
DEEP DRIVE BASEBALL
ODD PLAY BOOK

BB

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02-24	Walk and all runners (including batter) advance an extra base on a passed ball.
25-49	Walk. Catcher is ejected for arguing with the umpire.
50-74	Walk. Pitcher is ejected for arguing with the umpire.
75-99	Pitcher on the mound becomes disgruntled about a call that he thought he didn't get. For the remainder of the game, anytime a BB is rolled while this pitcher is on the mound, check the Mod Die. If it is odd, the pitcher is ejected for arguing.

DO

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02-04	Ball falls in when the left and center fielders collide going for the ball. Double advances runners two bases (three if there are two outs).
05-07	Ball falls in when the center and right fielders collide going for the ball. Double advances runners two bases (three if there are two outs).
08-10	A hard grounder down the third base line kicks off the bag and into the corner for a base-clearing double.
11-13	A hard grounder down the first base line kicks off the bag and into the corner for a base-clearing double.
14-16	Double clears the bases. If the batter is not F/VF, they are thrown out trying to stretch the double into a triple. If the Mod Die is 0-2, score it a 7-5. If it's 3-4, score it an 8-4-5. If it's 5-6, score it an 8-6-5. If it's 7-9, score it a 9-4-5.
17-19	Appears to be a double that clears the bases, but the batter is ruled to have missed first base and is called out on an appeal. Credit first baseman with a putout and take away the hit. Any runs that scored still count.
20-21	If there were two outs, it's a result of the third baseman misjudging a drifting pop up, clearing the bases. Otherwise, just a straight-up double into the left-field corner that advances runners two bases.
22-23	If there were two outs, it's a result of the shortstop misjudging a drifting pop up, clearing the bases. Otherwise, just a straight-up double into the left-center gap that advances runners two bases.
24-25	If there were two outs, it's a result of the second baseman misjudging a drifting pop up, clearing the bases. Otherwise, just a straight-up double into the right-center gap that advances runners two bases.
26-27	If there were two outs, it's a result of the first baseman misjudging a drifting pop up, clearing the bases. Otherwise, just a straight-up double into the right-field corner that advances runners two bases.
28-30	High fly ball into left-center falls for a double. If there is a runner on 3rd, a runner on 2nd, and there are less than two out, then the man on 3rd holds up to see if it falls in and is passed by the man on 2nd who is ruled out (credit third baseman with the putout) - runner on 3rd scores.

DO

Roll	Result
31-33	High fly ball into right-center falls for a double. If there is a runner on 3rd, a runner on 2nd, and there are less than two out, then the man on 3rd holds up to see if it falls in and is passed by the man on 2nd who is ruled out (credit third baseman with the putout) - runner on 3rd scores.
34-36	Double over the left fielder's head advances runners two bases. If there is a runner on 1st, he goes home. The defense can choose to throw home (roll on the Choice Chart to see if they are safe or out on a 7-6-2; the batter moves up to 3rd on the throw home) or get the batter out at 3rd on a 7-3-5, conceding the run.
37-39	As above, but over the head of the center fielder. Would be an 8-6-2 or 8-6-5.
40-42	As above, but over the head of the right fielder. Would be a 9-4-2 or 9-3-5.
43-45	Double clears the bases. Batter out going for 3rd on a 7-6-5.
46-48	Double clears the bases. Batter out going for 3rd on an 8-6-5.
49-51	Double clears the bases. Batter out going for 3rd on an 9-4-5.
52-54	Double to left clears the bases. Left fielder runs into the wall and is injured.
55-57	Double to center clears the bases. Center fielder runs into the wall and is injured.
58-60	Double to right clears the bases. Right fielder runs into the wall and is injured.
61-63	Fly ball down the line in left eludes the outfielder and bounces into the stands for a ground-rule double.
64-66	Fly ball down the line in right eludes the outfielder and bounces into stands for a ground-rule double.
67-69	Fly ball into left-center. The left fielder and center fielder both go for the ball and collide. The center fielder gets up and goes after the ball and throws out the batter at 3rd on an 8-4-5 after a base-clearing double. The left fielder is injured.
70-72	Fly ball into right-center. The center fielder and right fielder both go for the ball and collide. The center fielder gets up and goes after the ball and throws out the batter at 3rd on an 8-4-5 after a base-clearing double. The right fielder is injured.
73-75	Double after a botched pop up into center field falls in. If there are less than two out, 1st base is empty, and a runner is on 2nd, they hold up waiting to see if the ball will fall in - if they are F/VF, they are thrown out at home on a 9-2, otherwise, they hold up at 3rd.
76-78	Double into left-center. If there are less than two out and a runner on 1st, they are thrown out at home on an 8-6-2 and, if the batter is not S/V/S, he tries for 3rd and is out on a 2-5 to complete a double play.
79-81	Double into left-center. The left fielder and center fielder collide. Roll a die for each outfielder. If the roll is odd, they are injured.
82-84	Double into right-center. The center fielder and right fielder collide. Roll a die for each outfielder. If the roll is odd, they are injured.
85-87	Double into right-center clears the bases. The center fielder runs into the wall and is injured. The batter is out going for 3rd on a 9-4-5.
88-90	Double into right-center clears the bases. If the batter is now S/V/S, he's out going for 3rd on a 9-5.
91-93	Double into shallow right field after the second baseman and right fielder collide. Roll a die for each fielder - odd means the fielder is hurt. Runners advance two bases (three if there are two outs).

DO

Roll	Result
94-96	Double down the line in right field. With two outs, all runners score. With less than two outs, if there is a S/V/S runner on 1st, he stops at 3rd and the batter stops at 2nd. With less than two outs, if there is a runner on 1st who is not S/V/S, he scores and the batter is out going for 3rd on a 9-3-5.
97-99	Double advances runners two bases. If there is a man on 1st who is not S/V/S, he tries to score and is thrown out on a 9-4-2.

E1

Roll	Result
00	See Rain Delay Chart.
01-15	<p>Bases Empty: Pitcher obstructs batter on their way to first. Batter safe at 1st on an E1.</p> <p>Man on 1st: All runners advance a base on an errant pickoff throw.</p> <p>Man on 2nd: Hard grounder to the pitcher who tries to throw runner out at 3rd. Throw is wild for an E-1, allowing runner to score. If batter is not S/V/S, he is thrown out trying to make it to 2nd on a 7-6; otherwise he holds up at 1st on the fielder's choice.</p> <p>Man on 3rd: Batter reaches base on an E-1 but the runner holds at 3rd.</p> <p>Men on 1st & 2nd: Pitcher turns and attempts a pickoff of the man on 2nd, but throw is wild and goes into center field for an E-1, allowing runner to move up to 3rd. Man on 1st attempts to make it to 2nd on the wild throw and is thrown out on an 8-6 unless he is F/VF in which case he is safe.</p> <p>Men on 1st & 3rd: Failed pickoff at first goes into the outfield for an E-1. Man on 3rd scores. Man on 1st goes to 2nd (3rd if F/VF).</p> <p>Men on 2nd & 3rd: Shallow fly out to the right fielder. The man on 3rd feigns going for home and the right fielder throws home. Divide the Mod Die by 2 and round down. If that total is greater than or equal to the right fielder's fielding rating, his throw goes over the catcher's head for an E9, allowing the runner to score; otherwise, the throw is on target and both runners hold. If there was an error, then the runner from 2nd rounds 3rd base and attempts to score. Re-roll the Mod Die and again divide it by 2 and round down. If that total is greater than or equal to the pitcher's fielding rating, he drops the throw home from the catcher for an E1 that allows that runner to score as well; otherwise, the man from 2nd is tagged out at the plate on a 2-1.</p> <p>Bases Loaded w/ Infield Playing In: Pitcher mis-handles grounder, kicking the ball away. Batter safe on an E-1 and all runners advance one base. However, man who had been on 2nd inexplicably rounds 3rd too far and is thrown out there by the pitcher on a 1-5.</p> <p>Bases Loaded w/ Infield Playing Deep: Grounder to first baseman who flips to pitcher covering first. Pitcher drops the ball and the batter is safe on a 3-E1.</p>

E1

Roll	Result
16-29	<p>Bases Empty: Grounder to first. Pitcher drops the throw for a 3-E1.</p> <p>Man on 1st: See 01-15.</p> <p>Man on 2nd: Hard grounder to the pitcher who tries to throw runner out at 3rd. Throw is wild for an E-1, allowing runner to score. If batter is F/VF, he makes it to 2nd base; otherwise he holds up at 1st base on the fielder's choice.</p> <p>Man on 3rd: Batter reaches base on an E-1 but the runner holds at 3rd.</p> <p>Men on 1st & 2nd: Pitcher turns and attempts a pickoff of the man on 2nd, but throw is wild and goes into center field for an E-1, allowing runner to move up to 3rd. Man on 1st attempts to make it to 2nd on the wild throw and is thrown out on an 8-6 unless he is F/VF in which case he is safe.</p> <p>Men on 1st & 3rd: Failed pickoff at first goes into the outfield for an E-1. Man on 3rd scores. Man on 1st goes to 2nd (3rd if F/VF).</p> <p>Men on 2nd & 3rd: Wild pitch bounces far away from catcher. Runner on 3rd scores. Runner on 2nd rounds 3rd base. If S/VS, he holds there. If he's F/VF and the catcher is a 3 or lower, he scores; otherwise, he's out at the plate.</p> <p>Bases Loaded w/ Infield Playing In: Pitcher mis-handles grounder, kicking the ball away. Batter safe on an E-1 and all runners advance one base. However, man who had been on 2nd inexplicably rounds 3rd too far and is thrown out there by the pitcher on a 1-5.</p> <p>Bases Loaded w/ Infield Playing Deep: Grounder to first baseman who flips to pitcher covering first. Pitcher drops the ball and the batter is safe on a 3-E1.</p>
30-43	<p>Bases Empty: See 16-29.</p> <p>Man on 1st: See 01-15.</p> <p>Man on 2nd: Grounder to the pitcher who muffs it. If man on 2nd is S/VS, he is thrown out at 3rd. Otherwise, he is safe on an E-1. Either way, batter safe on a fielder's choice.</p> <p>Man on 3rd: Batter reaches base on an E-1 but the runner holds at 3rd.</p> <p>Men on 1st & 2nd: Pitcher turns and attempts a pickoff of the man on 2nd, but throw is wild and goes into center field for an E-1, allowing runner to move up to 3rd. Man on 1st attempts to make it to 2nd on the wild throw and is thrown out on an 8-6 unless he is F/VF in which case he is safe.</p> <p>Men on 1st & 3rd: Failed pickoff at first goes into the outfield for an E-1. Man on 3rd scores. Man on 1st goes to 2nd (3rd if F/VF).</p> <p>Men on 2nd & 3rd: Wild pitch bounces far away from catcher. Runner on 3rd scores. Runner on 2nd rounds 3rd base. If S/VS, he holds there. If he's F/VF and the catcher is a 3 or lower, he scores; otherwise, he's out at the plate.</p> <p>Bases Loaded w/ Infield Playing In: See 16-29.</p> <p>Bases Loaded w/ Infield Playing Deep: Grounder to pitcher who goes to 2nd for the force, but his throw is into center field for an error. Batter safe on a fielder's choice and runners advance two base. Exception: If man on 2nd is S/VS, he is thrown out at the plate on an 8-2.</p>

E1

Roll	Result
44-57	<p>Bases Empty: See 16-29.</p> <p>Man on 1st: See 01-15.</p> <p>Man on 2nd: Wild throw to first by the pitcher allows runner to score on an E-1. If batter is not S/V/S, he goes to 2nd on the wild throw.</p> <p>Man on 3rd: Batter reaches base on an E-1 but the runner holds at 3rd.</p> <p>Men on 1st & 2nd: Pitcher turns and attempts a pickoff of the man on 2nd, but throw is wild and goes into center field for an E-1, allowing runner to move up to 3rd. Man on 1st attempts to make it to 2nd on the wild throw and is thrown out on an 8-6 unless he is F/VF in which case he is safe.</p> <p>Men on 1st & 3rd: Pop up to pitcher is dropped. If there are two outs, all runners advance on a one-base error. Otherwise, pitcher picks up ball and gets man at 2nd on a 1-6 fielder's choice; other runners hold.</p> <p>Men on 2nd & 3rd: Wild Pitch. Man on 3rd scores. Man on 2nd advances to 3rd and also scores if F/VF.</p> <p>Bases Loaded w/ Infield Playing In: Grounder to the pitcher who goes home for the force. But his throw goes over the catcher's head (E-1) allowing the man from 3rd to score. The runner tries to score from 2nd and is out at the plate (2-1). If that doesn't make 3 outs, the runner from 1st is also out trying to make it to third (1-5). Batter ends up at 2nd on the fielder's choice.</p> <p>Bases Loaded w/ Infield Playing Deep: Grounder to pitcher who goes to 2nd for the force, but his throw is into center field for an error. Batter safe on a fielder's choice and runners advance two base. Exception: If man on 2nd is S/V/S, he is thrown out at the plate on an 8-2.</p>
58-71	<p>Bases Empty: Pitcher throws ball over first baseman's head for a one-base error. Check Running Rating of Batter. (S/V/S) Batter holds at 1st. (F/VF) Batter makes it all the way to 2nd for a two-base error. () Batter thrown out trying for 2nd on a 9-6.</p> <p>Man on 1st: Pop up to pitcher is dropped. If there are two outs, all runners advance on a one-base error. Otherwise, pitcher picks up ball and gets man at 2nd on a 1-6 fielder's choice; other runners hold.</p> <p>Man on 2nd: Errant pick-off throw allows runner to advance to 3rd.</p> <p>Man on 3rd: Batter reaches base on an E-1 but the runner holds at 3rd.</p> <p>Men on 1st & 2nd: Single into right field. Both runners and the batter advance a base on an E9 after a poor throw home. The pitcher backs up the throw home and then makes a wild throw to 3rd, allowing another run to score on an E1. The left fielder handles the loose ball and throws the batter out at home on a 7-2.</p> <p>Men on 1st & 3rd: Failed pickoff at first goes into the outfield for an E-1. Man on 3rd scores. Man on 1st goes to 2nd (3rd if F/VF).</p> <p>Men on 2nd & 3rd: Wild Pitch. Man on 3rd scores. Man on 2nd advances to 3rd and also scores if F/VF.</p> <p>Bases Loaded w/ Infield Playing In: Grounder to the pitcher who goes home for the force. But his throw goes over the catcher's head (E-1) allowing the man from 3rd to score. The runner tries to score from 2nd and is out at the plate (2-1). If that doesn't make 3 outs, the runner from 1st is also out trying to make it to third (1-5). Batter ends up at 2nd on the fielder's choice.</p> <p>Bases Loaded w/ Infield Playing Deep: With two out, a 3-1 putout at 1st. Otherwise, first baseman throws to shortstop covering 2nd for one out, but return throw to 1st is dropped by the pitcher for a 3-6-E1.</p>

E1

Roll	Result
72-85	<p>Bases Empty: Pitcher's throw goes over first baseman's head and into the stands for a two-base error.</p> <p>Bases Loaded w/ Infield Playing In: Grounder to the pitcher who goes home for the force. But his throw goes over the catcher's head (E-1) allowing the man from 3rd to score. The runner tries to score from 2nd and is out at the plate (2-1). If that doesn't make 3 outs, the runner from 1st is also out trying to make it to third (1-5). Batter ends up at 2nd on the fielder's choice.</p> <p>Bases Loaded w/ Infield Playing Deep: With two out, a 3-1 putout at 1st. Otherwise, first baseman throws to shortstop covering 2nd for one out, but return throw to 1st is dropped by the pitcher for a 3-6-E1.</p> <p>Otherwise: Grounder to pitcher who goes to 1st with his throw. The throw is wild and goes into right field for an E-1. Runners advance 2 bases; F/VF runners advance 3. Batter tries to get to 2nd on the error and is thrown out by the right fielder on a 9-6. (If any runner crossed the plate, they happened before the out was made and count.)</p>
86-99	<p>Bases Empty: Grounder to pitcher who goes to 1st with his throw. The throw is wild and goes into right field for an E-1. Runners advance 2 bases; F/VF runners advance 3. Batter tries to get to 2nd on the error and is thrown out by the right fielder on a 9-6. (If any runner crossed the plate, they happened before the out was made and count.)</p> <p>Man on 2nd: See Bases Empty.</p> <p>Bases Loaded w/ Infield Playing In: See Man on 1st. (Throw is to man on 1st, not 3rd.)</p> <p>Bases Loaded w/ Infield Playing Deep: See Man on 1st. (Throw is to man on 1st, not 3rd.)</p> <p>Otherwise: Pitcher makes a failed pickoff attempt of the lead runner, allowing all runners to advance one base. (If Men on 1st & 3rd, throw is to 1st. If Men on 2nd & 3rd, throw is to 2nd.) If the base runner is F/VF, they can use the Choice Chart to see if they take 2 bases or are thrown out by an outfielder backing up the throw. (Throw to 2nd? 8-2. Throw to 1st? 9-5.)</p>

E2

Roll	Result
00	See Rain Delay Chart .
01-07	Catcher's interference after his glove hits the batter's bat during a swing. Credit catcher with an error and award the batter 1st base. Batter is not credited with an At Bat.
08	Catcher drops pop up. Batter safe on an E-2 and runners advance one base. If there are two outs, all runners advance two bases.
09	Catcher drops a foul ball. Batter remains at bat.
10-19	Ground ball in front of the plate. Only play is on the batter. The catcher's throw hits the batter in the shoulder. All runners advance two bases and the batter makes it to 2nd on the error.

E2

Roll	Result
20-29	<p>Bases Empty: Catcher drops a pop-up. If the batter is F/VF, they make it to 2nd.</p> <p>Man on 3rd: Grounder to short, who throws home but the ball is dropped by the catcher for an error. Man scores from 3rd on a 6-E2. Batter safe on a fielder's choice.</p> <p>Men on 1st & 2nd: See Man on 1st.</p> <p>Men on 1st & 3rd with the infield playing in: Grounder to second baseman who goes home with the throw. The catcher drops the throw (4-E2), allowing the lead runner to score. Batter safe on fielder's choice.</p> <p>Men on 1st & 3rd with the infield playing deep: With two outs, see 10-19 above. Otherwise, the man on 3rd is caught in a rundown before scoring on wild throw by the catcher. resulting in men on 2nd & 3rd. 5-E2.</p> <p>Men on 2nd & 3rd: Catcher's pickoff attempt at 3rd goes into left field. E-2. Runners advance one base.</p> <p>Bases Loaded with the infield playing in: Grounder to third baseman, who steps on the bag for a force out. He then throws home to get the lead runner. The catcher mistakenly touches the plate thinking there is a force play and the runner scores (5-E2). If the runner on 1st is F/VF, he makes it to 3rd; otherwise, he is thrown out trying to make it to 3rd (2-5). Batter safe at 1st on a fielder's choice.</p> <p>Bases Loaded with the infield playing deep: See 10-19.</p> <p>Otherwise: The pitcher forgets about the lead base runner who steals a base and then takes an extra base on an E2.</p>
30-39	<p>Bases Empty: Catcher muffs grounder for a one-base Error. If batter is F/CF, catcher then throws over the first baseman's head and the batter makes it all the way to second for an additional one-base error.</p> <p>Man on 1st: Grounder in front of the plate fielded by catcher who makes wild throw to first. Batter safe on E-2. Man on 1st makes it to 3rd.</p> <p>Man on 2nd: With less than two out - Dropped third strike allows batter to reach 1st on a K+PB, but man on 2nd thrown out going for 3rd. Otherwise - See 20-29 above.</p> <p>Man on 3rd: Strikeout + Wild Pitch. Batter reaches 1st and runner scores. With two outs, the batter then goes to 2nd on a wild throw (E2) down to 1st base.</p> <p>Men on 1st & 2nd: Grounder in front of the plate fielded by catcher. He throws to 3rd but throw is wild (E2), allowing lead runner to score. Batter safe on fielder's choice. If runner on 1st is S/VF, he is thrown out trying to make it to 3rd on a 9-5 and batter sneaks up to 2nd on throw; otherwise, he is safe at 3rd.</p> <p>Men on 1st & 3rd with the infield playing in: Grounder to first baseman who goes home with throw. Catcher drops the throw (3-E2), allowing the lead runner to score. Man on 1st makes it to 3rd. Batter safe on fielder's choice. If Batter is F/VF, he makes it to 2nd base.</p> <p>Men on 1st & 3rd with the infield playing deep: See 10-19.</p> <p>Men on 2nd & 3rd: See 20-29.</p> <p>Bases Loaded: Catcher's pickoff attempt at 3rd goes into left field. E-2. Runners advance one base.</p>

