2B'man are BOTH ejected!

11 >>> **High Foul Fly Ball:**   LF'er races ACROSS foul line trying to make a sliding catch. If Blue die was Higher
&   **(If LH Batter, RF'er)**   than Outfielder's LARGE defensive rating...ball drops foul. If Blue die was Equal
12   or Lower, than ball is caught and runners advance one base following the catch.

RUNNERS ON FIRST AND THIRD

Add Dice: (Red & White)

2 >>> **Can You Believe It:**   While standing on rubber, Pitcher fakes a throw to 3rd...then wheels and throws to 1st. Everyone knows it never works, but it just did, (the runner got picked off 1st).

3 >>> **Ouch; !$&*, It Hurts:**   Batter strains rib cage taking "mighty" Swing and Miss at pitch. Replace him with Pinch-hitter. Check Box 21 for injury duration, (limited to remainder of this series).

4 >>> **Defense Interference:**   Ground ball back to Pitcher who throws to Home. Runner from 3rd, seeing he will be
(With 2 out; batter is   out at Plate, reverses course and heads back to 3rd...and runs into 3B'man...who
out; Pitcher to 1st.)   does NOT have ball. Umpire rules Obstruction; runner safe at 3rd, (bases loaded).

5 Out High Foul Pop Up: Catcher flips over railing into box seats but holds on for OUT. Runner with speed of
0-1 (Catcher is hurt   (5) scores after catch. (Credit batter with sacrifice fly.) ALL speed runners to 2nd
following catch.)   following catch. Check Box 21 for injury duration, (limited to remainder of series).

2 Baltimore Chop~3B: Batter streaks down the line as 3B'man charges ball. If Blue die was Higher than the batter's speed, he is OUT. Otherwise: Infield Single; runners advance one base. In both instances, batter strains a leg muscle. Check Box 21, (injury limited to series).

6 >>> **Ground Ball to SS:**   If the SS is playing "IN", he sails his throw to Home high over the Catcher's head. One run scores, other runner to 3rd and batter to 2nd. Charge Error to Shortstop.

If the SS is playing "HALFWAY", he flips ball to 2B'man to force the runner at 2nd, but the relay to 1st is in the dirt and skips past 1B'man. One runner scores; batter to 2nd on error. EXCEPTION: If 1B'man's LARGE defensive rating is (1), ball is scooped out of dirt for SS to 2B to 1B double play. (Run scores if not third out.)

If the SS is playing "BACK", runner is forced OUT at 2nd.

Out

7 0 Deep Fly to LF'er: Both runners tag up following the catch. The runner from 3rd scores; (sacrifice fly); but the runner from 1st is nailed at 2nd; OUT and a double play; (LF to 2B).

1 Great Catch by RF'er: The runner on 3rd tags and scores after the catch. The runner from 1st has rounded second and must retrace his steps back to 1st. If the Blue die was Higher than the runner's speed, he is doubled up; (RF to 1B). The run DOES COUNT. If die NOT higher, then runner slides back into 1st Base safely, (beats the outfielder's throw).

2 Soft Liner to Center: If Blue die was Higher than CF'er's LARGE defensive rating, the ball drops. Single! Runner scores from 3rd, but the runner who was on 1st is OUT at 3rd; (CF to 3B). If Blue die was NOT higher, then the CF'er makes a fine diving shoe string catch.

8 >>> **Runner Takes Off:**   1) You may allow runner to take 2nd Base uncontested, (no throw, no stolen base).
<Manager's Choice>   2) Make throw to 2nd Base and retire him in rundown; (C to SS to 1B to 2B) - BUT - the runner from 3rd Base then scores...BEFORE the Out is made at 2nd Base.
3) Throw to 2nd and immediately return the throw to Catcher for a shot at the runner trying to score from 3rd. Reroll Blue die: If ODD; runner out; (C to SS to C). Other runner to 2nd~if not 3rd out. If EVEN: Safe at Home...well executed double steal.

Out

9 0 One Hop to Pitcher: 1) Throw Home~runner OUT 2) Turn double play; 2nd to 1st; runner scores from 3rd.
1 One Hop to Pitcher: 1) Throw Home~runner OUT 2) Try for double play; runner OUT at 2nd. Roll against
<Manager's Choice>   error rating of 2nd Baseman. If Higher, his throw sails into dugout, run scores and batter goes to 2nd. If roll is not higher, inning ending double play; (P to 2B to 1B).

2 One Hop to Pitcher: Roll against Pitcher's error rating. If Higher, ball thrown wide of 1st Baseman, batter continues to 2nd~two base error; (runner stops at 3rd, but if 4~5 speed, scores).

Out

10 0-1 Wipe Out~2nd Base: Hard grounder to SS (2B'man) who flips to keystone partner for the force OUT. But
(If RH Batter, 2B is   runner's rolling slide outside baseline takes out 2B'man, (SS), who is injured.
the injured player.)   Check Box 21 for injury duration, (limited to remainder of series). Umpire now
(If LHB, SS is inj'd.)   rules "Offensive Interference", batter also OUT. (Other runner back to 3rd Base.)