E2

Roll	Result
40-49	<p>Bases Empty: Batter reaches first on a dropped third strike. K + PB.</p> <p>Man on 1st: Strikeout. With two outs, batter reaches 1st on a dropped third strike (E-2) and runner makes it to 3rd. If man on 1st is F/VF, he scores.</p> <p>Man on 2nd: Catcher makes wild throw trying to pick runner off of 2nd, who moves to 3rd on the E-2.</p> <p>Man on 3rd: Strike. Catcher throws down to 3rd but his throw goes into left field, allowing the runner to score on an E-2.</p> <p>Men on 1st & 2nd: Catcher tries to pick runner off of 2nd, but the throw goes into center for an E-2, advancing runners a base. If the man on 2nd is F/VF, he scores. If the man on 1st is S/V/S, he is thrown out at 2nd on an 8-4. If a run scores <i>and</i> the runner is thrown out at 2nd and that makes the 3rd out, check your mod die - if odd, the run counts; if even, the run does not count.</p> <p>Men on 1st & 3rd: Catcher's throw back to pitcher is wild, going into the outfield for an E-2. Man on 3rd scores. Man on 1st goes to 2nd. If man on 1st is F/VF he makes it to 3rd.</p> <p>Men on 2nd & 3rd: Passed Ball. Runners advance one base. If the man on 2nd is F/VF, he attempts to score as well. If mod die is odd, he's safe. If it's even, he's thrown out at the plate by the catcher with the pitcher covering home.</p> <p>Bases Loaded: See Men on 2nd & 3rd.</p>
50-59	<p>Bases Empty: Batter walks and goes to second on a passed ball. Catcher throws down to 2nd to try to get the batter out. Throw is high and goes into center field for an E2. Use the Choice Chart to see if they score. If not they are thrown out at the plate by the CF.</p> <p>Man on 1st: Wild Pitch moves runner to 2nd. Catcher's throw goes into center field and the runner moves into 3rd on an E-2. If either (1) CF is rated 0 or 1 and the base runner is not S/V/S, or (2) CF is rated 3 or lower and the base runner is F/VF, then the runner comes around to score; otherwise, he holds at 3rd.</p> <p>Man on 2nd: See 20-29.</p> <p>Man on 3rd: Catcher's pickoff attempt goes into left field. E-2. Runners advance one base.</p> <p>Men on 1st & 2nd: Passed ball. Catcher tries to throw down to 3rd and it goes into left field for an E-2. Lead runner scores and the man from 1st tries to make it into 3rd. Take mod die, divide by 2 and round off. If result is greater than or equal to left fielder's rating, the runner is safe at 3rd; otherwise, they are out on a 7-5.</p> <p>Men on 1st & 3rd: Catcher throws down to 1st on attempted pickoff. Throw goes into outfield for an E-2. Man on 3rd scores. Man on 1st advances to 3rd.</p> <p>Men on 2nd & 3rd: Errant pick-off attempt at 3rd goes into left field. Man on 3rd scores on an E-2. Runners advance one base. (Exception: If man on 2nd is S/V/S, he's thrown out at 3rd on a 7-5.)</p> <p>Bases Loaded: Catcher tries to pick runner off 1st but throw is wild and into right field. Runner scores on the E-2. Man on 2nd thrown out (9-2) at the plate. Man on 1st goes to 3rd.</p>
60-69	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: Wild Pitch moves runner up to 2nd. If catcher is rated 4 or 5, he throws down to 2nd and gets the runner after they makes too big of a turn at the bag and are out on a 2-4.</p> <p>Man on 2nd: See 30-39 above.</p> <p>Man on 3rd: Errant pick-off attempt at 3rd goes into left field. Man on 3rd scores on an E-2. Runners advance one base. (Exception: If man on 2nd is S/V/S, he's thrown out at 3rd on a 7-5.)</p> <p>Men on 1st & 2nd: Catcher tries to pick runner off 1st but throw is wild and into right field. Runner scores on the E-2. Man on 2nd thrown out (9-2) at the plate. Man on 1st goes to 3rd.</p> <p>Men on 1st & 3rd: Catcher's pickoff attempt goes into left field. E-2. Runners advance one base.</p> <p>Men on 2nd & 3rd: See 20-29 above.</p> <p>Bases Loaded: Errant pick-off attempt at 3rd goes into left field. Man on 3rd scores on an E-2. Runners advance one base. (Exception: If man on 2nd is S/V/S, he's thrown out at 3rd on a 7-5.)</p>

E2

Roll	Result
70-79	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: Catcher tries to pick runner off 1st but throw is wild and into right field. Runner scores on the E-2. Man on 2nd thrown out (9-2) at the plate. Man on 1st goes to 3rd.</p> <p>Man on 2nd: See 40-49 above.</p> <p>Man on 3rd: See 40-49 above.</p> <p>Men on 1st & 2nd: See 50-59 above.</p> <p>Men on 1st & 3rd: Catcher tries to pick runner off 1st but throw is wild and into right field. Runner scores on the E-2. Man on 2nd thrown out (9-2) at the plate. Man on 1st goes to 3rd.</p> <p>Men on 2nd & 3rd: See 40-49 above.</p> <p>Bases Loaded: Grounder to pitcher, who goes home for the force out. Catcher then tries to throw batter out at 1st, but the throw is wild. Man on 2nd scores, man on 1st goes to 3rd, and batter to 2nd on an E-2.</p>
80-89	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: Foul pop out to the catcher. If the runner on 1st is F/VF, he tags up and reaches 2nd base. The catcher's throw down goes into center field. The runner advances to 3rd on the E2. (If there was a runner on 3rd, he scores on the error.)</p> <p>Man on 2nd: See 30-39.</p> <p>Man on 3rd: See 20-29.</p> <p>Men on 1st & 2nd: See 30-39.</p> <p>Men on 1st & 3rd: Errant pick-off attempt at 3rd goes into left field. Man on 3rd scores on an E-2. Runners advance one base. (Exception: If man on 2nd is S/VVS, he's thrown out at 3rd on a 7-5.)</p> <p>Men on 2nd & 3rd: See 40-49.</p> <p>Bases Loaded: If there are two outs - Strikeout + Passed Ball. Batter to 1st and runners advance one base. Otherwise - Batter strikes out. Runners advance one base on a passed ball.</p>
90-99	<p>Men on 1st & 3rd: Foul pop out to the catcher. If the runner on 1st is F/VF, he tags up and reaches 2nd base. The catcher's throw down goes into center field. The runner advances to 3rd on the E2. (If there was a runner on 3rd, he scores on the error.)</p> <p>Otherwise: See 80-89.</p>

E3

Roll	Result
00	See Rain Delay Chart .
01-04	<p>First baseman drops a high popup on the infield for an E3. Runners advance one base.</p> <p>If there are less than two outs and a F/VF runner is on 3rd, he scores.</p> <p>If there are less than two outs and a non-F/VF runner on 3rd, he is thrown out at the plate by the first baseman.</p>
05-14	First baseman drops a pop up. With two outs, runners advance two bases; otherwise, one base. Batter advances just one base.
15-24	First baseman drops a pop up. With two outs, batter and runners advance two bases; otherwise, one base.
25-29	First baseman drops a foul ball.
30-39	If the bases are loaded, grounder to first baseman is muffed for a one-base error. Otherwise, ground ball to shortstop who throws to first. First baseman drops the throw for a 6-E3. Runners hold.

E3

Roll	Result
40-49	If the bases are loaded, grounder to first baseman is muffed for a one-base error. Otherwise, ground ball to third baseman who throws to first. First baseman drops the throw for a 5-E3. Runners hold.
50-59	<p>Bases Empty: Slow grounder rolls through first baseman's legs for an E3. Runners advance two bases. If batter is S/VS, they stop at 1st; otherwise, they make it to 2nd.</p> <p>Man on 1st: If there are two outs - The first baseman drops a pop up for one error, then makes a wild throw attempting to get runner out going to 3rd for another error. Runner scores and batter ends up on 2nd. Otherwise - Grounder through first baseman for an E-3. If man on 1st is F/VF, he gets into a rundown before being called safe at 3rd. If man on 1st is not F/VF, he is thrown out trying to make it to 3rd on an E3-9-6-2-5. Either way, the batter sneaks into 2nd during the rundown.</p> <p>Man on 2nd: First baseman drops a high fly ball. Batter safe on the error. With two outs, runner scores. Otherwise, he holds at 2nd unless he is F/VF in which case he moves up to 3rd.</p> <p>Man on 3rd: First baseman drops high pop up. Batter to 2nd on an E-3. With two outs, runner scores. Otherwise, first baseman throws runner out at the plate trying to score.</p> <p>Men on 1st & 2nd: E3 as ball gets into right field. If right fielder is a 4 or 5, the runner on 2nd is thrown out on a 9-2 while the runner on 1st goes to 3rd. Otherwise, the runner on 2nd scores and the runner on 1st goes to 3rd.</p> <p>Men on 1st & 3rd: After a pickoff throw, the first baseman's throw back to the pitcher is wild for an E-3, allowing the runner on 3rd to get home.</p> <p>Men on 2nd & 3rd: First baseman drops throw from shortstop. Runners advance one base on a 6-E3.</p> <p>Bases Loaded: See Men on 1st & 3rd.</p>
60-69	<p>Bases Empty: See 50-59.</p> <p>Man on 1st: See 50-59.</p> <p>Man on 2nd: If mod die is odd, 5-E3. If it is even, 4-E3. Either way, runner moves up to 3rd on the error.</p> <p>Man on 3rd: Batter safe at first on a fielder's choice as first baseman throws home trying to get runner out. If man on 3rd is S/VS, he is out at the plate. Otherwise, he is safe on a late throw from the first baseman with the catcher then throwing back to first to try and get batter in a rundown but the first baseman's throw down to second is errant, allowing the batter to make it to 3rd on a 2-E3.</p> <p>Men on 1st & 2nd: Single advances all runners two bases. If batter is not S/VS, then he tries to advance to 2nd. The first baseman cuts off the throw back from the right fielder but his throw to 2nd goes into the outfield for an E3, allowing the other runner to score and the batter to make it all the way to 3rd.</p> <p>Men on 1st & 3rd: First baseman's throw home is wild. Lead runner scores on an E3. Man on 1st to 3rd. Batter safe on fielder's choice.</p> <p>Men on 2nd & 3rd: First baseman misses throw from third. Batter safe on the 5-E3. Man on 3rd scores. Man on 2nd scores unless he is S/VS in which case he stops at 3rd.</p> <p>Bases Loaded: With less than 2 out - Grounder to short starts potential double play, but first baseman drops ball on back end. 6-4-E3. Otherwise - Grounder to short, but first baseman drops his throw for a 6-E3. Runners advance one base.</p>

E3

Roll	Result
70-79	<p>Bases Empty: See 50-59.</p> <p>Man on 1st: See 50-59.</p> <p>Man on 2nd: Grounder in the hole fielded by first baseman. His throw to the pitcher covering the bag is wild, resulting in a two-base error and allowing the runner to score.</p> <p>Man on 3rd: Grounder to first baseman who tries to get runner leaning off of 3rd. The throw is wild and goes into left for an E-3, allowing the runner to score. Batter safe on fielder's choice and tries to make it to 2nd. If he's F/VF, he is safe; otherwise, he is thrown out on a 7-4 putout.</p> <p>Men on 1st & 2nd: With two outs - Batter reaches 1st on a dropped pop up and the base runners each advance 2 bases. Otherwise - Infield Fly. Batter is out with putout credited to first baseman. However, he drops the popup and his throw to 3rd is wild, allowing the runner to score from 2nd on an E3. If the runner on 1st is F/VF, he attempts to come all the way around to score and is thrown out at the plate on a 7-2. Otherwise, he holds at 3rd on the throwing error.</p> <p>Men on 1st & 3rd: With 2 outs - Dropped infield fly for an E-3. Runners advance one base. Otherwise - First baseman's throw to 2nd is wild. Runner scores. Man on 1st to 3rd on the error. Batter safe on fielder's choice.</p> <p>Men on 2nd & 3rd: Grounder to second, who throws to first. First baseman takes eyes off the ball and completely misses it for a 4-E3. Both runners score. If batter is S/VF, he's thrown out going for 2nd (2-6); otherwise, he makes it to 2nd on the error.</p> <p>Bases Loaded: See 60-69.</p>
80-89	<p>Bases Empty: See 50-59.</p> <p>Man on 1st: See 50-59.</p> <p>Man on 2nd: Grounder deep in hole to short. Batter out at 1st. Runner on 2nd tries to make it to 3rd. First baseman's throw to 3rd goes into the stands for an E-3, allowing the runner to score.</p> <p>Man on 3rd: Grounder to first. With two outs or infield playing back, he throws to the pitcher covering the bag, but the throw is off line, allowing runner to score and leaving the batter safe on the E-3. Otherwise, he throws home to get the runner but the throw is well over the head of the catcher; runner scores and batter to 2nd on the E-3.</p> <p>Men on 1st & 2nd: Error on first baseman. If the runner on 2nd is F/VF, he scores and the man on 1st advances to 3rd. If the runner on 2nd is S/VF, the bases are loaded. Otherwise, the runner on 2nd is thrown out at the plate on a 9-2 and the man on 1st moves up to 3rd.</p> <p>Men on 1st & 3rd: Easy grounder goes through first baseman's legs for an E3. Runner scores. Man on 1st goes to 3rd. If right fielder is a 0 or 1, his throw to 3rd bounces past the fielder for an E9, allowing another run to score and the batter to reach 2nd.</p> <p>Men on 2nd & 3rd: See 60-69.</p> <p>Bases Loaded: See 60-69.</p>

E3

Roll	Result
90-94	<p>Bases Empty: See 50-59.</p> <p>Man on 1st: See 50-59.</p> <p>Man on 2nd: See 60-69.</p> <p>Man on 3rd: Dropped third strike. Catcher throws to first. First baseman drops the throw and the batter is safe on a K+2-E3. On the error, the runner from 3rd tries to score. Take the mod die, divide by 2, and round up. If the total is less than the first baseman's fielding rating, the runner is thrown out at the plate. Otherwise, the first baseman's throw goes over the catcher's head, the runner scores on another E-3, and the batter moves up to 2nd on the throw.</p> <p>Men on 1st & 2nd: Line out to first baseman. If there is a runner on 1st, they are doubled up by him stepping on the bag. If there aren't already 3 outs, the first baseman throws to 2nd to attempt a triple play but his throw goes into the outfield for an error. If the runner on 2nd is F/VF, he scores. Otherwise he stops at 3rd.</p> <p>Men on 1st & 3rd: Pickoff attempt missed by first baseman for an E3. Runners advance one base.</p> <p>Men on 2nd & 3rd: See 50-59.</p> <p>Bases Loaded: See Men on 1st & 2nd.</p>
95-99	<p>Bases Empty: See 50-59.</p> <p>Man on 1st: See 50-59.</p> <p>Man on 2nd: See 70-79.</p> <p>Man on 3rd: See 50-59.</p> <p>Men on 1st & 2nd: With less than two out - Batter out automatically due to infield fly rule (credit 1B with putout), but fielder drops the ball and runners advance one base each on the E3. Otherwise - See 50-59 above.</p> <p>Men on 1st & 3rd: See 90-94.</p> <p>Man on 2nd & 3rd: See 70-79.</p> <p>Bases Loaded: See 60-69.</p>

E4

Roll	Result
00	See Rain Delay Chart .
01-04	<p>Second baseman drops a high popup on the infield for an E4. Runners advance one base.</p> <p>If there is less than two outs and a F/VF runner is on 3rd, he scores.</p> <p>If there is less than two outs and a non-F/VF runner on 3rd, he's thrown out at plate by second baseman.</p>
05-14	Second baseman drops a pop up. With two outs, runners advance two bases; otherwise, one base. Batter advances just one base.
15-24	Second baseman drops a pop up. With two outs, batter and runners advance two bases; otherwise, one base.
25-29	Second baseman drops a foul ball.
30-34	If the infield is playing in, a grounder eats up fielder for an E4. Otherwise, his throw goes into the dugout for a two-base error.

E4

Roll	Result
35-39	Grounder deep in the hole to short. The shortstop's throw skips past the first baseman, but batter is credited for a single since the scorekeeper says he would have beat it out anyhow. Regardless, the batter rounds first and heads for second and makes a perfect throw to the second baseman covering the bag. He drops the ball and the batter is safe on an 6-3-E4. Runners advance two bases.
40-44	If 1st base is empty, grounder eats up fielder for an E4. Otherwise, a grounder up the middle is scooped up by the shortstop who flips the ball to the second baseman covering the bag. He drops the ball before the out was recorded. Score it as a 6-E4 with the batter safe on a fielder's choice.
45-49	If 2nd base is empty, grounder eats up fielder for an E4. Otherwise, the second baseman tries to throw the runner out at 3rd but the throw is wild for an E4 that allows the runner to score and puts the batter at first on a fielder's choice. If there was a runner on 1st, he holds at 2nd.
50-54	Second baseman's throw to first is wild, allowing runners to advance two bases. If the batter is S/VS, he stops at 1st. If he is F/VF, he makes it all the way to 3rd. Otherwise, he makes it to 2nd, rounds the bag too far and is caught in a rundown before being tagged out on an E4-2-6-5-4-5.
55-59	Deep: Second baseman's throw to first is wild, allowing runners to advance two bases. If the batter is not S/VS, he tries to make it to 2nd and is thrown out on an E4-3-6. In: Wild throw home allows the runner to score on an E4. Batter safe on a fielder's choice. He goes to 2nd if he's not S/VS and the base is unoccupied.
60-64	Deep: Second baseman's throw to first is wild, allowing runners to advance two bases. First baseman goes into foul territory to retrieve the ball, the batter rounds the bag too far and the pitcher covers the bag to get him out on an E4-3-1. In: Wild throw home allows the runner to score on an E4. Batter safe on a fielder's choice. He goes for 2nd if the base is unoccupied and the second baseman drops the throw from the catcher for a 2-E4.
65-69	1st base is empty: Grounder eats up fielder for an E4. Otherwise: Second baseman rushes his throw to 2nd and pulls the shortstop off the bag for an E4 and the batter is safe on a fielder's choice. Runners advance one base.
70-74	1st base is empty: Grounder eats up fielder for an E4. Otherwise: Second baseman throws to the shortstop and his throw goes into left field for an E4. Runners advance two bases and batter holds at first.
75-79	Deep: Slow grounder to second yields a base hit. The second baseman tries to throw batter out and his throw goes into foul territory, allowing the batter to reach second and any runners on base to score on an E4. In: Wild throw home allows the runner to score on an E4. Batter safe on a fielder's choice. If there was a runner on 1st and not on 2nd to start the plate appearance, the batter and runner each advance another base.
80-84	1st base is empty: Line drive goes off of the pitcher's glove, to the second baseman, who makes an errant throw to 1st for a 1-E4. Otherwise: Line drive goes off of the pitcher's glove, to the shortstop, who then flips to the second baseman in an attempt to start a double play. Batter is safe on a fielder's choice as the man sliding into 2nd is safe when the second baseman drops the ball on the pivot. Runners advance one base on a 1-6-E4.

E4

Roll	Result
85-89	<p>Deep: Single to right advances runners two bases. The batter goes to 3rd on an E9 and then scores on an E4 when the second baseman's relay throw to 3rd goes into the stands.</p> <p>In: Batter safe on a fielder's choice as the throw goes home and over the head of the catcher. Runners advance one base. If there was a runner on 2nd and he is S/VS, he holds at 3rd; otherwise, he scores. Batter moves up to 2nd if the base is unoccupied.</p>
90-94	<p>Deep: With 1st base occupied, the second baseman drops a throw from the shortstop for a 6-E4 fielder's choice, allowing runners to advance one base. Otherwise, grounder eats him up for an E4.</p> <p>In: Line drive up the middle is nearly caught by a diving second baseman, resulting in a single. He gets up and tries to throw out the runner at home but it's late and off-target. Runners advance an additional base on an E4. If there was a runner on 1st, he is thrown out at the plate on a 2-3-6-2 and the batter makes it to 2nd during the rundown.</p>
95-99	<p>Deep: With 1st base occupied and less than two outs, the second baseman botches the tail end of a double play attempt for a 6-4-E4 that allows runners (and the batter) to advance two bases. Otherwise, grounder eats him up for an E4.</p> <p>In: Grounder goes through second baseman for an E4. If the right fielder is a 0 or 1, all runners advance two bases. Otherwise, he throws out the lead runner trying for an additional base and any trailing runners (including the batter) move up an extra base on the throw.</p>

E5

Roll	Result
00	See Rain Delay Chart .
01-04	<p>Third baseman drops a high popup on the infield for an E5. Runners advance one base.</p> <p>If there are less than two outs and an F/VF runner is on 3rd, he scores.</p> <p>If there are less than two outs and a non-F/VF runner on 3rd, he is thrown out at the plate by the third baseman after a 5-6-2 rundown. If there is a man on 2nd and no man on 1st, the man from 2nd reaches 3rd and the batter goes to 2nd during the rundown.</p>
05-14	Third baseman drops a pop up. With two outs, runners advance two bases; otherwise, one base. Batter advances just one base.
15-24	Third baseman drops a pop up. With two outs, batter and runners advance two bases; otherwise, one base.
25-29	Third baseman drops a foul ball.

E5

Roll	Result
30-44	<p>Bases Empty: See 15-24.</p> <p>Man on 1st: Grounder to third baseman, whose throw to 2nd goes into right field for an error. Runner makes it to 3rd. Batter tries to get to 2nd and is thrown out. E5-9-6.</p> <p>Man on 2nd: Runner moves up to 3rd and batter is safe on an E5. If the runner is F/VF, he goes for home. If he goes and the left fielder is a 4 or 5, the runner is out at home (7-2); otherwise, he's safe.</p> <p>Man on 3rd: With two outs, batter out on a grounder to third. Otherwise, runner safe on a wild throw home for an E5. Batter safe on the fielder's choice, but is then thrown out on a 2-6 trying for 2nd.</p> <p>Men on 1st & 2nd: Third baseman throws to 2nd for the force but it goes into right field. Man on 2nd scores on the E5. Man on 1st thrown out at the plate (9-2). Batter safe on fielder's choice and to 2nd on the throw home.</p> <p>Men on 1st & 3rd: Third baseman's throw to first is wild for an E5. Man on 3rd scores. Man on 1st to 3rd; if he is F/VF, he tries to score; if he goes and the right fielder is a 2 or higher, he is out at the plate on a 9-2; otherwise, he is safe. Batter to 2nd on the error.</p> <p>Men on 2nd & 3rd: Liner caught by third baseman. He then throws over to 2nd to try to double the runner off. The throw goes over the second baseman's head and allows both runners to advance one base on E5.</p> <p>Bases Loaded: If the infield is playing deep, batter safe on a two-base error by the third baseman, two runners score and the man from 1st is thrown out at the plate on an E5-9-2. If the infield is playing in, batter safe on a fielder's choice as the third baseman fields a grounder and throws home, throw is wild for an E5, allowing two runners to score, the man on 1st moves to 3rd, and the batter makes it to 2nd.</p>
45-59	<p>Bases Empty: See 15-24.</p> <p>Man on 1st: Grounder to third baseman, whose throw to 2nd goes into right field for an error. Runner to third and batter to 2nd. If man on 1st is F/VF, he scores.</p> <p>Man on 2nd: With two outs, 5-3 ground out. Otherwise, grounder to shortstop who throws to 3rd trying to get the runner, but the third baseman drops the ball for a 6-E5; batter is safe on a fielder's choice.</p> <p>Man on 3rd: With two outs, batter out on a grounder to third. Otherwise, runner safe at home when third baseman's throw hits him in the back for an E5. Batter safe on the fielder's choice and to 2nd on the error.</p> <p>Men on 1st & 2nd: Infield fly dropped by third baseman. With two outs, batter safe on an E5 and man on 2nd thrown out at home on a 5-2. With less than two outs, batter out, man on 2nd to 3rd on E5, and man on 1st out in a 5-4-3-6 rundown.</p> <p>Men on 1st & 3rd: Third baseman drops pop up for an E5. Man on 3rd scores. Man on 1st moves up to 2nd. With two outs, man on 1st moves up to 3rd and batter moves to 2nd. If the man on 1st is not S/VF, he goes an extra base and scores.</p> <p>Men on 2nd & 3rd: If the infield is playing deep, see 30-44. Otherwise, batter safe on a fielder's choice as the third baseman's throw goes home. The throw is wild, allowing the runner to score on an E5. Man on 2nd moves up to 3rd.</p> <p>Bases Loaded: Third baseman settles under a pop up but is run into by the shortstop. The ball falls and the third baseman is injured and removed from the game. With two outs, batter safe at first on an E5 and runners advance two bases. Otherwise, the batter is called out on the infield fly rule and all runners hold.</p>

E5

Roll	Result
60-74	<p>Bases Empty: See 15-24.</p> <p>Man on 1st: Third baseman fields ball and makes wild throw to first. If man on 1st is S/V/S, he holds at 3rd; otherwise, he scores. Batter to 2nd.</p> <p>Man on 2nd: With two outs, 5-3 ground out. Otherwise, the runner scores on an E5 as the third baseman's throw to 2nd goes into right field for an error. Batter safe on fielder's choice and to second on the throw.</p> <p>Man on 3rd: E5 on third baseman's throw to 1st. Runner scores. Batter then out on a 9-6 trying for 2nd.</p> <p>Men on 1st & 2nd: Errant throw by third baseman over to 1st for an E5. Man on 2nd scores. If man on 1st is S/V/S, he's thrown out at 3rd on a 9-5; otherwise, he's safe on 3rd. Batter holds at 1st.</p> <p>Men on 1st & 3rd: See 30-44.</p> <p>Men on 2nd & 3rd: With infield playing deep, see 30-44. Otherwise, batter safe on a fielder's choice as third baseman's throw goes home. The throw is wild, allowing the runner to score on an E5. If the man on 2nd is S/V/S, he holds at 3rd; otherwise, he scores. If the batter is F/V/F, he goes to 2nd.</p> <p>Bases Loaded: One-base error on the third baseman when he misplays a grounder. He compounds problems by then unleashing a wild throw to 1st that results in a second E5, leaving men at 2nd & 3rd.</p>
75-89	<p>Bases Empty: See 15-24.</p> <p>Man on 1st: Third baseman fields ball and makes a throw to second that is off the mark, pulling the second baseman off the bag for an error. Batter safe on a fielder's choice.</p> <p>Man on 2nd: See 30-44.</p> <p>Man on 3rd: E5 on third baseman's throw to 1st. Runner scores. If Batter is not S/V/S, he makes it to 2nd on the wild throw.</p> <p>Men on 1st & 2nd: Third baseman drops a pop up that rolls away from him. With two outs, batter safe on an E5 and both runners score. If less than two outs, batter called out on infield fly, man on 2nd scores, and man on 1st goes to 3rd unless he is F/V/F in which case he scores.</p> <p>Men on 1st & 3rd: See 45-59.</p> <p>Men on 2nd & 3rd: With infield playing deep, see 30-44. Otherwise, batter safe on a fielder's choice as the third baseman's throw goes home. The throw goes off the runner's back, allowing him to score on an E5. If man on 2nd is S/V/S, he stops at 3rd; otherwise, he scores. If batter is not S/V/S, he goes to 2nd.</p> <p>Bases Loaded: See 30-44.</p>
90-99	<p>Bases Empty: See 15-24.</p> <p>Man on 1st: See 30-44.</p> <p>Man on 2nd: See 60-74.</p> <p>Man on 3rd: Third baseman can't come up with liner. Batter safe on an E5 and runner holds at 3rd.</p> <p>Men on 1st & 2nd: See 30-44.</p> <p>Men on 1st & 3rd: See 30-44.</p> <p>Men on 2nd & 3rd: With infield playing deep, see 30-44. Otherwise, Batter safe on E5. Man on 3rd scores. If Man on 2nd is S/V/S, he stops at 3rd; otherwise he tries to score. If he tries to score and the left fielder is a 3 or higher, he's out on a 7-2; otherwise, he's safe.</p> <p>Bases Loaded: See 30-44.</p>

E6

Roll	Result
00	See Rain Delay Chart .
01-09	Shortstop drops a foul ball.

E6

Roll	Result
10-19	Shortstop makes a wild throw to first, resulting in a two-base error.
20-29	Shortstop drops a pop up for an error. With two outs, runners advance two bases.
30-39	Shortstop drops a pop up for an error. With two outs, runners advance three bases and the batter makes it to second.
40-49	<p>Bases Empty: Ground ball eats up shortstop for a one-base error.</p> <p>Man on 1st: Grounder up the middle that's backhanded by the second baseman who flips the ball to the shortstop covering 2nd base. The shortstop appears to have dropped the ball before the out was recorded. The umpires convene and agree that the runner is safe on a 4-E6. Batter safe on a fielder's choice and all runners advance one base.</p> <p>Man on 2nd: Shortstop makes wild throw trying to get runner out at 3rd. Runner scores on E6. Batter safe on a fielder's choice and advances to 2nd on the error.</p> <p>Man on 3rd with Infield Deep: Shortstop's throw to first is air-mailed, allowing the runner to score from 3rd and the batter to reach 1st on an E6. If he's S/VS, he holds at 1st; otherwise, he's thrown out at 2nd on a 3-6.</p> <p>Man on 3rd with Infield In: Shortstop's throw home is wild, allowing the runner to score on an E6. Batter safe on a fielder's choice and then thrown out going for 2nd on a 2-4.</p> <p>Men on 1st & 2nd: Shortstop drops a high pop up. With two outs, the batter is safe on an E6 and runners advance two bases. Otherwise, the batter is ruled out on an infield fly and the runners advance on an E6.</p> <p>Men on 1st & 3rd with Infield Deep: Batter safe on a fielder's choice as the shortstop fields a grounder and makes a wild throw to 2nd. Man safe at 2nd on the E6. Lead runner scores.</p> <p>Men on 1st & 3rd with Infield In: Batter safe on a fielder's choice. Shortstop fields grounder and makes a wild throw home. Lead runner scores on an E6. The man on 1st moves up to 3rd and the batter goes up to 2nd.</p> <p>Men on 2nd & 3rd: Batter safe on a fielder's choice. The man on 3rd scores on a wild throw home (E6) and the man on 2nd moves up to 3rd. If the catcher is rated 2 or lower, the man on 2nd also scores and the batter goes to 3rd on a wild throw down to second (E2). If the catcher is rated 3 or higher, the batter is thrown out (2-4) going for 2nd and the runner holds at 3rd.</p> <p>Bases Loaded: The shortstop muffs a grounder for an E6. He then throws wild to 1st for another E6 that allows runners to advance another base. If the runner on 1st is S/VS, he stops at 3rd; otherwise, he scores. Batter ends up on 2nd.</p>

E6

Roll	Result
50-59	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: See 40-49.</p> <p>Man on 2nd: See 40-49.</p> <p>Man on 3rd with Infield Deep: If the batter is F/VF, it's a two-base error on the shortstop; otherwise, one-base error.</p> <p>Man on 3rd with Infield In: Batter safe on a fielder's choice. Shortstop fields a ground ball and makes a wild throw home, allowing the runner to score on an E6.</p> <p>Men on 1st & 2nd: Batter safe when shortstop tries to force the runner out at 2nd. The throw is wild and the runner is safe at 2nd on an E6. If the man on 2nd is F/VF, he tries to score and is thrown out at the plate on a 4-2.</p> <p>Men on 1st & 3rd with Infield In: E6. Man on 3rd holds, loading the bases.</p> <p>Men on 1st & 3rd with Infield Deep: Batter safe on a fielder's choice and the lead runner scores as the shortstop fields a grounder and makes a wild throw to 2nd. Runner safe at 2nd on an E6, but he is also shook up after running into the second baseman who is going after the ball. Remove the runner from the game.</p> <p>Men on 2nd & 3rd: Grounder to short. The man on 3rd scores on a wild throw home (E6). The man on 2nd moves up to 3rd and also scores if he is F/VF. The batter is safe at 1st on a fielder's choice, but is then thrown out going for 2nd on a 2-4.</p> <p>Bases Loaded: With two outs, shortstop drops a pop up and all runners advance two bases. Otherwise, infield fly rule is called before the shortstop drops it. The batter is automatically out (credit the shortstop with the putout). The man on 3rd scores on the E6 and other runners hold.</p>
60-69	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: See 40-49.</p> <p>Man on 2nd: See 40-49.</p> <p>Man on 3rd: See 40-49.</p> <p>Men on 1st & 2nd: The batter is safe when the shortstop tries to force the runner out at 2nd. The throw is wild, and the runner is safe at 2nd on an E6. If the man on 2nd base is F/VF, he tries to score and is thrown out at the plate on a 4-2.</p> <p>Men on 1st & 3rd with Infield In: One-base error as the shortstop fumbles the ball. He then compounds the problems by throwing wild to first base for an additional error, allowing men to move up to 2nd and 3rd. If the runner that started on 1st is F/VF, he comes around to score.</p> <p>Men on 1st & 3rd with Infield Deep: With two outs, shortstop lets a grounder go through his legs for an E6, allowing runners to advance two bases. Otherwise, grounder to the pitcher, who throws to 2nd for a 1-6 force out there. The shortstop's throw to 1st goes into the dugout for an E6, scoring the lead runner and allowing the batter to reach 2nd.</p> <p>Men on 2nd & 3rd: See 40-49.</p> <p>Bases Loaded: Single after shortstop knocks down a line drive up the middle. He then tries to throw home to get the lead runner but the throw is late and also very off-target. Runners advance an additional base on an E-6. The batter tries to make it 2nd and gets into a rundown before the man who was on 1st is eventually thrown out at the plate (2-3-6-2). The batter makes it to 2nd when the throw goes home. With the bases loaded and the infield playing deep: Double play ball to second baseman, but the shortstop drops the throw to the bag on a 4-E6. Batter is safe on a fielder's choice.</p>

E6

Roll	Result
70-79	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: See 40-49.</p> <p>Man on 2nd: See 40-49.</p> <p>Man on 3rd: See 40-49.</p> <p>Men on 1st & 2nd: Grounder to the shortstop who momentarily loses sight of the ball as the runner from 2nd crosses in front of him. He fumbles the ball for an E6 that loads the bases.</p> <p>Men on 1st & 3rd with Infield In: Batter safe on a fielder's choice. Shortstop fields a grounder, then makes a bad throw home which goes over the catcher's head for an E6. Runners move up to 2nd & 3rd.</p> <p>Men on 1st & 3rd with Infield Deep: Grounder goes off of the pitcher's glove and to the second baseman, who flips the ball to the shortstop for the attempted force out there. The shortstop drops the flip, the runner is safe at 2nd on a 1-4-E6, the batter is safe on a fielder's choice, and the lead runner scores.</p> <p>Men on 2nd & 3rd: See 50-59 above.</p> <p>Bases Loaded: See 50-59 above.</p>
80-89	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: See 40-49.</p> <p>Man on 2nd: See 40-49.</p> <p>Man on 3rd: See 40-49.</p> <p>Men on 1st & 2nd: See 50-59.</p> <p>Men on 1st & 3rd: Batter safe on an infield single to short, scoring the lead runner. The shortstop then throws wild to 1st, allowing the man on 1st to move up to 3rd and the batter to reach 2nd on the E6.</p> <p>Men on 2nd & 3rd: See 50-59.</p> <p>Bases Loaded: See 50-59.</p>
90-99	<p>Bases Empty: See 40-49.</p> <p>Man on 1st: See 40-49.</p> <p>Man on 2nd: See 40-49.</p> <p>Man on 3rd: See 50-59.</p> <p>Men on 1st & 2nd: See 50-59.</p> <p>Men on 1st & 3rd: RBI double to left. If there are two outs, the man on 1st scores. Otherwise, if the shortstop is rated a 3 or lower, the man on 1st scores on an E6 due to a wild throw to the plate; Otherwise, the man on 1st is out at the plate on a 7-6-2.</p> <p>Men on 2nd & 3rd: See 50-59.</p> <p>Bases Loaded: See 50-59.</p>

E7

Roll	Result
00	See Rain Delay Chart .
01-08	Left fielder drops a foul ball.

E7

Roll	Result
09-21	<p>Bases Empty: Single + one-base error on left fielder.</p> <p>Man on 1st: Single into left + one-base error on left fielder. With 2 outs, runner scores. Otherwise, if man on 1st is S/VS, he holds at 3rd; If he's not S/VS, he's out trying to score on a 7-2.</p> <p>Man on 2nd: Base hit into left. Runner scores on an E7. Batter then thrown out on a 7-4 going for 2nd.</p> <p>Man on 3rd: RBI single into left. If batter is F/VF, he makes it to 3rd on an E7; otherwise, he goes to second on an E7 and is then out going for 3rd on an 8-6-5.</p> <p>Men on 1st & 2nd: Single into left. If man on 2nd is S/VS, he scores on an ensuing error; otherwise, he scores on the hit. Other runner to 3rd and batter to 2nd on an E7.</p> <p>Men on 1st & 3rd: RBI single into left. The man on 1st moves up to 3rd on an E7 and is then thrown out at the plate on a 7-2. Batter moves up to 2nd on the error and to 3rd on the throw home.</p> <p>Men on 2nd & 3rd: Single into left scores the runner from 3rd. An E7 gets the batter to 2nd. If man on 2nd is not S/VS, he scores on the single; otherwise, he scores on the error.</p> <p>Bases Loaded: RBI Single + E7. The man on 2nd scores on the hit (he scores on the error if he is S/VS). The man on 1st moves up to 3rd and the batter to 2nd on the error.</p>
22-34	<p>Bases Empty: Single into left field. If the batter is S/VS, he moves up to second on an error by the left fielder. If the batter is F/VF, he moves up to third on a two-base error by the left fielder. Otherwise, the batter moves up to second on an error by the left fielder and is then thrown out trying to get to 3rd on an E7-8-6-5.</p> <p>Man on 2nd: Base hit falls in front of left fielder. Runner holds at 2nd. With two outs: If the runner is not S/VS, he scores and the batter goes to 2nd; otherwise, runner goes up to 3rd and the batter stops at 1st.</p> <p>Otherwise: See 09-21.</p>
35-47	<p>Bases Empty: Double. If the batter is S/VS, he moves up to third on an error by the left fielder. Otherwise, he scores on a two-base error by the left fielder.</p> <p>Man on 1st: Single into left + one-base error on left fielder. If the man on 1st is S/VS, he holds at 3rd; Otherwise, he scores. Batter stays at second.</p> <p>Man on 2nd: Base hit into left. Runner scores and the batter goes to 2nd on an E7 as the ball bounces off the left fielder's leg. Batter is then out going for 3rd on an 8-5.</p> <p>Man on 3rd: RBI single into left. Batter advances to second on an E7.</p> <p>Men on 1st & 2nd: Single into left. If man on 2nd is S/VS, he scores on an ensuing error; otherwise, he scores on the hit. Other runner to 3rd and batter to 2nd on an E7.</p> <p>Men on 1st & 3rd: See 09-21.</p> <p>Men on 2nd & 3rd: See 09-21.</p> <p>Bases Loaded: Single into left scores two runs. The man on 1st scores on an E7. The batter goes to 2nd on the error (or 3rd if he is F/VF).</p>
48-60	<p>Bases Empty: Error on the left fielder. S/VS batters get one base, F/VF batters get three bases, and others get two bases.</p> <p>Man on 1st: Single into left. Runner goes to 3rd on an E7; with 2 outs, he scores. If the batter is not S/VS, he goes to 2nd on the throw to try to get the runner.</p> <p>Man on 2nd: RBI single into left. Batter moves up to 3rd on an E7.</p> <p>Man on 3rd: See 35-47.</p> <p>Men on 1st & 2nd: Single into left. Both runners score and the batter advances to 2nd (to 3rd if he is F/VF) on an E7.</p> <p>Men on 1st & 3rd: See 09-21.</p> <p>Men on 2nd & 3rd: Single into left scores the runner from 3rd. An E7 on a wild throw home gets the batter to 2nd. If man on 2nd is not S/VS, he scores on the single; otherwise, he scores on the error.</p> <p>Bases Loaded: See 35-47.</p>

E7

Roll	Result
61-73	<p>Bases Empty: Error on the left fielder. S/VS batters get two bases, F/VF batters get four bases, and others get three bases.</p> <p>Man on 1st: Single into left. Runner scores on an E7. If the batter is S/VS, he goes to 2nd; if he's F/VF, he scores; otherwise, he goes to 3rd.</p> <p>Man on 2nd: Base hit into left scores runner. Batter is then thrown out at 2nd on a 7-2-4.</p> <p>Man on 3rd: See 35-47.</p> <p>Men on 1st & 2nd: See 48-60.</p> <p>Men on 1st & 3rd: See 09-21.</p> <p>Men on 2nd & 3rd: See 48-60.</p> <p>Bases Loaded: With two outs, 2-run single, the man on 1st scores and the batter goes to 2nd on an E7. Otherwise, the base hit scores one runner and then the other runners (and batter) each advance one more base on an E7.</p>
74-86	<p>Bases Empty: Long fly ball down the left field line. The left fielder gets a late break and the ball goes off his glove for an error. Take the Mod Die, divide by half and round it. If the number is higher than the left fielder's rating, it's a three-base error. Otherwise, it's a two-base error.</p> <p>Man on 1st: Single into left. Runner to 3rd on an E7. If he is F/VF or there are two outs, he scores. Batter moves up to 2nd on the throw to try to get the runner.</p> <p>Man on 2nd: RBI double into left. Batter goes to 3rd on an E7. If he is F/VF he scores; otherwise, he's then out at home on an 8-6-2.</p> <p>Man on 3rd: See 35-47.</p> <p>Men on 1st & 2nd: See 48-60.</p> <p>Men on 1st & 3rd: RBI single into left. The man on 1st moves up to 3rd on an E7 and then scores if he is F/VF.</p> <p>Men on 2nd & 3rd: See 48-60.</p> <p>Bases Loaded: Single into left scores two runs. Man on 1st reaches 3rd on an E7 when the left fielder's throw is wild. If the man on 1st is not S/VS, he scores on the error. The batter moves up to 2nd on the E7.</p>
87-99	<p>Bases Empty: A looping fly ball in front of the left fielder. The left fielder dives, missing the catch, and the ball gets behind him. Take the Mod Die, divide by half and round it. If the number is higher than the left fielder's rating, it's a three-base error. Otherwise, it's a two-base error. In addition, if the batter is F/VF, add one more base.</p> <p>Man on 1st: Double into left center. Runner to 3rd. If the batter and runner each are not S/VS, the runner scores on an E7 and the batter moves up to 3rd.</p> <p>Man on 2nd: RBI double into left. Take the Mod Die, divide by half and round it. If the number is less than the left fielder's rating, then the batter is out on a 7-4-5-6. Otherwise, follow up with an E7 and the batter goes to 3rd. The batter then blows past 3rd. Roll the Mod Die, divide by half and round it. If the number is higher than the left fielder's rating, the batter comes around to score. Otherwise, the batter is out at home on a 7-6-2.</p> <p>Man on 3rd: See 35-47.</p> <p>Men on 1st & 2nd: Single into left field moves runners up a base. An E7 then leads to one runner scoring and another moving to 3rd. A wild throw to 3rd for <i>another</i> E-7 allows the other runner to score and the batter to get to 3rd. With two outs, single scores the lead runner, man on 1st gets to 3rd on an E7, and the batter gets to 2nd on the throw with <i>no</i> error.</p> <p>Men on 1st & 3rd: RBI single into left. Man on 1st moves up to 3rd on an E7 and then scores if he is F/VF.</p> <p>Men on 2nd & 3rd: See 48-60.</p> <p>Bases Loaded: Fly ball into left center. The ball is dropped for an E7 that scores 3 runs; the batter is then thrown out at 3rd by the center fielder who has retrieved the ball.</p>