2 Tempers Flare: Routine ground ball - Fielder's Choice at 2nd; (2B to SS)...but runner slides in VERY HARD and punches are thrown. Base runner and Short Stop are BOTH ejected!

Out

11 0-1 Grounder thru Box: Knocked down by diving Shortstop who flips to 2B'man for Force Out at 2nd Base.
&   2B'man then drops the ball as he attempts to throw to 1B'man for double play. He
12   claims that he dropped the ball making the transfer from his glove to his throwing hand. If Blue die was ODD, Umpire agrees and runner is OUT at 2nd. If Blue die is EVEN, Umpire isn't buying it and rules runner SAFE at 2nd. (Error on 2B'man.)

2 Smash Hits Pitcher: Who can't make play; is injured. (Check Box 21, etc.). Single; one scores; other~2nd.

RUNNERS ON SECOND & THIRD

Add Dice: (Red & White)

2 >>> **Is it Carl Everett:**
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.

3 >>> **Is it Andruw Jones:**
If Blue die is 1 or 2 = LF'er; 3 or 4 = CF'er; 5 or 6 = RF'er. Outfielder with LARGE defensive rating of 4 or 5 makes a spectacular running catch, then crashes into wall, and is hurt. Both runners score. Credit batter with sacrifice fly and 2 RBI's. Now check Box 21 for duration of injury, (limited to this series).

If LARGE defensive rating of 3, OF'er hits the wall, is hurt, and drops ball. Official scorer rules, "Double". Check Box 21 for duration of injury, (limited to this series).

>>> **Is it Jose Canseco:**
Outfielder rated 1 or 2 plays VERY deep, so he can't crash into the fence. Circling under high towering fly ball, it bounces off his head and into stands for Homerun. Can you believe it? Jose Canseco can! Following the end of this half-inning, out-fielder is removed from game with a bad headache...but okay to play tomorrow.

4 >>> **What Price Glory:**
Batter fouls ball near 1B dugout. If 1B'man is rated 1 or 2, (LARGE defensive #), he makes great catch while tumbling into dugout. Both runners advance 1; (sac. fly).

1B'man rated 3 also tumbles into dugout but drops ball; no error. In both instances, fielder is hurt. Check Box 21 for duration of injury, (limited to this series).

If 1B'man is rated 4 or 5, he misses ball but is grabbed by opposing team players to cushion his fall. He fields "so poorly" that opponents don't want to see him injured.

5 >>> **Fan Interference:**
High fly ball drifting FOUL. A "fan" reaches out over the railing and knocks ball away from fielder. TV replays show it is CLEARLY interference. If Home team is fielding, Umpire rules batter OUT. If Visiting team is in the field; Umpire rules it, "No Play".

Out

6 **0 Short flyout to LF'er:**
1 Short flyout to RF'er:
The runner on 3rd tags and BLUFFS a dash to the Plate, drawing a throw from OF'er. Roll against the fielder's error rating. If Higher, outfielder "air-mails" the throw over Catcher's head and runner from 3rd scores. Runner on 2nd advances to 3rd Base. Charge an error to the Outfielder and NO sacrifice fly.

2 Blooped to Center:
If Blue die was Higher than CF'er's LARGE defensive rating, ball drops in for Single. Runner scores from 3rd. The runner from 2nd also tries to score. If CF'er's ARM is EQUAL or GREATER than runner's speed, he is OUT at Home. Otherwise, both runners score. Batter heads for 2nd but Catcher guns him OUT easily; (CF-C-2B).

Out

7 **0 Line Single to center:**
1 Line Single to left:
Runner from 3rd scores; BUT if OF'er's ARM is EQUAL or GREATER than speed of runner from 2nd, he is OUT at Home; (OF'er to C). (Batter to 2nd on throw Home.)

2 Line Single, maybe:
Batter loops drive into right and jogs toward 1st Base. But RF'er throws a laser strike to 1B'man --BEFORE-- batter arrives. Batter is OUT; (RF-1B). Neither run counts!

Out

8 **0-1 High Chop~3B'man:**
Runner on 3rd starts for Home...then heads back while confused runner from 2nd is NOT standing on the Bag. 3B'man tags BOTH runners, (double play). Batter safe.

2 Bad Hop Single:
3B'man recovers; then tags OUT runner in "pickle" between 2nd & 3rd. One scores!

9 >>> **Called Third Strike:**
Batter disputes the call "vigorously" and is tossed out of game by the Plate Umpire.

10 >>> **Ouch; !$&*, it Hurts:**
Batter fouls pitch off foot; is injured; check Box 21 for injury duration, (limited series).

11 >>> **Heckling Fans:**
Next VISITING team batter who is ON DECK has heard enough insults about his mom and charges into stands. When order restored, player suspended. Series!

Out

12 **0 Confidence Problem:**
Catcher, who is suffering from confidence problem, sails return throw following pitch over Pitcher's head into center field. One scores; other runner to 3rd: (error on C).