E8

Roll	Result
00	See Rain Delay Chart .
01-15	<p>Bases Empty: Single + one-base error on center fielder.</p> <p>Man on 1st: Single into center. Center fielder commits an error that allows the runner to move up to 3rd and the batter up to 2nd. With 2 outs, the runner comes around to score. With less than 2 outs, if the runner is not S/VS, he tries to score and is thrown out at the plate on an 8-2.</p> <p>Man on 2nd: Base hit into center field scores the runner. The batter goes to 2nd on an E8 but then overruns the base and is out on an 8-6.</p> <p>Man on 3rd: RBI single to right-center. Batter goes to 2nd on an E8. If the batter is not S/VS, he tries for 3rd and is out on a 9-4-5.</p> <p>Men on 1st & 2nd: Base hit into center scores the man from 2nd. The man on 1st scores and the batter advances to 2nd on an E8.</p> <p>Men on 1st & 3rd: Double into left-center. With 2 outs, the man on 1st scores; otherwise, the man on 1st scores on an E8 and the batter is out going for 3rd on an 8-5.</p> <p>Men on 2nd & 3rd: Single into left-center scores both runners. The batter moves up to 2nd on an E8.</p> <p>Bases Loaded: Single into center + E8. Runners advance two bases.</p>
16-29	<p>Bases Empty: Single into center followed by an error by the center fielder. Check Running Rating of batter. If they are F/VF, batter scores on a 3-base error. If they are S/VS, they go to 3rd on a 2-base error. Otherwise, they go to 3rd on a 2-base error and are then thrown out trying to score on an 8-6-2.</p> <p>Man on 1st: Base hit into center. Runner scores from 1st on E8 and batter goes to 2nd if he is not S/VS.</p> <p>Man on 2nd: Base hit into center field scores the runner. The batter goes to 2nd on an E8.</p> <p>Man on 3rd: RBI single to center. Batter advances to 2nd on an E8.</p> <p>Men on 1st & 2nd: Single into center scores the lead runner and moves the man on 1st up to 3rd. That additional runner then scores on an E8 and the batter moves up to 2nd on the error. The batter makes it to 3rd if he is not S/VS.</p> <p>Men on 1st & 3rd: Double. With 2 outs, the man on 1st scores; otherwise, the man on 1st scores on an E8 while the batter makes it to 3rd on the throw home.</p> <p>Men on 2nd & 3rd: Single into right-center scores both runners. The batter moves up to 3rd on an E8. (If he is S/VS, he stops at 2nd.)</p> <p>Bases Loaded: Single into center scores two runs. On an E8, the man scores from 1st and batter goes to 2nd. If the batter is F/VF, he makes it all the way to 3rd on the error.</p>
30-43	<p>Bases Empty: Single into center followed by an error by the center fielder. Check Running Rating of batter. If they are S/VS, they hold at 3rd on a two-base error. Otherwise, they score on a 3-base error.</p> <p>Man on 1st: Single into center. If the man on 1st is S/VS, he's out at 3rd on an 8-5. Otherwise, he goes to 3rd on an E8. If the batter is not S/VS, he moves up to 2nd on the throw to 3rd.</p> <p>Man on 2nd: Base hit into center field. With 2 outs, the runner scores and the batter goes for 2nd; if he is S/VS, he's thrown out on 8-6, otherwise he's safe on an E8. With less than 2 outs, the runner scores and the batter moves up to 2nd on an E8.</p> <p>Man on 3rd: RBI single to right-center. The batter goes to 2nd (or to 3rd if he is not S/VS) on an E8.</p> <p>Men on 1st & 2nd: See 01-15.</p> <p>Men on 1st & 3rd: Single into left-center scores the runner from 3rd. The man on 1st gets to 3rd on an E8 and then scores on an additional E8 on the throw home. The batter is then thrown out going for 3rd on a 1-5.</p> <p>Men on 2nd & 3rd: See 01-15.</p> <p>Bases Loaded: Single scores two runners. The man on 1st goes to 3rd on an E8. If the man on 1st has a is F/VF, he comes around to score on the error and the batter goes to 2nd on the throw home.</p>

E8

Roll	Result
44-57	<p>Base Empty: Error on the center fielder. Check Running Rating of batter. If they are S/V/S, it's a 2-base error and the batter is then thrown out at 3rd on an 8-4-5. If they are F/V/F, it's a 4-base error. Otherwise, it's a 3-base error.</p> <p>Man on 1st: Base hit into center. Man on 1st scores on an E8. Batter goes up to 2nd on the error if he is S/V/S, scores if he F/V/F, and otherwise goes to 3rd.</p> <p>Man on 2nd: Base hit into center scores the runner. The batter goes to 2nd on an errant throw (E8). If the first baseman is a 3 or higher, he then throws out the batter going for 3rd on a 3-5; otherwise, the batter goes to 3rd on a wild throw (E3) by the first baseman.</p> <p>Man on 3rd: RBI single to left-center. The batter makes it to 2nd on an E8 when the center fielder kicks the ball away. The batter then heads for 3rd and the center fielder makes another error, throwing the ball away. If the batter is not S/V/S, he comes around to score on the second error.</p> <p>Men on 1st & 2nd: See 16-29.</p> <p>Men on 1st & 3rd: Single into right-center scores the man from 3rd. The man on 1st gets to 3rd on an E8. If he is F/V/F, he scores and the batter goes to 2nd on the throw home.</p> <p>Men on 2nd & 3rd: See 16-29.</p> <p>Bases Loaded: Single into right-center advances the runners two bases. The man on 1st scores and the batter goes to 2nd on an E8 as the center fielder's throw to 3rd is wild. If the batter is S/V/S, he's out going for 2nd on a 5-4; if there were 2 outs, the run scores before he is thrown out.</p>
58-71	<p>Bases Empty: Error on the center fielder. If batter is S/V/S, 3-base error. Otherwise, it's a 4-base error.</p> <p>Man on 1st: See 01-15.</p> <p>Man on 2nd: See 16-29.</p> <p>Man on 3rd: See 01-15.</p> <p>Men on 1st & 2nd: See 01-15.</p> <p>Men on 1st & 3rd: See 44-57.</p> <p>Men on 2nd & 3rd: See 01-15.</p> <p>Bases Loaded: See 01-15.</p>
82-85	<p>Bases Empty: Long fly ball to deep center field. Center fielder gets a late break and the ball goes off his glove for a 2-base error. Take Mod Die, divide by two, and round. If result is higher than center fielder's rating, batter turns it into a 3-base error.</p> <p>Man on 1st: See 16-29.</p> <p>Man on 2nd: See 16-29.</p> <p>Man on 3rd: See 16-29.</p> <p>Men on 1st & 2nd: See 16-29.</p> <p>Men on 1st & 3rd: See 44-57.</p> <p>Men on 2nd & 3rd: See 16-29.</p> <p>Bases Loaded: See 16-29.</p>
86-99	<p>Bases Empty: Looping fly ball into center field. Center fielder misses the catch and the ball gets behind him. It's at least a 1-base error. Take Mod Die, divide by two, and round. If result is higher than center fielder's rating, it's one extra base on an error. (Repeat this until you get less than or equal to center fielder's rating for a potential 4-base error.)</p> <p>Man on 1st: See 30-43.</p> <p>Man on 2nd: See 30-43.</p> <p>Man on 3rd: See 30-43.</p> <p>Men on 1st & 2nd: See 01-15.</p> <p>Men on 1st & 3rd: See 44-57.</p> <p>Men on 2nd & 3rd: See 16-29.</p> <p>Bases Loaded: See 30-43.</p>

E9

Roll	Result
00	See Rain Delay Chart .
01-07	Right fielder drops a foul ball.
08-19	Single + one-base error on right fielder. Runners advance two bases.
20-25	Single down the line in right. Check the Running Rating of the batter. (S/V/S) Batter moves up to second on a one-base error on the right fielder. Runners advance two bases. (N) Batter moves up to second on a one-base error on the right fielder and then gets thrown out trying to move up to third on a 9-8-4-5. Runners advance three bases. (F/V/F) Batter moves up to third on a two-base error on the right fielder. Runners advance three bases.
26-31	Single down the line in right. Check the Running Rating of batter. (S/V/S) Batter moves up to second on a one-base error on the right fielder. Runners advance two bases. (N) Batter advances to third on a two-base error on the right fielder. Runners advance three bases. (F/V/F) Batter scores on a three-base error by the right fielder.
32-37	A looping fly ball into right. The right fielder misses the catch and the ball gets behind him. Check the Running Rating of the batter. (S/V/S) One-base error on the right fielder. Runners advance one base. (N) Two-base error on the right fielder. Runners advance two bases. (F/V/F) Three-base error on the right fielder. Runners advance three bases.
38-43	Fly ball down the line in right. The ball goes off the right fielder's glove. Check the Running Rating of the batter. (S/V/S) Two-base error on the right fielder. Runners advance two bases. (N) Three-base error on the right fielder. Runners advance three bases. (F/V/F) Four-base error on the right fielder.
44-49	Long fly ball to right. The right fielder gets a late break and the ball goes off his glove for a two-base error. Check the Mod Die, divide by 2 and round it. If the result is higher than the right fielder's rating, the batter turns it into a three-base error.
50-59	<p>Bases Empty: Single into right field. The batter advances an extra base on an E9.</p> <p>Man on 1st: Single into right field. The runner and the batter each advance an extra base on an E9. The man on 1st scores if there are two out; otherwise, if he is S/V/S he holds at 3rd but if he's not S/V/S then he's thrown out trying to score on a 9-2.</p> <p>Man on 2nd: Base hit into right field. With two outs, the runner scores on the hit; otherwise, the runner scores and the batter moves up to 2nd on an E9 after a wild throw to the plate by the right fielder. The batter is then thrown out going for 3rd on a 1-5.</p> <p>Man on 3rd: RBI single into right field. The batter advances an extra base on an E9.</p> <p>Men on 1st & 2nd: Double to right field scores the man from 2nd and moves the other man to 3rd. The other runner scores and the batter gets to 3rd on an E9. The batter is then thrown out trying to score on a 9-4-2. If there are two outs, it's a double that scores both runners and the batter advances to (and holds at) 3rd on an E9.</p> <p>Men on 1st & 3rd: Triple scores both runners. The batter scores on an E9 when the right fielder's throw sails over the second baseman's head.</p> <p>Men on 2nd & 3rd: Double to right field. If the batter is F/V/F, he scores on an E9; otherwise, he goes to 3rd on an E9.</p> <p>Bases Loaded: RBI single into right field followed by an E9. The man on 2nd scores on the hit if he is not S/V/S; otherwise he scores on the error. The man on 1st scores on the error and the batter advances to second.</p>

E9

Roll	Result
60-69	<p>Bases Empty: Single into right field. The batter advances to 2nd on an E9.</p> <p>Man on 1st: Single into right field. The runner scores and the batter advances to 2nd on an E9.</p> <p>Man on 2nd: Base hit into right field. With two outs, the runner scores on the hit; otherwise, the runner scores and the batter moves up to 2nd on an E9 after a wild throw to the plate by the right fielder. The batter is then thrown out going for 3rd on a 1-5.</p> <p>Man on 3rd: RBI single into right field. The batter advances to 2nd on an E9.</p> <p>Men on 1st & 2nd: RBI single into right field scores the runner from 2nd. The man on 1st scores and the batter goes to 2nd on an E9 after the throw home is wild. The batter is then out going for 3rd on a 1-6-5-6.</p> <p>Men on 1st & 3rd: RBI single into right field scores the runner from 3rd. The man on 1st tries to go to 3rd after a misplay in right. If he is S/V/S, he's out on a 9-5; otherwise, he's safe at 3rd on an E9.</p> <p>Men on 2nd & 3rd: Single into right field scores both runners. If the batter is S/V/S, he moves up to 2nd on an E9; otherwise he goes all the way to 3rd on an E9.</p> <p>Bases Loaded: RBI single into right field followed by E9. Man on 2nd scores on the hit if he is not S/V/S; otherwise he scores on the error. The man on 1st scores on the error and the batter advances to second.</p>
70-79	<p>Bases Empty: Single down the line into right. Batter to 2nd on an E9 and is then thrown out going for 3rd on a 9-4-2-5.</p> <p>Man on 1st: Double down the line into right. The runner scores on an E9. The batter is thrown out going for 3rd on a 9-4-2-5.</p> <p>Man on 2nd: Base hit into right field. With 2 outs, the runner scores on the hit; otherwise, he scores on an error. Either way, the batter advances to 2nd on an E9.</p> <p>Man on 3rd: RBI single down the line into right. Batter to 2nd on an E9 and is then thrown out going for 3rd on a 9-4-2-5.</p> <p>Men on 1st & 2nd: Base hit into right field. The batter goes to 2nd and both runners score on an E9. If the batter is F/V/F, he makes it to 3rd.</p> <p>Men on 1st & 3rd: RBI single into right field scores the runner from 3rd. The man on 1st tries to go to 3rd after a misplay in right. If he is S/V/S, he's out on a 9-5; otherwise, he's safe at 3rd on an E9.</p> <p>Men on 2nd & 3rd: Single into right field scores both runners. If the batter is S/V/S, he moves up to 2nd on an E9; otherwise he goes all the way to 3rd on an E9.</p> <p>Bases Loaded: 2-RBI single into right field. The man on 1st scores on an E9 which also allows the batter to move up to 2nd. If the batter is F/V/F, he makes it all the way to 3rd.</p>
80-89	<p>Bases Empty: Single down the line into right. Batter to 2nd on an E9 and is then thrown out going for 3rd on a 9-4-2-5.</p> <p>Man on 1st: Double down the line into right. The runner scores on an E9. The batter is thrown out going for 3rd on a 9-4-2-5.</p> <p>Man on 2nd: Base hit into right field. With two outs, the runner scores on the hit; otherwise, he scores on an error on the throw home (E9) that also allows the batter to move up to 2nd. If the catcher is a 4 or 5, the batter is not safe at 2nd and is instead thrown out going for 2nd on a 2-6.</p> <p>Man on 3rd: RBI single down the line into right. Batter to 2nd on an E9 and is then thrown out going for 3rd on a 9-4-2-5.</p> <p>Men on 1st & 2nd: Single into right field. Both runners score and the batter goes to 2nd on an E9 after the ball goes through his legs to the wall. If the batter is not S/V/S, he makes it to 3rd.</p> <p>Men on 1st & 3rd: RBI single into right field scores the runner from 3rd. The man on 1st goes to 3rd on an E9 and then scores on another E9 after a wild throw home. The batter moves up to 2nd on the throw.</p> <p>Men on 2nd & 3rd: Single to right field scored both runners. The batter goes to 3rd on an E9 and then scores on an E4 when the second baseman's relay throw to 3rd goes into the crowd.</p> <p>Bases Loaded: 2-RBI single into right field. The man on 1st scores on an E9 which also allows the batter to move up to 2nd. If the batter is F/V/F, he makes it all the way to 3rd.</p>

E9

Roll	Result
90-99	<p>Bases Empty: Single into right field. The batter advances to 2nd on an E9.</p> <p>Man on 1st: Double down the line into right. With two outs, the runner scores. Otherwise, the runner scores on a bad throw (E9) by the right fielder and the batter makes it into 3rd on the error.</p> <p>Man on 2nd: Base hit into right field. With two outs, the runner scores on the hit; otherwise, he scores on an error on the throw home (E9) that also allows the batter to move up to 2nd. If the catcher is a 4 or 5, the batter is not safe at 2nd and is instead thrown out going for 2nd on a 2-6.</p> <p>Man on 3rd: RBI single into right field. The batter advances to 2nd on an E9.</p> <p>Men on 1st & 2nd: Single into right. Both runners and the batter advance a base on an E9 after a poor throw home. The pitcher backs up the throw home and then makes a wild throw to 3rd, allowing another run to score on an E1. The left fielder handles the loose ball and throws the batter out at home on a 7-2.</p> <p>Men on 1st & 3rd: RBI single into right field scores the runner from 3rd. The man on 1st goes to 3rd on an E9 and then scores on another E9 after a wild throw home. The batter moves up to 2nd on the throw.</p> <p>Men on 2nd & 3rd: Single to right field scored both runners. The batter goes to 3rd on an E9 and then scores on an E4 when the second baseman's relay throw to 3rd goes into the crowd.</p> <p>Bases Loaded: Fly ball into right center is dropped for an E9 that scores 3 runs; the batter is thrown out at 3rd by the center fielder who has retrieved the ball for an 8-5.</p>

F7

Roll	Result
00	See Rain Delay Chart .
01	Pitcher is found to be doctoring the ball and is ejected.
02-09	If there are any runners on base: The lead runner is picked off by the catcher. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
10-19	If there are any runners on base: The lead runner is picked off by the catcher and is ejected for arguing the call. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
20-24	If there is a man on 3rd: Fly out. If there are not yet three outs, the runner on 3rd tags up and scores. However, on appeal, he's found to have left the bag too early. Credit third baseman with putout. Otherwise: Left fielder makes the catch, but collides with the center fielder. For each outfielder, roll a die. If the die is odd, they are injured.
25-34	Diving catch into the left-center gap by the left fielder. If there is a runner on 3rd, he tags up and scores. If there is a man on 2nd, he's doubled off on a 7-4. If there is a man on 1st, he's doubled off on a 7-4-3. If there is a man on both 1st & 2nd, it's a 7-4-3 triple play. If there were no runners on base or this made the third out, the left fielder is shaken up and removed for the remainder of the current game only.
35-94	Fly out. Lead runner forgets how many outs there are and is doubled off. If there are no runners on base, the left fielder collided with the center fielder making the catch and is injured.
95-99	Fly out. Outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out. If there are no runners on base, the left fielder collided with the shortstop making the catch. For each fielder, roll a die. If the die is odd, they are injured.

F7d

Roll	Result
00	See Rain Delay Chart .
01-19	If there are any runners on base: The lead runner is picked off by the catcher. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and is removed.
20-49	Left fielder makes a brilliant catch, running into the wall and is injured.
50-69	If there are any runners on base: lead runner is picked off by catcher and ejected for arguing the call. Otherwise: See 20-49.
70-89	If there is a runner on 3rd: The left fielder gets under a ball deep along the left field line in foul territory. Defense can choose to either catch the ball and allow the man to score from 3rd or let the ball drop foul. If there is a man on 1st or 2nd, lead runner is picked off by the pitcher and ejected for arguing the call. Otherwise: See 20-49.
90-99	If there are runners on base: The outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out. Otherwise: See 20-49.

F7s

Roll	Result
00	See Rain Delay Chart .
01-03	Fly ball bounces off center fielder and is caught by the left fielder for an 8-7. Any runners hold.
04-09	Fly out to shallow left field. The lead runner (if there is one) forgets how many outs there are and is doubled up on either a 7-5, 7-6 or 7-3, depending on which base they were on.
10-99	A low line drive is caught by the left fielder on the run. Man on 1st: Runner doubled up on a 7-3. Man on 2nd: Runner doubled up on a 7-4. Man on 3rd: Runner doubled up on a 7-5. Men on 1st & 2nd: Runners doubled up for a 7-4-3 triple play. Men on 1st & 3rd: Runner on 3rd is doubled up on a 7-5. Men on 2nd & 3rd: Runner on 3rd feigns going for home and the left fielder takes the bait, throwing home. Re-Roll all three dice. If the 10s and 1s dice are both greater than the left fielder's fielding rating, his throw goes over the catcher's head for an E7, allowing the runner to score; otherwise, the throw is on target and the man on 3rd holds. If an E7 occurred, the runner from 2nd also comes around 3rd and attempts to score. Re-roll all three dice. If the 10s and 1s dice are both greater than the pitcher's fielding rating, he drops the throw home from the catcher for an E1 that allows that runner to score as well; otherwise, the runner who started on 2nd base is tagged out at the plate on a 2-1. Bases Loaded: Runner on 3rd is doubled up on a 7-5.

F8

Roll	Result
00	See Rain Delay Chart .
01	Pitcher is found to be doctoring the ball and is ejected.
02-09	If there are any runners on base: The lead runner is picked off by the catcher. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
10-19	If there are any runners on base: The lead runner is picked off by the catcher and is ejected for arguing the call. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
20-24	Deep fly to left-center goes off left fielder's glove and into center fielder's for the odd 7-8 fly out. If this doesn't make three outs, a runner on 3rd tags up and scores while a runner on 2nd can attempt to tag up to 3rd.
25-34	Fly out. If there is a runner on 3rd and this isn't the third out, he tags up and scores. However, on appeal, he's found to have left the bag too early. Credit the third baseman with a putout. If there is runner on 2nd but not 3rd, then it's a diving catch by the center fielder. Roll on the Choice Chart against the Running Rating of the man on 2nd. If failed, he's doubled off of 2nd on an 8-4. If there's a runner on 1st, repeat the process for them as well for a possible 8-4-3 triple play.
35-94	Lead runner forgets how many outs there are and is doubled off.
95-99	Outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out.

F8d

Roll	Result
00	See Rain Delay Chart .
01-20	Deep fly ball to the wall in center field. Take the mod die, divide by 2 and round off. If the result is less than the center fielder's rating and the walls are less than 10 feet tall, the outfielder robs a home run and all runners automatically advance one base. If the result is greater than or equal to the center fielder's rating and the walls are less than 10 feet tall, it goes off his glove and over the wall for a homer. If the walls are too tall (10 feet or higher), the ball goes off the wall for a double that advances runners two bases. If there are two outs, base runners advance one additional base.
21-89	If there are any runners on base: The center fielder makes an outstanding catch headed back into the gap, then rolls several times towards the wall. All runners tag up and take a base. The lead runner can also attempt a second base. If he does, roll on the Choice Chart. If he is out, it's on an 8-4-2 (at home) or an 8-6-5 (at 3rd). Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
90-99	If there are runners on base: The outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.

F8s

Roll	Result
00	See Rain Delay Chart .
01-03	Fly ball bounces off right fielder and is caught by the center fielder for a 9-8. Any runners hold.
04-19	<p>Bases Empty: Center fielder makes catch on the run coming in, but collides with a middle infielder. The middle infielder with a higher rating is the one who makes it out there and is collided with. (If they have the same rating, roll a die to randomly select one.) For both the CF and middle infielder, roll a die. An odd roll indicates the player is injured.</p> <p>Man on 1st: Man on 1st is picked off by the pitcher and ejected for arguing the call.</p> <p>Man on 2nd: Man on 2nd is picked off by the pitcher and ejected for arguing the call.</p> <p>Man on 3rd: See Bases Empty. Runner tags up and scores.</p> <p>Men on 1st & 2nd: Man on 2nd is picked off by the pitcher and ejected for arguing the call.</p> <p>Men on 1st & 3rd: Man on 1st is picked off by the pitcher and ejected for arguing the call.</p> <p>Men on 2nd & 3rd: See Bases Empty. Runners tag up and advance one base.</p> <p>Bases Loaded: See Bases Empty. Runners tags up from 3rd and scores.</p>
20-29	<p>Bases Empty: See 04-19.</p> <p>Otherwise: Lead runner is picked off by the catcher.</p>
30-39	<p>Bases Empty: See 04-19.</p> <p>Otherwise: Lead runner is picked off by the catcher and ejected for arguing the call.</p>
40-69	<p>Bases Empty: See 04-19.</p> <p>Man on 1st: Looping line drive into center field is caught by the center fielder. Center fielder throws to 2nd to double up runner on an 8-3.</p> <p>Man on 2nd: Looping line drive into center field is caught by the center fielder. Center fielder throws to 2nd to double up runner on an 8-6.</p> <p>Man on 3rd: See 04-19.</p> <p>Men on 1st & 2nd: Looping line drive into center field is caught by the center fielder. Center fielder throws to 2nd to double up runner there, then goes to first for a potential 8-6-3 triple play.</p> <p>Men on 1st & 3rd: See 04-19.</p> <p>Men on 2nd & 3rd: Looping line drive into center field is caught by the center fielder. Center fielder throws to 2nd to double up runner there on an 8-4. Runner at 3rd holds.</p> <p>Bases Loaded: See 04-19.</p>
70-79	<p>Bases Empty: See 04-19.</p> <p>Otherwise: Center fielder makes the catch. The lead runner forgets how many outs there are and is doubled off.</p>
80-99	<p>Man on 1st: Fly out to the center fielder. Runner is doubled off of 1st on an 8-3.</p> <p>Otherwise: See 04-19.</p>

F9

Roll	Result
00	See Rain Delay Chart .
01	Pitcher is found to be doctoring the ball and is ejected.

F9

Roll	Result
02-09	If there are any runners on base: The lead runner is picked off by the catcher. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
10-19	If there are any runners on base: The lead runner is picked off by the catcher and is ejected for arguing the call. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
20-24	If there is a man on 3rd: Fly out. If there are not yet three outs, the runner on 3rd tags up and scores. However, on appeal, he's found to have left the bag too early. Credit 3B with putout. Otherwise: Right fielder makes the catch, but collides with the center fielder. For each outfielder, roll a die. If the die is odd, they are injured.
25-34	Diving catch into the right-center gap by the right fielder. If there is a runner on 3rd, he tags up and scores. If there is a man on 2nd, he's doubled off on a 9-6. If there is a man on 1st, he's doubled off on a 9-3. If there is a man on both 1st & 2nd, it's a 9-6-3 triple play. If there were no runners on base or this made the third out, the right fielder is shaken up and removed for the remainder of the current game only.
35-54	Men on 1st & 3rd: Fly out to right. Runner on 3rd tags up and scores and the runner on 1st is thrown out (9-3-6) trying to reach 2nd on the throw home. Otherwise: Lead runner forgets how many outs there are and is doubled off.
55-74	Men on 1st & 3rd: Fly out to the right fielder. If that doesn't make three outs, the man on 3rd is out at the plate on a 9-2. If the man on 1st is F/VF, he goes to 2nd on the throw home. Otherwise: Lead runner forgets how many outs there are and is doubled off.
75-94	Men on 1st & 3rd: A drive into the gap is caught by the right fielder on the run. The man on 3rd scores if this doesn't make three outs. The man on 1st had assumed the ball would fall in for a hit and races back to 1st. Roll on the Choice Chart to see if he makes it back to 1st or is doubled up on a 9-3. Otherwise: Lead runner forgets how many outs there are and is doubled off.
95-99	Outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out.

F9d

Roll	Result
00	See Rain Delay Chart .
01-19	If there are any runners on base: The lead runner is picked off by the catcher. Otherwise: Trainer is called out to the mound. Pitcher has developed a large blister and is removed.
20-49	Right fielder makes a brilliant catch, running into the wall and is injured.
50-69	If there are any runners on base: lead runner is picked off by catcher and is ejected for arguing the call. Otherwise: See 20-49.
70-89	If there is a runner on 3rd: The right fielder gets under a ball deep along the right field line in foul territory. Defense can choose to either catch ball and allow man to score from 3rd or let ball drop foul. If there is a man on 1st or 2nd, lead runner is picked off by the pitcher and ejected for arguing the call. Otherwise: See 20-49.

F9d

Roll	Result
90-99	If there are runners on base: The outfielder forgets how many outs there are. Runners advance one base as the outfielder throws the ball into the stands following the out. Otherwise: See 20-49.

F9s

Roll	Result
00	See Rain Delay Chart .
01-03	Fly ball bounces off center fielder and is caught by the right fielder for an 8-9. Any runners hold.
04-09	Fly out to shallow right field. The lead runner (if there is one) forgets how many outs there are and is doubled up on either a 9-5, 9-4 or 9-3, depending on which base they are on.
10-94	Bases Empty: Hard ground ball into right field. Batter is thrown out at first on a 9-3. Man on 1st: Fly out to right fielder, who doubles runner off of 1st on a 9-3. Man on 2nd: Fly out to right fielder, who doubles runner off of 2nd on a 9-6. Man on 3rd: Fly out to right fielder. Man on 3rd thought the ball would fall and is doubled off on a 9-5. Men on 1st & 2nd: See Man on 2nd. Men on 1st & 3rd: See Man on 3rd. Men on 2nd & 3rd: See Man on 3rd. Bases Loaded: See Man on 3rd.
95-99	Men on 1st & 2nd: Right fielder makes catch off of shoe-tops and starts a 9-6-5 triple play. Otherwise: See 10-94.

G1

Roll	Result
00	See Rain Delay Chart .
01	If there is a runner on 3rd who is F/VF, he attempts to steal home. Roll the red and white dice and if both dice are less than or equal to his STEAL rating, he is safe. In all other situations, see 02-99.
02-99	A hard ground ball goes off the pitcher's glove and to a fielder. Use the mod die to determine the position (0-1: 1B, 2-4: 2B, 5-6: 3B, 7-9: SS) and treat the play resolution as you would a regular G1. (e.g. If there is a runner on 2nd, it's a 1-4-3 ground out and the runner holds.)

G1h

Roll	Result
00	See Rain Delay Chart .
01-69	<p>Bases Empty: Hard grounder bounces off of pitcher, to a middle infielder, who throws the batter out at 1st. (If the mod die is odd, the ball went to the shortstop; otherwise, to the second baseman.)</p> <p>Man on 2nd: Pitcher fields hard grounder up the middle and catches runner off of 2nd on a 1-6-5. Batter safe on a fielder's choice.</p> <p>Man on 3rd: Grounder fielded by pitcher who traps runner off of third and gets him out on a 1-5. Batter safe on fielder's choice.</p> <p>Otherwise: See Bases Empty. Runners advance one base.</p>
70-84	<p>Man on 3rd: Batter out at 1st and runner on 3rd thrown out at the plate on a 1-3-2 double play.</p> <p>Men on 2nd & 3rd: 1-3 ground out. If man on 3rd is S/V/S and this doesn't make 3 outs, he is thrown out at home for a 1-3-2 double play.</p> <p>Bases Loaded: Hard grounder to the pitcher, who goes home to force the runner out. The man running from 1st slips and falls and is thrown out (2-4) at 2nd base, leaving men at the corners.</p> <p>Otherwise: See 01-69.</p>
85-94	<p>Man on 3rd: 1-3-2 double play with the lead runner thrown out at the plate. Other runners advance one base.</p> <p>Men on 1st & 3rd: See Man on 3rd.</p> <p>Men on 2nd & 3rd: See Man on 3rd.</p> <p>Otherwise: See 01-69.</p>
95-99	<p>Man on 3rd: Strange double play as man on 3rd is thrown out in a rundown. The batter goes to 2nd on a wild throw and is then thrown out at 3rd. Score it 1-2-5-2-E2-9-5.</p> <p>Men on 1st & 3rd: See 85-94</p> <p>Otherwise: See 01-69.</p>

G1s

Roll	Result
00	See Rain Delay Chart .
01-29	Pitcher fields grounder in front of the mound and has no play other than first. The throw pulls the first baseman off the bag and into the path of the batter. For both the first baseman and batter, roll a die. If the roll is odd, they are injured. Any other runners advance one base.
30-79	Pitcher fields grounder up the first base line and has no play other than the batter. If the batter is not F/VF, he is tagged out by the pitcher. Otherwise, it's a 1-3 putout at first and all runners advance one base.
80-99	Hard ground ball goes off of the pitcher and to one of the middle infielders. If the mod die is odd, it goes to the shortstop; otherwise, the second baseman. That middle infielder throws to first to retire the batter. Other runners advance one base.

G2

Roll	Result
00	See Rain Delay Chart .
01	If the bases are empty or the lead runner is not F/VF, this is a regular G2. Otherwise, the lead runner attempts to steal. Roll the red and white dice and if either die is less than or equal to his STEAL rating, he is safe.
02-24	<p>Bases Empty: Batter hit in shoulder by catcher's throw and called out for running outside baselines.</p> <p>Man on 1st: See Bases Empty; runner on 1st moved up to 2nd.</p> <p>Man on 2nd: Grounder in front of the plate. Batter safe on a fielder's choice as catcher gets man off of 2nd in a 2-6-5 rundown. Batter moves to 2nd during the rundown.</p> <p>Man on 3rd: Grounder in front of the plate. Batter safe on a fielder's choice as catcher gets man off of 3rd in a 2-5-2 rundown. Batter moves to 2nd during the rundown.</p> <p>Men on 1st & 2nd: See Bases Empty; runners move up to 2nd & 3rd.</p> <p>Men on 1st & 3rd: With infield deep, chopper in front of the plate. Catcher throws out the man at 2nd and the batter is doubled up for a 2-6-3 double play. If this doesn't make 3 outs, the runner scores from 3rd. With infield in, Catcher throws batter out, man on 1st moves up to 2nd and man on 3rd holds.</p> <p>Men on 2nd & 3rd: With infield deep, chopper in front of the plate. Catcher throws out batter at 1st. If that doesn't make the third out, the first baseman returns the throw home as the man on 3rd tries to score on the throw. If he is F/VF, he's safe. Otherwise, he's out. Either way, the man on 2nd moves up to 3rd. With infield in, batter is out and runners hold.</p> <p>Bases Loaded: See Bases Empty; runners advance one base.</p>
25-49	<p>Infield In: Man on 3rd is thrown out at the plate by a middle infielder. (If mod die is odd, use second baseman; otherwise, shortstop.) The lead trailing runner (or batter if there are no other runners) rounds their base too far and is picked off by the catcher.</p> <p>Otherwise: Batter hit in shoulder by catcher's throw and called out for running outside baselines.</p>
50-74	<p>If there is a runner on 3rd: The pitch gets past the catcher, but he throws the runner out at the plate on a 2-1. Other runners advance one base.</p> <p>Otherwise: Batter hit in shoulder by catcher's throw and called out for running outside baselines.</p>
75-99	<p>If there is a runner on 3rd and the bases are not loaded: Dropped third strike. Catcher throws batter out at 1st. If the first baseman is a 5, he then gets the runner out from 3rd in a rundown, scored 3-5-2-5. Other runners advance one base.</p> <p>Otherwise: Batter hit in shoulder by catcher's throw and called out for running outside baselines.</p>

G2s

Roll	Result
00	See Rain Delay Chart .
01-99	Catcher fields a chopper in front of the plate. His only play is on the batter. He throws down to first and the throw pulls the first baseman off the bag and into the path of the batter. For both the batter and first baseman, roll a die. If it is odd, they are injured. Either way, the batter is out on a 2-3 and any runners advance one base. (If this makes the 3rd out, a runner from 3rd does not score.)

G3

Roll	Result
00	See Rain Delay Chart .
01-99	<p>Bases Empty: Grounder on the right side past a diving first baseman. Second baseman fields it and throws to the pitcher covering first for a 4-1.</p> <p>Man on 1st: If there are less than two outs, the first baseman drops a pop up and then throws the runner out at 2nd on a 3-6 fielder's choice; otherwise, see Bases Empty.</p> <p>Man on 2nd: If the runner on 2nd is S/V/S, he's thrown out at 3rd by the first baseman on a 3-5 fielder's choice. Otherwise, the batter is out on an unassisted grounder to the first baseman and the runner moves up to 3rd.</p> <p>Man on 3rd: First baseman tries to throw runner out at the plate. Runner is safe and batter reaches first on the fielder's choice.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: First baseman tries to throw a runner out, but the throw is late and the batter is safe on a fielder's choice with other runners advancing one base. If the infield was in, he tried to throw home; otherwise, the throw went to 2nd.</p> <p>Men on 2nd & 3rd: See Bases Empty.</p> <p>Bases Loaded: See Men on 1st & 3rd.</p>

G3h

Roll	Result
00	See Rain Delay Chart .
01-49	Hard ground ball bounces off first baseman, to second baseman, who then throws to the pitcher covering the bag for a 3-4-1 out. All other runners advance one base.
50-74	<p>Bases Empty: See 01-49.</p> <p>Man on 1st: See 01-49.</p> <p>Man on 2nd: Grounder deep in the hole to short. Batter out at first. If first baseman is a 4 or 5, runner on 2nd is thrown out going for 3rd by the first baseman for a 6-3-5 double play. Otherwise, runner holds.</p> <p>Man on 3rd: Man on 3rd is thrown out in a rundown and the batter gets to 2nd on a wild throw and is then thrown out at 3rd. Score it as a 3-2-5-2-E2-9-5.</p> <p>Men on 1st & 2nd: If there are two outs, it's an unassisted grounder to 1st. If there are less than two outs and the lead runner is not F/V/F, he's thrown out across the diamond on a 3-5 fielder's choice. Otherwise, it's a 3-6-3 double play.</p> <p>Men on 1st & 3rd: If the infield is playing deep and the runner on 1st is not S/V/S, it's a 3-6-3 DP and the runner scores if this doesn't make 3 outs. If the infield is playing deep and the runner on 1st is S/V/S, it's a 3-6-4 DP and the runner scores if this doesn't make 3 outs. If the infield is playing in, it's a sharp grounder to the first baseman, who steps on the bag for one out and then comes home for another to turn a 3-2 DP with the man on 1st moving up to 2nd.</p> <p>Men on 2nd & 3rd: With the infield playing deep, it's a hard grounder to 1st and runners hold. With the infield playing in, it's a hard grounder to the first baseman, who steps on the bag for one out. If the man on 3rd is F/V/F, he scores. Otherwise, he's thrown out at the plate for a DP. The man on 2nd moves up to 3rd.</p> <p>Bases Loaded: With the infield playing deep, it's a 3-6-4 double play and runners advance one base if this doesn't make 3 outs. With the infield playing in, grounder to the first baseman who goes home to force a runner. The man running from 1st base slips and falls and is thrown out (2-4) at 2nd base, leaving men at the corners.</p>

G3h

Roll	Result
75-89	<p>Bases Empty: See 01-49.</p> <p>Man on 1st: See 01-49.</p> <p>Man on 2nd: See 01-49.</p> <p>Man on 3rd: Batter out at first and runner on 3rd is thrown out at the plate for a 3-2 DP.</p> <p>Men on 1st & 2nd: See 50-74.</p> <p>Men on 1st & 3rd: With less than two out and the infield is playing deep, the batter is out, the runner on 1st moves up to 2nd and the runner on 3rd is out in a 3-5-2-5 rundown. With less than two out and the infield playing in, the batter is out, the runner on 3rd holds and the runner on 1st moves to 2nd. With two outs, it's an unassisted ground out to first.</p> <p>Men on 2nd & 3rd: See 50-74.</p> <p>Bases Loaded: Hard grounder to first baseman who steps on the bag to retire the batter. If this doesn't make 3 outs, he throws to get the slowest, most furthest advanced runner on base. If the runner thrown out is not the runner who was on 3rd base, then the run crossing the plate <i>might</i> score. If the mod die is odd, the runner crossed the plate before the tag was made. If even, he did not.</p>
90-99	<p>Bases Empty: See 01-49.</p> <p>Man on 1st: See 01-49.</p> <p>Man on 2nd: See 01-49.</p> <p>Man on 3rd: See 75-89.</p> <p>Men on 1st & 2nd: See 50-74.</p> <p>Man on 1st & 3rd: See 75-89.</p> <p>Man on 2nd & 3rd: See 50-74.</p> <p>Bases Loaded: With infield playing in, the first baseman takes a hard grounder, steps on 1st to retire the batter and then throws home to nail the runner at the plate, leaving runners at 2nd and 3rd after the 3-2 DP.</p>

G3s

Roll	Result
00	See Rain Delay Chart .
01-09	<p>Check RUN rating of the batter and compare it to the RUN rating of the first baseman.</p> <p>If the batter is faster: First baseman knocks down line drive, picks it up and flips it to pitcher covering the bag. Batter and pitcher collide. Batter is out. Roll die for each player. If the roll is odd, the player is injured.</p> <p>If they have the same ratings: First baseman knocks down a line drive, picks it up and sprints for the bag, sliding into it to retire the batter. The batter steps on the first baseman on his way across the bag. Roll die for each player. If the roll is odd, the player is injured.</p> <p>If the first baseman is faster: First baseman knocks down a line drive, picks it up and sprints across the bag just ahead of the batter for the unassisted putout.</p>
10-19	Liner goes off of the pitcher and over to the first baseman. He retires the batter on a 1-3 and any base runners move up a base.
20-29	If there is a runner on 1st, the first baseman misses a grounder, but the runner on 1st is ruled out for runner's interference. (Credit the first baseman with a putout, give the batter 1st base, and hold any other runners on the dead ball.) Otherwise, it's a regular slow ground out.
30-99	If there is a runner on 1st, first baseman makes late throw to second. Runner safe and batter reaches on fielder's choice. Other runners advance one base. If no runner on 1st, it's a regular slow ground out.