1 How Many Outs:
LF'er makes nice running catch on high fly ball near foul line; runner on 3rd scores; sacrifice fly. Thinking it was the third out of the inning, LF'er now flips the ball to a kid in the stands. Umpires advance runner on 2nd to Home: (Error on LF'er).

2 Obscene Gesture:
Batter Strikes Out and now makes obscene gesture to heckling fans as he strides back toward the dugout. Following a telephone call from the Commissioner of Baseball, who is at the game, it is decided to bench player remainder of game.

BASES FULL

2 >>> **Minor League**
Ump filling in
for vacations:
Umpire is struggling with strike zone and is 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 is batting, SUBTRACT ONE from FINAL result. In 9th inning or later, add TWO or subtract TWO, as the case may be.

3 >>> **Is it Rick Ankiel:**
Pitcher walks batter on 4 straight pitches and is now suffering from a major lack of confidence. Whenever the batter rolls in Column 5, IGNORE pitcher's result and ALWAYS use his result in Row 6. Pitcher may be removed from game any time.

Out
4 **0** **Gritty Performance:** Pitcher strikes out the next 3 batters.
1 **Gritty Performance:** Pitcher strikes out the next 2 batters.
2 **Gritty Performance:** Pitcher strikes out the next batter on 3 pitches.

5 >>> **The Payoff Pitch:**
The count is 3 & 2 and here comes the pitch. If Blue die was ODD; the batter takes a called strike three. If Blue die was EVEN; then the pitch just misses...ball four. Aggrieved manager is ejected! No asterisk SB's, Hit & Runs or Bunts allowed. Nor can the infield play "IN" prior to the 9th inning.

Out
6 **0** **Long Drive to RF'er:** Roll against OF'er's ERROR rating. If roll NOT higher, he makes a fine catch with
1 **Long Drive to LF'er:** runners on 2nd & 3rd tagging and advancing one base, (sacrifice fly). If roll is
2 **Long Drive to CF'er:** Higher, he drops ball after long run and is charged with error, clearing the bases. CF'er now picks up ball and makes strong throw to 3rd, nailing batter; (CF to 3B).

7 >>> **Towering fly deep CF:**
CF'er makes the catch on the warning track. All 3 runners now tag up and advance one base following catch. (Credit batter with a sacrifice fly if not third out.) But if runner on 2nd Base has higher speed rating than CF'er's ARM, he ALSO scores.

Out
8 **0-1** **Texas League pop fly:** If Blue die = 1 or 2; LF & SS converge: If Blue die = 3 or 4; CF & S'Stop converge:
If Blue die = 5 or 6; RF & 2B'man converge. If infielder is rated 3 or higher --AND--
(OF'er's rating was outfielder is rated 2 or less, ball falls in...Single...ONE run scores. Otherwise, ball
changed from 3 to 2) is CAUGHT but fielders collide. Run from 3rd scores. (Credit batter with sac. fly). Either the SS or 2B'man is injured. Check Box 21 for duration, limited to series.
2 **Texas League pop fly:** Same as above: But if the ball is CAUGHT, then OUTFIELDER is the injured player. If ball drops in for Single; then two runs score; and runner on 1st advances to 3rd.

Out
9 **0-1** **High Foul Fly:**
Right fielder camps under ball in foul territory. The defense has two options:
 1) Make the catch with the runner scoring from 3rd on the sacrifice fly or
 2) Let ball drop harmlessly to the ground; and foul strike on batter.
2 **Drive down the Line:** If the Blue die was Higher than the RF'er's LARGE defensive rating, the ball drops in fair...then skips into the stands for ground rule double. If not higher, RF'er makes a fine running catch in the corner for the third out.

Out
10 **0** **Blast up the Alley:** LF'er and CF'er collide; (if LH batter, CF'er and RF'er) and both collapse to ground while batter circles the bases with "Inside the Park" Homerun. BOTH Outfielders are hurt. Check Box 21 for duration of their injuries, (limited to this series).
1 **High Fly Ball...Oops:** High fly ball into Left-Center...but neither Outfielder calls for the ball...and it drops in for a Single...as runners advance ONE base. (Credit batter with 1 RBI.)
2 **High Fly Ball...Oops:** OF'er loses ball in sun or lights. Credit batter with a Double and 3 runs Batted In.

Out
11 **0-1** **Home Run...Oops:** Runner on 1st goes halfway to 2nd, then stops to see if ball will be caught by the RF'er. Meanwhile, our excited batter is enjoying his "grand-salami" and passes runner from 1st Base between 1st & 2nd. Batter Out: (Credit with Single; 3 RBI's).
2 **Called Third Strike:** Enraged, the batter spits on Umpire and is suspended for remainder of this series.

12 >>> **Curving at Foul Pole:**
If the Blue die was ODD; it is curving, curving, curving --FOUL-- just a long strike. If the Blue die was EVEN; it hits the Foul Pole...for a Grand Slam Home Run.