G4

Roll	Result
00	See Rain Delay Chart .
01-28	<p>Bases Empty: Grounder on the right side past a diving first baseman. Second baseman fields it and throws to the pitcher covering first for a 4-1.</p> <p>Man on 1st: See Bases Empty. Runners advance one base.</p> <p>Man on 2nd: See Bases Empty. Runners advance one base.</p> <p>Man on 3rd: With infield playing deep, batter out and runner scores. Otherwise, batter safe on fielder's choice as second baseman's throw goes home. If the man on 3rd is F/VF, he's safe; otherwise, he's thrown out at the plate.</p> <p>Men on 1st & 2nd: See Bases Empty. Runners advance one base.</p> <p>Men on 1st & 3rd: Grounder goes off of the pitcher's glove and to the second baseman. If the infield is playing deep, he flips the ball to the shortstop for the attempted force out there. He hangs on for a 1-4-6 fielder's choice. Runners advance if that doesn't make the third out. If the infield is playing in, the batter is out, the runner on 1st advances to 2nd and the runner on 3rd holds.</p> <p>Men on 2nd & 3rd: If the infield is playing deep and the pitcher is a 4 or 5, a liner bounces off of the pitcher to the second baseman who throws to 1st for a 1-4-3 out that allows the runners to advance one base; otherwise it's a 4-3 grounder and runners advance a base.</p> <p>Bases Loaded: See Men on 2nd & 3rd.</p>
29-51	<p>Bases Empty: See 01-28.</p> <p>Man on 1st: Hard grounder on the right side strikes the runner. A dead ball forces all runners to hold. The runner from 1st is called out. Credit the second baseman with the put out. The batter is given 1st base on a single.</p> <p>Man on 2nd: See 01-28.</p> <p>Man on 3rd: Batter safe on a fielder's choice as the man on 3rd is tagged out in a 4-2-5 rundown. During the rundown, the batter advances to 2nd.</p> <p>Men on 1st & 2nd: See Man on 1st.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: Runner on 3rd thrown out and batter is safe on a fielder's choice. Man on 2nd moves up to 3rd. With the infield playing deep, it's a 4-5-2. With infield playing in, it's a 4-2-5-1-2 and the batter makes it to 2nd during the rundown.</p> <p>Bases Loaded: See Man on 1st.</p>
52-70	<p>Bases Empty: See 01-28.</p> <p>Man on 1st: Grounder to the second baseman. The runner coming from 1st bumps into him and is called out for interference. Credit the second baseman with a putout. Runners hold on the dead ball and the batter is safe on a fielder's choice..</p> <p>Man on 2nd: See 01-28.</p> <p>Man on 3rd: See 01-28.</p> <p>Men on 1st & 2nd: See Man on 1st.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: See 29-51.</p> <p>Bases Loaded: See Man on 1st.</p>

G4

Roll	Result
71-84	<p>Bases Empty: See 01-28.</p> <p>Man on 1st: With two outs, throw goes to first for the out. Otherwise, second baseman's throw to second pulls the shortstop off the bag. Runner safe and batter out on a 4-6-3.</p> <p>Man on 2nd: See 01-28.</p> <p>Man on 3rd: Batter safe on a fielder's choice as the second baseman throws home to get the runner, who is out in a 4-2-5-3 rundown. Batter is then thrown out trying to get to 2nd on a 2-6.</p> <p>Men on 1st & 2nd: With two outs, throw goes to first for the out. Otherwise, it looks like a 4-6-3 DP. If the runner coming from 1st is F/VF, he's ruled safe at 2nd and only the batter out. Runner on 2nd advances to 3rd.</p> <p>Men on 1st & 3rd: Batter is safe on a 4-6 fielder's choice. Runner scores from 3rd if this doesn't make 3 outs. Shortstop is bowled over by the runner coming in and is injured.</p> <p>Men on 2nd & 3rd: See 29-51.</p> <p>Bases Loaded: See 01-28.</p>
85-94	<p>Bases Empty: See 01-28.</p> <p>Man on 1st: Grounder to the second baseman who flips to the shortstop for a force out. The runner comes in hard, bowling over the shortstop. Players start a fight and are each ejected from the game.</p> <p>Man on 2nd: See 01-28.</p> <p>Man on 3rd: See 01-28.</p> <p>Men on 1st & 2nd: If the runner on 2nd is S/VF and there are less than two outs, he's thrown out on a 4-5 fielder's choice. Otherwise, the batter is out on a 4-3 and all runners advance one base.</p> <p>Men on 1st & 3rd: Grounder to second, who catches the runner off of 3rd, eventually getting him out in a rundown that goes 4-5-2. Batter safe on a fielder's choice and man on 1st moves up to 3rd.</p> <p>Men on 2nd & 3rd: See 29-51.</p> <p>Bases Loaded: See 29-51.</p>
95-99	<p>Bases Empty: See 01-28.</p> <p>Man on 1st: See 85-94.</p> <p>Man on 2nd: See 01-28.</p> <p>Man on 3rd: See 01-28.</p> <p>Men on 1st & 2nd: Grounder goes off of the pitcher's glove and to the second baseman, who flips to the shortstop for the attempted force out there. He hangs on for a 1-4-6 fielder's choice. If this doesn't make three outs, the runners advance.</p> <p>Men on 1st & 3rd: Line drive goes off of the pitcher's glove and to the shortstop who then flips the ball to the second baseman. Batter safe on a fielder's choice and the runner is out at 2nd on a 1-6-4. If this doesn't make the third out, the runner scores.</p> <p>Men on 2nd & 3rd: See 29-51.</p> <p>Bases Loaded: See 52-70.</p>

G4h

Roll	Result
00	See Rain Delay Chart .
01-33	<p>Bases Empty: Hard grounder up the middle goes off pitcher's glove to second baseman who throws to 1st for a 1-4-3 putout.</p> <p>Man on 1st: Hard grounder to second baseman who flips to shortstop for the force out. If there are not 3 outs yet, the base runner slides hard into the shortstop, preventing him from attempting to turn a double play. The ump rules that he slid out of the baseline and rules both the runner and the batter out.</p> <p>Man on 2nd: Hard grounder to second baseman. If there are less than two outs and the runner on 2nd is F/VF, he goes to 3rd and the batter is out at first on a 4-3; otherwise, the runner thrown out at 3rd on a 4-5 fielder's choice. With two outs, the throw goes to first for the 3rd out.</p> <p>Man on 3rd: If the infield is playing deep, the batter is out at first and the runner on 3rd is thrown out at the plate for a 4-3-2 double play. If the infield is playing in, it's a strange double play as the man on 3rd is thrown out in a rundown, the batter gets to 2nd on a wild throw, then is thrown out at 3rd. Score as a 4-2-5-2-E2-9-5.</p> <p>Men on 1st & 2nd: With two outs, throw goes to first for the 3rd out. With one out, see Man on 1st. With none out, it's a hard smash down the 3rd base line, picked up by the fielder who steps on 3rd for an out then throws over to 2nd to try for a second out. Roll a die, divide by 2 and round off. If result is less than second baseman's fielding rating, he completes an around-the-horn triple play, throwing over to 1st.</p> <p>Men on 1st & 3rd: If the infield is playing in, second baseman fields a hard grounder, looks the runner back to third, tags the man coming from 1st, then throws to 1st for a 4-3 double play. If the infield is playing deep, it's a 4-6-3 double play and the runner scores from 3rd if this doesn't make the 3rd out.</p> <p>Men on 2nd & 3rd: If the infield is playing deep, the batter is out and runners advance one base. If the infield is playing in, the batter is safe on a fielder's choice as the second baseman throws home. The man on 3rd is caught in a rundown and finally tagged out on a 4-2-5. The man on 2nd tries to sneak into 3rd but is tagged out by the 3rd baseman for a double play. The batter moves up to 2nd during the double play.</p> <p>Bases Loaded: If the infield is playing in, the runner is thrown out at the plate and the batter is out on a 4-2-3 double play, leaving runners at 2nd and 3rd. If the infield is playing deep, the second baseman fields a hard grounder up the middle, steps on 2nd for the force out there and then throws to 1st to complete a 4-3 double play. If this doesn't make 3 outs, the run scores and a runner remains on 3rd.</p>
33-66	<p>Man on 2nd: Hard grounder to second baseman. If there are less than two outs and the runner on 2nd is S/V/S, he is thrown out at 3rd on a 4-5 fielder's choice; otherwise, the batter is safe on a fielder's choice when the second baseman's throw over to 3rd is late, putting men on the corners. With two outs, the throw goes to first for the 3rd out.</p> <p>Man on 3rd: If the infield is playing deep, the batter is out at first and the runner on 3rd is thrown out at the plate for a 4-3-2 double play. If the infield is playing in, the second baseman throws to 1st to retire the batter with the runner holding at 3rd. If the first baseman is a 5, he then throws across the diamond to catch the runner on a 3-5 to double him off.</p> <p>Otherwise: See 01-33.</p>

G4h

Roll	Result
67-99	<p>Man on 2nd: Hard grounder to second baseman. If there are less than two outs, the runner on 2nd is thrown out at 3rd (4-5) and the batter is safe on a fielder's choice. With two outs, the throw goes to first for the 3rd out.</p> <p>Man on 3rd: If the infield is playing deep, the batter is out at first and the runner on 3rd is thrown out at the plate for a 4-3-2 double play. If the infield is playing in, a hard grounder up the middle to second forces the runner to hold at 3rd. The throw goes to 1st. If the batter is S/VS, he's out; otherwise, he's safe on an infield single.</p> <p>Men on 1st & 3rd: If the infield is playing in, second baseman fields a hard grounder, touches the runner coming in from 1st for an out, then throws home. If the runner on 3rd is F/VF, he's safe; otherwise, he's out. Either way, the batter is safe on the fielder's choice. If the infield is playing deep, it's a 4-6-4 double play and the runner scores from 3rd if this doesn't make the 3rd out.</p> <p>Bases Loaded: If the infield is playing in, the second baseman fields a hard grounder and comes home for the force out. The runner coming from 1st base slips and falls and is thrown out (2-4) at 2nd base, leaving runners at the corners. If the infield is playing deep, it's a grounder to short, who throws to 2nd for the force out. If this doesn't make the 3rd out, the runner coming in from 1st clearly slides out of the base path to knock the second baseman down before he can make the relay throw. The batter is ruled out because of the interference, making it a 6-4-3 double play. Runners must remain at 2nd and 3rd.</p> <p>Otherwise: See 01-33.</p>

G4s

Roll	Result
00	See Rain Delay Chart .
01-09	Second baseman fields slow roller. His only play is to first base. The throw pulls the first baseman off the bag and into the path of the batter. The first baseman makes the tag, retiring the batter, but for each player, roll a die. If the roll is odd, they are injured.
10-19	Liner goes off of the pitcher and over to the second baseman whose only play is to 1st. He retires the batter on a 1-4-3 and any base runners move up a base.
20-29	If there is a runner on 1st, then the fielder misses a grounder, but the runner on 1st is ruled out for runner's interference. (Credit the second baseman with a putout, give the batter 1st base, and hold any other runners on the dead ball.) Otherwise, it's a regular slow ground out.
30-99	If there is a runner on 1st, the second baseman makes a late throw to second. Runner is safe and batter reaches on a fielder's choice. Any other runners advance one base. If there is no runner on 1st, it's a regular slow ground out.

G5

Roll	Result
00	See Rain Delay Chart .
01-09	<p>Hard grounder comes up and goes off of third baseman's face, bouncing to the shortstop.</p> <p>Bases Empty: Batter out on a 5-6-3.</p> <p>Man on 1st: If runner is F/VF, batter is out on a 5-6-3; otherwise, runner out on a 5-6-4.</p> <p>Man on 2nd: Runner holds. Batter out on a 5-6-3.</p> <p>Man on 3rd: If runner is F/VF, batter is out on a 5-6-3; otherwise, runner out on a 5-6-2.</p> <p>Men on 1st & 2nd: See Man on 1st and man on 2nd moves up to 3rd.</p> <p>Men on 1st & 3rd: See Man on 1st and man on 3rd scores.</p> <p>Men on 2nd & 3rd: Runner on 2nd holds. If runner on 3rd is F/VF, batter is out on a 5-6-3 with runner scoring if this doesn't make 3 outs. Otherwise, runner out at home on a 5-6-2.</p> <p>Bases Loaded: If runner on 3rd and 1st are both F/VF or there are 2 outs, batter out on a 5-6-3. If the runner on 3rd is not F/VF, he's out at home on a 5-6-2. If the runner on 1st is not F/VF, he's out on a 5-6-4.</p>
10-99	<p>Men on 2nd & 3rd with infield playing deep: With two outs, the batter is out on a grounder to third; Otherwise, the man on 3rd is thrown out at the plate on a 5-2. The man on 2nd goes to 3rd unless he is S/VS in which case the catcher throws him out to complete a 5-2-5 DP.</p> <p>Bases Loaded with infield playing in: The third baseman takes a grounder, tries to step on the bag for a force out and then throws home. The runner from 3rd is out at the plate on a 5-2. The umpire rules that the third baseman missed touching the bag, so the bases are left loaded. Batter safe on fielder's choice. If the mod die is odd, the third baseman is ejected after a heated argument with the umpire.</p> <p>Otherwise: See 01-09.</p>

G5h

Roll	Result
00	See Rain Delay Chart .
01-49	<p>Bases Empty: Hard grounder bounces off of third baseman, to the shortstop, who throws to first for the 5-6-3 ground out.</p> <p>Man on 1st: Hard grounder bounces off third baseman, to the shortstop, who starts a 5-6-4-3 double play.</p> <p>Man on 2nd: Ground ball to third baseman. He goes to first base for the out. If the man on 2nd is S/V/S, he holds at 2nd. Otherwise, he breaks for 3rd. If the runner goes and the 1B is a 4 or 5, the runner is out on a throw across the diamond for a 5-3-5 DP; otherwise, he's safe.</p> <p>Man on 3rd: Grounder to third baseman. Runner on 3rd is off the base and gets caught in a rundown, finally getting tagged out on a 5-2-5-2. The batter tries for 2nd and is safe on a wild throw before being thrown out at 3rd on an E2-9-5.</p> <p>Men on 1st & 2nd: Ground ball to third baseman, who steps on 3rd for a force out and then throws across the diamond for a 5-3 DP.</p> <p>Men on 1st & 3rd: Grounder to third baseman. Runner on 3rd is off the base and gets caught in a rundown, finally getting tagged out on a 5-2-5-2. The batter tries for 2nd and is safe on a wild throw before being thrown out at 3rd on an E2-9-5.</p> <p>Men on 2nd & 3rd: Grounder to third baseman. Runner on 3rd is off the base and gets caught in a rundown, finally getting tagged out on a 5-2-5-2. The batter tries for 2nd and is safe on a wild throw before being thrown out at 3rd on an E2-9-5.</p> <p>Bases Loaded with infield playing deep: Grounder to third baseman, who steps on 3rd for a force out and then goes across the diamond for a 5-3 DP. Other runners advance and the run scores if this doesn't make 3 outs.</p> <p>Bases Loaded with infield playing in: Grounder to third baseman, who goes home to force the runner out at the plate. Meanwhile, the runner from 1st base slips and falls and is thrown out (2-4) at 2nd base, leaving runners at the corners after the DP.</p>
50-74	<p>Man on 3rd: Hard grounder to third baseman who throws across the diamond to retire the batter. The runner breaks for home and is thrown out for a DP.</p> <p>Men on 1st & 2nd: Check fielding rating of the 3B. If he is a 4 or 5, he steps on 3rd and then goes to 2nd for a 5-4 fielder's choice DP. If he is a 2 or 3, he steps on 3rd and goes to 1st for a 5-3 DP with the man on 1st moving up to 2nd. If he is a 0 or 1, he goes around the horn for a 5-4-3 DP and the man on 2nd moves up to 3rd.</p> <p>Men on 1st & 3rd: Hard grounder to third baseman who throws across the diamond to retire the batter. The runner breaks for home and is thrown out for a DP.</p> <p>Men on 2nd & 3rd: Hard grounder to third baseman who throws across the diamond to retire the batter. The runner breaks for home and is thrown out for a DP.</p> <p>Bases Loaded with infield playing deep: Grounder to third. Defense can elect to take a 5-2 fielder's choice or a 5-3 double play (the man on 2nd is out at 3rd and the batter is out at first; the runner scores if this doesn't make 3 outs).</p> <p>Bases Loaded with infield playing in: Man on 3rd is out at home and the batter is thrown out at 1st for a 5-2-3 DP.</p> <p>Otherwise: See 01-49.</p>
75-99	<p>Bases Loaded with infield playing deep: Grounder to third. Hard ground ball to the third baseman who steps on the bag for a force out. He then throws to 2nd for a force out there, but if the runner coming in is F/VF, he's called safe. The throw then goes on to 1st to retire the batter for a potential triple play. If this doesn't end in 3 outs, the runner scores.</p> <p>Otherwise: See 50-74.</p>

G5s

Roll	Result
00	See Rain Delay Chart .
01-09	Third baseman fields slow roller. His only play is to first base. The throw pulls the first baseman off the bag and into the path of the batter. The first baseman makes the tag, retiring the batter, but for each player, roll a die. If the roll is odd, they are injured.
10-19	Liner goes off of the pitcher and over to the third baseman whose only play is to 1st. He retires the batter on a 1-5-3 and any base runners move up a base.
20-29	If there is a runner on 2nd, the third baseman misses a grounder, but the runner on 2nd is ruled out for runner's interference. (Credit the third baseman with a putout, give the batter 1st base, and hold any other runners on the dead ball.) Otherwise, it's a regular slow ground out.
30-99	If there is a runner on 1st, the third baseman makes a late throw to second. Runner is safe and batter reaches on a fielder's choice. Any other runners advance one base. If there is no runner on 1st, it's a regular slow ground out.

G6

Roll	Result
00	See Rain Delay Chart .
01-24	<p>Bases Empty: Hard grounder goes off of pitcher and to the shortstop who throws batter out.</p> <p>Man on 1st: Grounder to shortstop, who flips to the second baseman for the force out. The runner comes in hard, bowling over the second baseman. Players start to fight and are each ejected from the game.</p> <p>Man on 2nd: Grounder to short. With two outs, he throws the batter out. Otherwise, the batter is safe on a fielder's choice as the shortstop tries to throw the runner out going to 3rd. If the runner is S/VS, he's out on a 6-5; otherwise, he's safe.</p> <p>Man on 3rd: Grounder to short. With two outs, he throws the batter out. Otherwise, if the infield is deep, the shortstop catches the runner straying off of 3rd for a 6-5 fielder's choice. If the infield is in, the shortstop tries to throw the runner out at home; if he's F/VF, he's safe, otherwise he is out on a 6-2.</p> <p>Men on 1st & 2nd: Grounder to shortstop who flips to second baseman for the force out. Runner comes in hard, bowling over the second baseman. Players start to fight and are each ejected from the game.</p> <p>Men on 1st & 3rd: Grounder to short. Runner on 3rd breaks home. Defensive Manager can either throw to 2nd for the force out or throw home. If they throw home, roll a die, divide it by 2, and round. If that result is less than the shortstop's fielding rating, the runner is out on a 6-2; otherwise, they are safe.</p> <p>Men on 2nd & 3rd: Grounder to short. Batter safe on fielder's choice. The man on 2nd is called out for running into the shortstop. Credit the shortstop with a putout. The runner on 3rd must hold.</p> <p>Bases Loaded: Shortstop fields a hard grounder up the middle. It's a foot race to 2nd base for the force out. If the shortstop's Running Rating is equal to or higher than the runner's, he steps on the bag in time for the force. Otherwise, the runner is safe and the batter gets a fielder's choice.</p>
25-49	Hard grounder caroms off of the pitcher and to the shortstop. With two outs, he throws to first for a 1-6-3 out. With less than two outs, the shortstop throws to retire whichever lead runner can be forced out and any other runners advance one base.

G6

Roll	Result
50-74	<p>Bases Empty: See 25-49.</p> <p>Man on 1st: See 25-49.</p> <p>Man on 2nd: See 01-24.</p> <p>Man on 3rd: Batter safe on a fielder's choice. Man on 3rd is out at the plate. If the catcher is a 5, he then doubles the batter off rounding 1st base too widely.</p> <p>Men on 1st & 2nd: Grounder to short. With two outs, he throws the batter out. Otherwise, the runner is forced out at 3rd on a 6-5.</p> <p>Men on 1st & 3rd: See 01-24.</p> <p>Men on 2nd & 3rd: See 25-49.</p> <p>Bases Loaded: See 25-49.</p>
75-99	<p>Bases Empty: See 25-49.</p> <p>Man on 1st: See 25-49.</p> <p>Man on 2nd: See 01-24.</p> <p>Man on 3rd: Batter safe on a fielder's choice. Man on 3rd is out at the plate. If the catcher is a 4 or 5, he then doubles the batter off rounding 1st base too widely.</p> <p>Men on 1st & 2nd: Grounder to short. With two outs, he throws the batter out. Otherwise, if the runner on 1st is S/V/S, it's a 6-4-3 DP. Otherwise, the batter is out on a 6-4-3 as the runner is called safe at 2nd base.</p> <p>Men on 1st & 3rd: See 01-24.</p> <p>Men on 2nd & 3rd: See 25-49.</p> <p>Bases Loaded: See 25-49.</p>

G6h

Roll	Result
00	See Rain Delay Chart .
01-19	<p>Bases Empty: Hard grounder up the middle goes off pitcher's glove to shortstop who throws to 1st for a 1-6-3 putout.</p> <p>Man on 1st: With two outs, 6-4 fielder's choice. Otherwise, grounder to shortstop, who flips to 2nd for the force out. The base runner slides hard into the second baseman, preventing him from completing the double play. The umpire rules that he slid out of the baseline and rules both the runner and batter out.</p> <p>Man on 2nd: With two outs, 6-3 ground out to short. Otherwise, the man on 2nd is out on a 6-5 and the batter is safe on a fielder's choice.</p> <p>Man on 3rd: With two outs, 6-3 ground out to short. Otherwise, runner on 3rd is thrown out in a rundown, the batter gets to 2nd on a wild throw and is then thrown out at 3rd. Score it 6-2-5-2-E2-9-5.</p> <p>Men on 1st & 2nd: 6-4-3 double play after the runner on 1st is called out for interference.</p> <p>Men on 1st & 3rd: With two outs, 6-3 ground out to short. Otherwise, grounder to short. Man on 3rd is out on a rundown (6-2-5-2). Batter tries to sneak into 2nd during rundown and is out on a 2-4 for a double play.</p> <p>Men on 2nd & 3rd: With two outs, 6-3 ground out to short. Otherwise, grounder to short. Man on 3rd is out on a rundown (6-2-5-2). Runner on 2nd tries to sneak into 3rd behind the rundown and is out on a 2-5-4-5. If this doesn't make 3 outs, the batter tries to sneak into 2nd during that rundown and is out on a 5-6 for a triple play.</p> <p>Bases Loaded: With two outs, it's a 6-4 fielder's choice. With the infield deep, it's a 6-4-3 double play. With the infield in, it's a grounder to short. Man on 3rd is out on a rundown (6-2-5-2). Runner on 2nd tries to sneak into 3rd behind the rundown and is out on a 2-5-4-5. If this doesn't make 3 outs, the batter tries to sneak into 2nd during that rundown and is out on a 5-6 for a triple play.</p>

G6h

Roll	Result
20-39	<p>Bases Empty: See 01-19.</p> <p>Man on 1st: With two outs, 6-3 ground out to short. Otherwise, 6-4-3 double play after the runner from 1st is called out for interference.</p> <p>Man on 2nd: See 01-19.</p> <p>Man on 3rd: 6-3 ground out to short. If that doesn't make 3 outs, the runner on 3rd tries to score and is thrown out at the plate for a 6-3-2 double play.</p> <p>Men on 1st & 2nd: Shortstop fields a grounder and steps on 2nd for the force out there. If that doesn't make 3 outs, he throws over to 1st for a 6-3 double play and the runner on 2nd moves up to 3rd.</p> <p>Men on 1st & 3rd: With the infield in, the batter is safe on a fielder's choice. The man on 3rd is out at the plate in a rundown that goes 6-2-5-1. The man on 1st moves up to 3rd and the batter gets to 2nd during the rundown. With the infield deep, it's a 6-4-3 double play after the runner from 1st is called out for interference. Runner on 3rd scores.</p> <p>Men on 2nd & 3rd: With 2 outs, it's a 6-3 ground out. With infield deep, the batter is safe on a fielder's choice and the runners are retired on a double play - man on 3rd out on a 6-5 and man on 2nd out on a 5-4-6. With infield in, it's a grounder to short. Man on 3rd is out on a 6-2-5-2 rundown. The man on 2nd moves up to 3rd. The batter is safe on a fielder's choice, but is then out going for 2nd on a 2-4 double play.</p> <p>Bases Loaded: With two outs, it's a 6-4 fielder's choice. With the infield deep, it's a 6-4-3 double play after the runner on 1st is called out for interference. With the infield in, it's a grounder to short, who goes home to force a runner. The man running from 1st base slips and falls and is thrown out on a 2-4 at 2nd base for a double play, leaving men at the corners.</p>
40-59	<p>Bases Empty: See 01-19.</p> <p>Man on 1st: Shortstop fields a grounder and steps on 2nd for the force out there. If that doesn't make 3 outs, he throws over to 1st for a 6-3 double play.</p> <p>Man on 2nd: See 01-19.</p> <p>Man on 3rd: With two outs, 6-3 ground out. Otherwise, man on 3rd is out in 6-2-5-2 rundown. Batter is then thrown out trying to sneak into 2nd on a 2-4 to complete a double play.</p> <p>Men on 1st & 2nd: See 20-39.</p> <p>Men on 1st & 3rd: With the infield deep, the shortstop fields a grounder, steps on 2nd and throws the batter out for a 6-3 double play. Runner scores from 3rd if that doesn't make 3 outs. With the infield in, the batter is safe on a fielder's choice and the runner is thrown out at home on a 6-2. The runner from 1st rounds 2nd base too widely and is thrown out on a 2-4 for a double play.</p> <p>Men on 2nd & 3rd: See 01-19.</p> <p>Bases Loaded: With the infield deep, the shortstop fields a grounder, steps on 2nd and throws the batter out for a 6-3 double play. If that doesn't make 3 outs, all other runners advance one base. With the infield in, the runner is out at home on the front-end of a 6-2-3 double play that also retires the batter.</p>
60-79	<p>Bases Empty: See 01-19.</p> <p>Man on 1st: See 40-59.</p> <p>Man on 2nd: See 01-19.</p> <p>Man on 3rd: With the infield deep, see 20-39. With the infield in, batter safe on a fielder's choice. Man on 3rd is out at the plate and the batter is out trying to get to 2nd on a 6-5-2-5-4.</p> <p>Men on 1st & 2nd: See 20-39.</p> <p>Men on 1st & 3rd: See 40-59.</p> <p>Men on 2nd & 3rd: See 20-39.</p> <p>Bases Loaded: With the infield in, see 40-59. With the infield deep and two outs, it's a 6-3 ground out. Otherwise, a hard grounder is fielded by the shortstop, who then goes to 3rd for a 6-5 putout. The throw then goes across the infield. If the batter is F/VF, he's safe on a fielder's choice. Otherwise, he is out on a</p>

	6-5-3 double play. If this doesn't make 3 outs, the runner scores from 3rd.
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G6h

Roll	Result
80-99	<p>Bases Empty: See 01-19.</p> <p>Man on 1st: See 40-59.</p> <p>Man on 2nd: See 01-19.</p> <p>Man on 3rd: With the infield deep, see 20-39. With the infield in, batter safe on a fielder's choice and then advances to 2nd while the man on 3rd is out in a 6-2-5-2 rundown.</p> <p>Men on 1st & 2nd: See 20-39.</p> <p>Men on 1st & 3rd: See 40-59.</p> <p>Men on 2nd & 3rd: See 01-19.</p> <p>Bases Loaded: See 40-59.</p>

G6s

Roll	Result
00	See Rain Delay Chart .
01-09	Shortstop fields slow roller. His only play is to first base. The throw pulls the first baseman off the bag and into the path of the batter. The first baseman makes the tag, retiring the batter, but for each player, roll die. If the roll is odd, they are injured.
10-19	Liner goes off of the pitcher and over to the shortstop whose only play is to 1st. He retires the batter on a 1-6-3 and any base runners move up a base.
20-29	If there is a runner on 2nd, then the fielder misses a grounder, but the runner on 2nd is ruled out for runner's interference. (Credit the shortstop with a putout, give the batter 1st base, and hold any other runners on the dead ball.) Otherwise, it's a regular slow ground out.
30-99	If there is a runner on 1st, the shortstop makes a late throw to second. Runner is safe and batter reaches on a fielder's choice. Any other runners advance one base. If there is no runner on 1st, it's a regular slow ground out.

HBP

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02-24	Batter hit by the pitch. If there have been previous HBP results in the game, the umpire serves a warning to both benches. If there are any future HBP results, the pitcher is immediately removed from the game.
25-49	Batter is hit by the pitch. Emotions are flaring up. Any future hit batters result in an immediate ejection of the pitcher on the mound.

HBP

Roll	Result
50-74	Batter is hit by the pitch. Batter charges mound and tackles pitcher. Both batter and pitcher are ejected from the game. In addition, roll die. If the roll is a 0, an all-out brawl breaks out on the field. Shuffle both team decks (including <i>all</i> players) and look at the top 3 cards for each team. For each player, roll die. If the roll is a 0-4, ignore the player. If it's a 5-8, the player is ejected. If it's a 9, the player is ejected <i>and</i> suspended. To determine the length of a suspension, roll die. A 0 is a 1-game suspension. A 1-2 is a 2-game suspension. A 3-5 is a 3-game suspension. A 6-9 is a 4-game suspension.
75-99	Batter is hit by the pitch. If the batter hit a home run earlier in the game or somebody on the fielding team has been hit by a pitch earlier in the game, then a brawl breaks out. See 50-74 above, starting with "Shuffle both team decks..."

HR

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02	If there is a runner on 1st and there are less than two outs, then home run bounces back into the field of play. There is some confusion and the runner on 1st runs back to 1st and is passed on the bases by the batter. Batter is ruled out (credit the 1B with a putout) and given credit for a base-clearing single instead.
03	Fly ball into left-center. LF and CF both go for the ball and collide. Batter gets an inside-the-park HR. For each outfielder, roll die. If roll is odd, they are injured.
04	Fly ball into right-center. CF and RF both go for the ball and collide. Batter gets an inside-the-park HR. For each outfielder, roll die. If roll is odd, they are injured.
05-49	If batter is F/VF, it's an inside-the-park home run.
50-94	An outfielder may rob a home run. Roll die to determine the OF. 0-2=LF, 3-6=CF, 7-9=RF. Roll die, divide by 2 and round off. If the fences are too tall to rob a HR or the result is greater than or equal to the outfielder's rating, the ball goes over his glove for a HR. Otherwise, he robs a HR.
95-99	Batter gets a little too demonstrative following homer. Any future HBP results in immediate pitcher ejection.

L1

Roll	Result
00	See Rain Delay Chart .
01-09	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher. Otherwise, regular line out.
10-19	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, regular line out.
20-59	If there are any runners on base, the pitcher picks the lead runner off. If bases are empty, it's a regular line out to the pitcher.
60-99	Same as above 20-59 above, but if a runner was picked off he is ejected for arguing.

L3

Roll	Result
00	See Rain Delay Chart .
01-09	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher. Otherwise, regular line out.
10-19	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, regular line out.
20-29	Line drive goes off foot of pitcher, into the air, then caught by the first baseman for an out.
30-99	Line out to first baseman. If there are any runners on 2nd or 3rd base, his throw to get the lead runner but goes into outfield for an error. Runners advance two bases if they are F/VF and one base otherwise.

L4

Roll	Result
00	See Rain Delay Chart .
01-09	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher. Otherwise, regular line out.
10-19	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, regular line out.
20-29	Line drive goes off foot of pitcher, into the air, then caught by the second baseman for an out.
30-44	Liner caught by second baseman who starts a potential triple play. If there is a runner on 2nd, the second baseman touches 2nd to double that runner off. If there is a runner on 1st, the second baseman throws to 1st to double that runner off.
45-64	Possible unassisted triple play! Line out to second baseman. If there is a runner on 2nd, the second baseman touches 2nd to double that runner off. If there is also a runner on 1st, the second baseman tags them coming in from first.
65-99	Bases Loaded w/ infield playing in: Line drive caught by second baseman, who then tags runner on his way past him from 1st for a double play. Other runners hold. Bases Loaded w/ infield playing deep: Liner caught by second baseman, who throws to shortstop covering 2nd to double runner off of 2nd. If the man on 1st is F/VF, the shortstop then throws to 1st for a triple play; otherwise, the shortstop tags the runner from 1st for a triple play. Otherwise: See 30-44.

L5

Roll	Result
00	See Rain Delay Chart .
01-09	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher. Otherwise, regular line out.
10-19	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, regular line out.

L5

Roll	Result
20-29	Line drive goes off foot of pitcher, into the air, then caught by the third baseman for an out.
30-99	Liner caught by third baseman. If there are any runners on base, his throw to get the lead runner goes into the outfield for an error. Runners advance two bases if they are F/VF and one base otherwise.

L6

Roll	Result
00	See Rain Delay Chart .
01-09	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher. Otherwise, regular line out.
10-19	If there is a man on 1st or 2nd, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, regular line out.
20-29	Line drive goes off foot of pitcher, into the air, then caught by the shortstop for an out.
30-39	Liner caught by shortstop who starts a potential triple play. If there is a runner on 2nd, the shortstop touches 2nd to double that runner off. If there is a runner on 1st, the shortstop throws to 1st to double that runner off.
40-49	Possible unassisted triple play! Line out to shortstop. If there is a runner on 2nd, the shortstop touches 2nd to double that runner off. If there is also a runner on 1st, the shortstop tags them coming in from first.
50-74	Bases Loaded w/ infield playing in: Line drive caught by shortstop, who then tags runner on his way past him from 2nd for a double play. Other runners hold. Bases Loaded w/ infield playing deep: Liner caught by shortstop, who throws to second baseman covering 2nd to double runner off of 2nd. If the man on 1st is F/VF, the second baseman then throws to 1st for a triple play; otherwise, the second baseman tags the runner from 1st for a triple play. Otherwise: See 30-39.
75-99	Bases Loaded w/ infield playing in: Line drive caught by shortstop, who doubles the man off of 3rd for a 6-5 double play. Other runners hold. Bases Loaded w/ infield playing deep: Liner caught by shortstop, who throws across to first for a 6-3 double play, doubling the man off of 1st base. Other runners hold. Otherwise: See 30-39.

P1

Roll	Result
00	See Rain Delay Chart .
01-24	If there are runners on base, the lead runner is picked off by the pitcher and ejected for arguing the call. Otherwise, pop out to the pitcher.
25-49	If there is a man on 1st and 2nd base is empty, the pitcher catches the base runner leaning off the bag and they are thrown out on a 1-3-6. Otherwise, pop out to the pitcher.
50-74	If there is a man on 1st and 2nd base is empty, the pitcher catches the base runner leaning off the bag and they are thrown out on a 1-3-6-3. Otherwise, pop out to the pitcher.
75-99	If there is a man on 1st and 2nd base is empty, the pitcher catches the base runner leaning off the bag and they are thrown out on a 1-3-6-4. Otherwise, pop out to the pitcher.

P2

Roll	Result
00	See Rain Delay Chart .
01-16	If there are runners on base, the lead runner is picked off by the catcher. Otherwise, pop out to the catcher.
17-32	If there are runners on base, the lead runner is picked off by the catcher and ejected for arguing the call. Otherwise, pop out to the catcher.
33-49	Bases Empty: Batter out after running into his own batted ball. Credit catcher with putout. Otherwise: Catcher goes for a foul ball towards the stands. He makes the catch but collides with a wall and falls. If this not the 3rd out, any F/VF runners tag up.
50-66	Man on 1st: Foul pop out to the catcher. If this is not the 3rd out and the runner on 1st is F/VF, he tags up and reaches 2nd base. Men on 1st & 2nd: If there are two out, pop up goes out of catcher's glove and into an infielder's glove for the putout. Otherwise, a pop up in front of the plate is called an infield fly and the batter is called out. However, the catcher misses the popup which falls into fair territory. The runner from 2nd attempts to go to 3rd and is thrown out by the catcher. Men on 1st & 3rd: See Man on 1st. Otherwise: Pop out to the catcher.
67-82	Foul tip. Roll die, divide by 2 and round off. If result is higher than catcher's fielding rating, treat this as a foul ball. Otherwise, the catcher makes a grab of the foul tip, resulting in a strikeout.
83-99	Catcher falls into the dugout and is injured. Roll die, divide by 2, and round off. If result is less than or equal to catcher's fielding rating, he holds on to the ball for the out; otherwise, he drops the ball.

P3

Roll	Result
00	See Rain Delay Chart .
01	Foul ball on the right side. Catcher goes for it, but the ball bounces out of his glove and into the glove of the first baseman for a 2-3 popout. Runners hold.
02-19	Foul ball on the left side. First baseman goes over to make the catch but a fan reaches out and grabs for the ball, knocking it out of his way. If mod die is 0 or 9, the ump misses the call and it's a foul ball. Otherwise, the batter is called out on fan interference. Give first baseman the putout.
20-29	First baseman loses the ball in the sun and it drops in. With two outs, this is a single and any runners advance one base. With less than two outs, the infield fly rule is called - the batter is out and any runners advance one base.
30-69	First baseman falls into the dugout and is injured. Roll die, divide by 2 and round off. If result is less than or equal to his fielding rating, he holds on to the ball for the out. Otherwise, he drops it.
70-79	<p>Bases Empty: Foul ball falls untouched after the catcher and first baseman give chase and run into each other. Both are injured.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. First baseman ranges over, making the catch as he falls into the stands/dugout. Runners hold.</p> <p>Man on 2nd: See Man on 1st.</p> <p>Man on 3rd: Pop up caught deep in foul territory. Runner can attempt to tag up from 3rd using the Choice Chart.</p> <p>Men on 1st & 2nd: See Man on 1st.</p> <p>Men on 1st & 3rd: See Man on 3rd.</p> <p>Men on 2nd & 3rd: See Man on 3rd.</p> <p>Bases Loaded: See Man on 3rd.</p>
80-89	<p>Bases Empty: See 70-79.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. First baseman ranges over, making the catch as he falls into the stands/dugout. Runners from 3rd and 1st tag up.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See Man on 1st.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: First baseman drops pop up then throws runner out at the plate on a 5-2. Man on 2nd goes to 3rd and batter safe on fielder's choice.</p> <p>Bases Loaded: Twisting foul ball headed into foul territory. First baseman ranges over, making the catch as he falls into the stands/dugout. Runner scores from 3rd.</p>
90-99	<p>Bases Empty: Foul ball falls untouched after the catcher and first baseman give chase and run into each other. Both are injured.</p> <p>Men on Base: Pop out to first baseman. Lead runner forgets how many outs there are and is doubled off.</p>

P4

Roll	Result
00	See Rain Delay Chart .
18-32	Second baseman loses the ball in the sun and it drops in. With two outs, this is a single and any runners advance one base. With less than two outs, the infield fly rule is called - the batter is out and any runners advance one base.
33-49	Second baseman falls into the dugout and is injured. Roll die, divide by 2 and round off. If result is less than or equal to his fielding rating, he holds on for the out. Otherwise, the ball drops foul.
50-59	<p>Bases Empty: Shallow pop up into right field. The right fielder and second baseman both go for it and collide. The second baseman makes the catch, but the right fielder is shaken up and removed from the game. Any runners on base must hold.</p> <p>Man on 1st: See Bases Empty.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: High pop up far down the right field line in foul territory. The second baseman has a chance to get to it. He can either let the ball fall for a foul ball or make the catch and allow the runner on 3rd to attempt to tag up.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See Man on 3rd.</p> <p>Men on 2nd & 3rd: See Man on 3rd.</p> <p>Bases Loaded: See Man on 3rd.</p>
60-69	<p>Bases Empty: Shallow pop up into center field. The center fielder and second baseman both go for it and collide. The second baseman makes the catch, but the center fielder is shaken up and removed from the game. Any runners on base must hold.</p> <p>Man on 1st: See Bases Empty.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See 50-59.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See 50-59.</p> <p>Men on 2nd & 3rd: See 50-59.</p> <p>Bases Loaded: See 50-59.</p>
70-79	<p>Bases Empty: Foul ball falls untouched after the first baseman and second baseman give chase and run into each other. Both are injured.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. Second baseman ranges over, making the catch as he falls into the stands/dugout. Runners from 3rd and 1st tag up.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See Man on 1st.</p> <p>Men on 1st & 2nd: With two outs, see Bases Empty. Otherwise, second baseman drops a high pop up. The batter is called out on an infield fly, while the man on 2nd is thrown out at 3rd on a 4-5 and the man on 1st goes to 2nd unless he is S/V/S in which case he holds.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: See Bases Empty.</p> <p>Bases Loaded: See Man on 1st.</p>
80-89	<p>Bases Empty: Foul ball falls untouched after the first baseman and second baseman give chase and run into each other. Both are injured.</p> <p>Men on Base: Pop out to second baseman. Lead runner forgets how many outs there are and is doubled off.</p>

P4

Roll	Result
90-93	High pop fly back of second base. The middle infielders collide as the second baseman makes the catch for the out. If there are runners on 2nd or 3rd, they advance a base after the pop out. If there was a non-S/V/S runner on 2nd, he tried to come all the way around to score and is thrown out on a 4-2.
94-96	High pop up on the field which is misjudged by the second baseman. If there are two outs, it falls for a single that advances runners two bases. Otherwise, the infield fly rule is called and the batter is out. But if there was a runner on 2nd or 3rd, they each tag up a base. If there is a man on 1st, he tries to move up to 2nd and is out in a rundown that goes 4-6-3-4-6.
97-99	High pop up on the field which is misjudged by the second baseman. If there are two outs, it's dropped for an E4 and any runners on base advance two bases. Otherwise, the infield fly rule is called and the batter is out. But if there was a runner on 2nd or 3rd, they each tag up a base. If there is a man on 1st, he holds.

P5

Roll	Result
00	See Rain Delay Chart .
01	Foul ball on the left side. Catcher goes for it, but the ball bounces out of his glove and into the glove of the third baseman for a 2-5 popout. Runners hold.
02-16	Foul ball on the left side. Third baseman goes over to make the catch but a fan reaches out and grabs for the ball, knocking it out of his way. If mod die is a 0 or 9, the ump misses the call and it's a foul ball. Otherwise, the batter is called out on fan interference. Give third baseman the putout.
18-32	Third baseman loses the ball in the sun and it drops in. With two outs, this is a single and any runners advance one base. With less than two outs, the infield fly rule is called - the batter is out and any runners advance one base.
33-49	Third baseman falls into the dugout and is injured. Roll die, divide by 2 and round off. If result is less than or equal to his fielding rating, he holds on for the out. Otherwise, ball drops foul.
50-66	<p>Bases Empty: Foul ball falls untouched after the catcher and third baseman give chase and run into each other. Both are injured.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. Third baseman ranges over, making the catch as he falls into the stands/dugout. Runner holds at first.</p> <p>Man on 2nd: See Man on 1st.</p> <p>Man on 3rd: Pop up caught deep in foul territory. Runner can attempt to tag up from 3rd.</p> <p>Men on 1st & 2nd: See Man on 1st.</p> <p>Men on 1st & 3rd: Pop up caught deep in foul territory. Runner can attempt to tag up from 3rd.</p> <p>Men on 2nd & 3rd: Pop up caught deep in foul territory. Runner can attempt to tag up from 3rd.</p> <p>Bases Loaded: Pop up caught deep in foul territory. Runner can attempt to tag up from 3rd.</p>

P5

Roll	Result
67-82	<p>Bases Empty: Foul ball falls untouched after the catcher and third baseman give chase and run into each other. Both are injured.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. Third baseman ranges over, making the catch as he falls into the stands/dugout. Runners from 3rd and 1st tag up.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See Man on 1st.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: Batter safe on a fielder's choice. Third baseman drops pop up, then gets man off 3rd and also runner off 2nd in a rundown that goes 5-4-6-5.</p> <p>Bases Loaded: Twisting foul ball headed into foul territory. Third baseman ranges over, making the catch as he falls into the stands/dugout. Runner scores from 3rd.</p>
83-99	<p>Bases Empty: Foul ball falls untouched after the catcher and third baseman give chase and run into each other. Both are injured.</p> <p>Men on Base: Pop out to third baseman. Lead runner forgets how many outs there are and is doubled off.</p>

P6

Roll	Result
00	See Rain Delay Chart .
18-32	Shortstop loses the ball in the sun and it drops in. With two outs, this is a single and any runners advance one base. With less than two outs, the infield fly rule is called - the batter is out and any runners advance one base.
33-49	Shortstop falls into the dugout and is injured. Roll die, divide by 2 and round off. If result is less than or equal to his fielding rating, he holds on for the out. Otherwise, ball drops foul.
50-60	<p>Bases Empty: Shallow pop up into left field. The left fielder and shortstop both go for it and collide. The shortstop makes the catch, but the left fielder is shaken up and removed from the game. Any runners on base must hold.</p> <p>Man on 1st: See Bases Empty.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: High pop up far down the left field line in foul territory. The shortstop has a chance to get to it. He can either let the ball fall foul or make the catch and allow the runner on 3rd to attempt to tag up.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See Man on 3rd.</p> <p>Men on 2nd & 3rd: See Man on 3rd.</p> <p>Bases Loaded: See Man on 3rd.</p>

P6

Roll	Result
61-71	<p>Bases Empty: Shallow pop up into center field. The center fielder and shortstop both go for it and collide. The shortstop makes the catch, but the center fielder is shaken up and removed from the game. Any runners on base must hold.</p> <p>Man on 1st: See Bases Empty.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See 50-60.</p> <p>Men on 1st & 2nd: See Bases Empty.</p> <p>Men on 1st & 3rd: See 50-60.</p> <p>Men on 2nd & 3rd: See 50-60.</p> <p>Bases Loaded: See 50-60.</p>
72-82	<p>Bases Empty: Foul ball falls untouched after the third baseman and shortstop give chase and run into each other. Both are injured.</p> <p>Man on 1st: Twisting foul ball headed into foul territory. Shortstop ranges over, making the catch as he falls into the stands/dugout. Runners from 3rd and 1st tag up.</p> <p>Man on 2nd: See Bases Empty.</p> <p>Man on 3rd: See Man on 1st.</p> <p>Men on 1st & 2nd: With two outs, see Bases Empty. Otherwise, shortstop drops a high pop up. The batter is called out on an infield fly, while the man on 2nd is thrown out at 3rd on a 6-5 and the man on 1st goes to 2nd unless he is S/V/S in which case he holds.</p> <p>Men on 1st & 3rd: See Man on 1st.</p> <p>Men on 2nd & 3rd: See Bases Empty.</p> <p>Bases Loaded: See Man on 1st.</p>
83-99	<p>Bases Empty: Foul ball falls untouched after the third baseman and shortstop give chase and run into each other. Both are injured.</p> <p>Men on Base: Pop out to shortstop. Lead runner forgets how many outs there are and is doubled off.</p>

SI+ / SI

Roll	Result
00	See Rain Delay Chart .
01	Pop up on the infield falls untouched behind the pitcher's mound when infielders miscommunicate about who will catch the ball. If there are two outs, runners advance two bases. Otherwise, just one.
02-04	Fly ball falls in when fields miscommunicate about who will catch the ball. If there are two outs, runners advance two bases. Otherwise, just one. To identify the culprits, use mod die. 0-2: LF/CF, 3-5: CF/RF, 6: 3B/LF, 7: SS/CF, 8: 2B/CF, 9: 2B/RF.
05	Hard ground ball down the 3rd base line kicks off the bag and over the head of the third baseman for a single that advances all runners two bases.
06	Hard ground ball down the 1st base line kicks off the bag and over the head of the first baseman for a single that advances all runners two bases.
07	Batter appears to hit a double that advances all runners two bases but is ruled out an appeal play for having missed 1st base. Credit the first baseman with the putout. If there were two outs, then any run scored does not count.

SI+ / SI

Roll	Result
08	Grounder deep in the hole to short. The shortstop's throw skips past the first baseman, but the batter is credited for a single since the scorekeeper says he would have beat it out anyhow. Regardless, the batter rounds first and heads for second. The first baseman makes a perfect throw to the second baseman covering the bag. The batter is out on a 6-3-4. Runners advance two bases. If this would make a 3rd out, a runner scores from 2nd only if either (a) he is F/VF, or (b) he is not S/VS and there are two outs.
09	Single advances all runners two bases. The runner furthest back (i.e. the runner from 1st, if there was one. Otherwise, the runner from 2nd.) is ruled out for having missed a bag. Credit the putout to the fielder closest to that bag. (Use second baseman if second base was the bag missed.)
10	Single. If there are runners on base, the lead runner is struck by the batter ball and ruled out. Credit the putout to the fielder closest to them (3B if from 3rd, SS if from 2nd, 2B if from 1st). The batter is safe on a single. All other runners must return to the base they came from, unless the runner out is the one who was on 3rd base, in which case the runners behind him advance.
11-13	Single advances runners two bases. If batter is S/VS, they are thrown out trying to stretch a single into a double. If the mod die is 0-2, score it a 7-4. If it's 3-4, score it an 8-4. If it's 5-6, score it an 8-6. If it's 7-9, score it a 9-6.
14	Base hit through the right side. If there a runner on 1st base, he's hit by the batted ball and ruled out. Credit the second baseman with a putout and all other runners must hold.
15	Base hit through the left side. If there is a runner on 2nd base, he's hit by the batted ball and ruled out. Credit the shortstop with a putout and all other runners must hold.
16	Shattered bat results in a single past an infielder, who is distracted by the bat shards, resulting in a grounder past him for a base hit that advances all runners two bases. Use the mod die to determine which position player is affected. 0-1 = P, 2-3 = 1B, 4-5 = 2B, 6=7 = 3B, 8-9 = SS.
17	Sinking liner into the outfield. It's unclear whether or not he caught the ball. The ump rules that he trapped it and that the batter is safe on a single. If there was a runner on first, they're forced out going for second. All other runners advance one base. If the mod die is 0-2, score it a 7-4. If it's 3-6, score it 8-6. If it's 7-9, score it 9-6.
18-19	Single into the outfield. Runners advance two bases with one exception: if there was a runner on 1st, they are caught between 2nd and 3rd in a rundown. If the mod die is 0-2, score it a 7-5-4. If it's 3-6, score it 8-6-5-4. If it's 7-9, score it 9-6-4-5-6.
20	Second baseman knocks down a hard grounder that results in a single for the batter. If the infield was playing in, the runner on 3rd gets a late break and the second baseman attempts to throw him out at home. Runner is safe. Take mod die, divide by 2 and round it off. If the result is higher than second baseman's fielding rating, the throw is wild and trailing runners advance a base. If there was a runner on 1st, they try to make it to 3rd and are safe. Re-roll mod die, divide by 2 and round it off. If the result is higher than the catcher's fielding rating, the throw goes into left field allowing runners to advance an additional base. Finally, the batter is out going for 3rd on a 7-5.
21	Towering fly ball drops between outfielders for a single that advances base runners one base. If the mod die is 0-4, it falls between the LF and CF; otherwise between the CF and RF. If there were two outs, this is a base-clearing double. If there are fewer than two outs and there is a runner on 1st, the batter passes him and is ruled out (crediting the second baseman with a putout); the runner on 1st gets to advance to 2nd.
22	Single into right field. Batter rounds first too far and is out on a 9-3-4-6-4. Runners advance one base.

SI+ / SI

Roll	Result
23-24	Single to right advances runners one base. If there is a runner on 2nd, they are thrown out in a 9-2-5-2 rundown while the batter goes to 2nd base in the process.
25	Base hit into the outfield. If there are any runners on base, they advance one base on the hit. Use mod die to identify outfielder: 0-2 = LF, 3-6 = CF, 7-9 = RF. Re-roll mod die, divide by 2 and round off. If result is higher than fielding rating of the outfielder, then his throw back in is wild and allows runners to advance an additional base on the error. If the play started with a runner on 1st, he goes for 3rd and is safe. Re-roll mod die, divide by 2 and round off. If result is higher than fielding rating of the catcher, the throw to get him is wild for an E2. If that happens, the batter moves up to 2nd on the catcher's error.
26	Left fielder and shortstop go after a shallow pop up. They run into each other and the ball falls in for a single. Runners advance one base unless there are two outs, in which case they advance two.
27	Right fielder and second baseman go after a shallow pop up. They run into each other and the ball falls in for a single. Runners advance one base unless there are two outs, in which case they advance two.
28	Hard ground ball hits a field umpire. Ball is dead. Batter gets a single and runners advance one base.
29-30	Grounder up the middle for a base hit. Use the fielding rating of the better-rated middle infielder (tie-breaker goes to shortstop), roll a die, divide by 2 and round off. If result is higher than the better-rated middle infielder's fielding rating, runners advance two bases; otherwise, the fielder knocks it down and holds them to one base.
31	Grounder to second baseman, whose throw to first is just late. Infield single. The first baseman is incensed and argues with the umpire. If the play began with a runner on 2nd, they round 3rd and head home. Roll against the Choice Chart to see if he's safe or thrown out on a 4-3-2.
32	Base hit to the right side advances runners one base. If there was a runner on 1st and 2nd base was empty, that runner is awarded 3rd base because of obstruction by the second baseman, who is given an E4.
33	Hard line drive to third baseman is knocked down, but batter is safe on an infield single. Unless forced ahead, all runners hold.
34-36	Base hit goes off of a diving second baseman's glove into center field for a base hit that advances runners one base. If there was a runner on 1st and 2nd base was empty, roll against the Choice Chart to see if he's safe going for 3rd or out on an 8-5. If he's out, the batter moves up to 2nd on the throw. If he's safe at 3rd, roll against the Choice Chart to see if the batter is safe advancing to 2nd on the throw or out on an 8-5-4.
37-38	Great stop by a diving second baseman in back of 2nd base. If there was a runner on 1st base, there is a race to the bag. If the second baseman is faster than the runner, he beats him to the bag for an unassisted force out. Otherwise, the batter is safe on a single.
39-40	Great stop by a diving shortstop in back of 2nd base. If there was a runner on 1st base, there is a race to the bag. If the shortstop is faster than the runner, he beats him to the bag for an unassisted force out. Otherwise, the batter is safe on a single.
41-43	Base hit. A random base runner (including the batter) is injured and removed from the game.
44	Hard grounder down the line knocked into foul territory by a diving third baseman. Base hit. Runners advance one base. If there was a runner on 2nd and 3rd base was open, the runner from 2nd is caught trying to make it to 3rd and thrown out on a 5-6.

SI+ / SI

Roll	Result
45	Hard grounder goes off of the third baseman and ricochets into shallow left field, where it's tracked down by the shortstop. Credit the batter with a single, runners advancing one base. If there was a S/V/S batter on 2nd, he holds at 3rd; otherwise he's thrown out at the plate on a 5-6-2.
46	Infield single to short. If there is a S/V/S runner on 2nd and they aren't being forced ahead, they hold at 2nd. Otherwise, all runners advance one base.
47-49	Blooper into shallow outfield ends with an outfielder and infielder colliding. (Use mod die to determine positions: 0: LF/3B, 1-2: LF/SS, 3-4: CF/SS, 5-6: CF/2B, 7-8: RF/2B, 9: RF/1B) The ball falls for a single, advancing runners one base. (Two bases if there are two outs.) For each fielder, roll die. An odd roll indicates they are injured.
50	The shortstop fields a hard grounder up the middle. The ball goes off his glove for a single. If there is a runner on 2nd, he scores. If there is a runner on 1st, he goes for 3rd. Roll on the Choice Chart. If he's out, it's an 8-5 and the batter moves up to 2nd on the throw. If he's safe, roll on the Chart again for the batter to see if they make it to 2nd or are out on an 8-5-4.
51-53	Single into the outfield advances runners two bases. If the batter is S/V/S, he holds at first. Otherwise, he tries to stretch it into a double and is thrown out on a 7-4, 8-4 or 9-6.
54	Fly ball falls just in front of an outfielder for a single. If there are any runners on base who are not forced ahead, they hold up waiting to see if the ball will fall. With two outs, they advance two bases (one if S/V/S).
55-57	Base hit into the outfield advances runners two bases. If there was a runner on 2nd, the batter goes for 2nd on the throw home and is thrown out on a 7-2-4, 7-2-6, 8-2-4, 8-2-6, 9-2-4 or 9-2-6. Otherwise, batter thrown out trying to stretch single to a double on a 7-4, 8-6 or 9-6..
58-60	Base hit into the outfield advances runners two bases. If there were any base runners on 1st or 2nd, the batter goes to 2nd on the throw towards the lead runner.
61	With a slow runner on 1st, it's a fielder's choice as a hard grounder into the outfield results in a 7-4, 8-4 or 9-4 force out. Otherwise, it's a single that advances runners one base.
62-63	With two outs, it's a single that advances runners two bases and the batter reaching 2nd on the throw towards the lead runner. Otherwise, if there is a runner on 1st or 2nd, the lead runner is thrown out by the left fielder while trying to take an extra base and the batter reaches 2nd on the throw to get them.
64	Triple scores any runners. The batter is then called out for having missed 2nd base. Change his triple to a single and credit the second baseman with the putout.
65-66	Base hit into the outfield. If there is a runner on 2nd, they head home. The defense can choose not to throw and hold the batter at 1st, conceding the run. If the throw goes home, roll die, divide by 2 and round off. If result is higher than the catcher's fielding rating, the runner avoids the tag and scores. Otherwise, the catcher tags the runner out on a 7-2, 8-2 or 9-2. Either way, the batter goes to 2nd on the throw home.
67	Base hit into right-center advances runners two bases. Batter takes a wide turn at 1st and the center fielder throws behind him, getting him out on an 8-3.
68-69	Base hit advances runners two bases. If there are less than two outs, there is a runner on 2nd base and the batter is not S/V/S, he tries to advance to 2nd and is thrown out on an 8-3-6.

SI+ / SI

Roll	Result
70-72	Base hit into center scores runners from 2nd or 3rd. If there is a man on 1st, he goes for 3rd. Roll on the Choice Chart to see if he's safe. If he is, the shortstop cuts off the throw and tries to get the batter going for 2nd. Roll on the Choice Chart to see if he is safe or out on an 8-6-4.
73	Base hit into left-center advances runners one base. If there was a runner on 1st or 2nd, the batter rounds first base too far and is thrown out by the catcher after a throw home on a 7-2-3, 8-2-3 or 9-2-3.
74	Single into left-center advances runners one base when the left fielder and center fielder collide. With two outs, runners advance two bases and the batter is thrown out going for 2nd on a 6-4 after the shortstop collects the ball. Roll die for each outfielder, with an odd roll indicating they are injured.
75	Single into right-center advances runners one base when the center fielder and right fielder collide. With two outs, runners advance two bases and the batter is thrown out going for 2nd on a 4-6 after the second baseman collects the ball. Roll die for each outfielder, with an odd roll indicating they are injured.
76	If there is a runner on 2nd also a runner on 3rd: Single into left-center scores the man from 3rd, but the man on 2nd passes him on the bases and is ruled out - credit the third baseman with the putout. The batter is out going for 2nd on an 8-6-4 for a double play. If there were 2 outs, the run doesn't count and the batter isn't credited with a hit either. Otherwise, it's a single that advances runners two bases and the batter is thrown out going for 2nd on an 8-6-4.
77-79	Single advances runners two bases. If the batter is not S/V/S, he tries to stretch it into a double and is thrown out on a 7-4, 8-4, 8-6 or 9-6.
80	Batter singles, advancing runners two bases, and is thrown out at first taking too long of a turn on a 9-3.
81	If batter is S/V/S, take away the single as he's thrown out at 1st on a 9-3 after a hard grounder into right field. Otherwise, it's a single that advances runners one base.
82-83	Single advances runners two bases. If the batter is not S/V/S, he tries to stretch it into a double and is thrown out on a 7-5-4 or 9-3-6.
84-85	Single. If there are any runners on base, they advance two bases and the batter moves up to 2nd on the throw towards the lead runner.
86-88	Single into right field advances runners two bases. If the batter is S/V/S, he's out trying for 2nd on a 9-4.
89-91	Single into right field advances runners two bases. If the batter is not F/V/F, he's out trying for 2nd on a 9-4.
92-94	Single into right field advances runners two bases. Batter out trying for 2nd on a 9-4.
95	Single into right field advances runners two bases. If there was no runner on 1st or 2nd, then the batter holds at 1st. Otherwise, if the batter is F/V/F, he goes to 2nd on a throw to get the lead runner; if not F/V/F, he's out at 2nd on a 2-6.
96	Single into right. If there is a runner on 2nd, he tries to score. (If there is a runner on 1st, they go to 3rd on the throw.) Roll on the Choice Chart to see if the runner from 2nd is safe or out on a 9-2. If he's safe, the shortstop cuts off the throw and tries to get the batter going for 2nd. Roll on the Choice Chart to see if he's safe or out on a 9-6-4.
97	Single into right. If there is a runner on 2nd, he tries to score. Roll on the Choice Chart to see if the runner from 2nd is safe or out on a 9-4-2. If he's safe, a runner from 1st reaches 3rd and the batter advances to 2nd on the throw home.

SI+ / SI

Roll	Result
98	The right fielder misplay a fly ball and it drops in for a single, advancing runners one base. If there are two outs and a runner on 2nd, he scores. If there are two outs and a F/VF runner on 1st, he scores and the batter goes to 2nd on the throw home. If there are two outs and a man on 1st who is not F/VF, he goes to 3rd. If there are less than two outs, a F/VF runner on 2nd and a not S/VVS runner on 1st, then the runner scores from 2nd and the runner from 1st is out trying for 3rd on a 9-5.
99	Single appears to advance runners two bases. If there was a runner on 2nd, however, the play is reviewed as he's found to have missed 3rd base. If there were two outs, no runs score. Otherwise, only a runner coming from 3rd counts and you do not give the batter a single. The man on 2nd is out with a putout credited to the third baseman.

SO

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02-11	Strikeout. Batter ejected for arguing with the umpire.
12-22	Foul ball. Ump rules that batter's foot touched the plate and calls him out. Batter ejected for arguing.
23-33	Batted ball in front of the plate hits batter on his way to first. Ump calls batter out; runners hold.
34-44	Foul tip. Roll die, divide by 2, and round off. If result is higher than catcher's fielding rating, treat this as a foul ball. Otherwise, the catcher makes a grab of the foul tip, resulting in a strikeout.
45-55	Pitcher gets a little too demonstrative following the strikeout. Any future HBP against the pitcher's team results in immediate pitcher ejection.
56-66	With any runners on base and either (1) the catcher is a 5, or (2) the catcher is a 3 or 4 and the base-runner is not F/VF, or (3) the catcher is a 1 or 2 and the base-runner is S/VVS: Lead runner is picked off by catcher following a strikeout. Otherwise: Strikeout.
67-77	Strikeout. If there are two outs or fewer than two outs and 1st base is empty, the batter reaches base on a passed ball and runners advance one base.
78-88	Strikeout. Catcher picks a runner off with the worst Run rating. (If multiple runners have the same rating, pick off the lead runner.) Putout goes to third, second or first baseman, depending on who is picked off.
89-99	Dropped third strike. If 1st base is open or there are two outs, the batter reaches 1st base on the passed ball (unless he's S/VVS, in which case he's thrown out at 1st) and runners hold. Otherwise, batter out on a strikeout.

TR

Roll	Result
00	See Rain Delay Chart .
01	Trainer is called out to the mound. Pitcher has developed a large blister and must be removed.
02	If batter is F/VF, they are thrown out trying to make this an inside-the-park HR. Check mod die. If roll is 0-1, score it a 7-6-2. If roll is 2-4, score it an 8-6-2. If roll is 5-9, score it a 9-4-2.
03	Any runs that scored count, but the batter is ruled to have missed 1st base and is called out an appeal play. (Credit 1B with a putout.) Take away the hit from the batter.
04-09	An outfielder dives for the ball, missing it and allowing it to the wall. Batter has an easy 3B and tries to make it an inside-the-park HR. Check mod die. If roll is 0-1, score it a 7-6-2. If roll is 2-4, score it an 8-6-2. If roll is 5-9, score it a 9-4-2.
10-24	LF and CF collide going for a ball in the gap. Roll die for each. If roll is odd, they are injured.
25-39	CF and RF collide going for a ball in the gap. Roll die for each. If roll is odd, they are injured.
40-59	Triple. Batter comes around to score on an error. Assign the error to the OF with the lowest fielding rating. If multiple outfielders are tied, use die to randomly decide on the fielder.
60-89	Deep fly ball goes off of a leaping outfielder's glove for a triple. Use mod die to identify fielder: 0-1=LF, 2-4=CF, 5-9=RF.
90-99	Outfield retreats on a deep fly ball and runs into the wall, injuring themselves. Use mod die to identify fielder: 0-3=LF, 4-5=CF, 6-9=RF.

Rain Delay Chart

Roll	Result
00-24	Rain Delay. For each pitcher, roll die. If roll is odd, pitcher's arm tightens up and they are now fatigued.
25-49	Rain Delay. Pitcher on the mound loses 0-3 points from their remaining Endurance. Roll a 10-sided die for each pitcher. A roll of 0-2 results in no loss, 3-5 loses 1 point, 6-8 loses 2 points, and 9 loses 3 points.
50-74	Heavy Rain. Continue to play until either the top of the 5th is completed with the home team in the lead or <i>any</i> half inning following the 5th in which <i>either</i> team is in the lead. At that point, the game is called.
75-99	Drizzle creates wet conditions. All outfielders lose 1 point from their fielding ratings, base runners suffer a one grade reduction to their Run and Steal ratings for the remainder of the game.

