

## SPECIAL EVENTS CHART

### START OF GAME

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| 1L- Wind blowing out to LF<br>1R- Wind blowing out to RF<br>9L- Wind blowing in from CF<br>9R- Wind blowing in all fields<br>11- Wet field<br>17- Cloudy (see below) | 23- Rain - game called<br>27- Hot weather (see below)<br>31L- Wind blowing in from LF<br>31R- Wind blowing in from RF<br>40L- Wind blowing out to CF<br>40R- Wind blowing out to all fields |
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Cloudy - check again at end of visitor at bats (innings 1-3-5-7-9). 4=rain, 28=clears up  
 Hot weather - Deduct 1 from pitcher's "END" at end of each even-numbered inning.

### SPECIFIC SPECIAL EVENTS

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| Hit batsman<br>Wild pitch<br>Balk<br>Passed ball<br>Pickoff<br>Attempted steal<br>Advance after fly ball caught<br>Extra base on throwing error<br>Determining error on throw<br>Fielding outfield grounder<br>Checking deep fly for home run | Batter injured - out of game<br>Pitcher injured - out of game<br>Pitcher injured - out of game<br>Catcher injured - out of game<br>Pitcher balked - all runners advance 1 base<br>Batter interfered with catcher - out<br>Left base too early - thrown out at previous base<br>Dead ball - all runners advance to next base<br>Fielder making throw injured arm - out of game<br>Outfielder injured making play - out of game<br>Leaping catch by outfielder |
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### GENERAL SECTION

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| 1- Cloudy (see above). Second cloudy=rain<br>2- Wind blowing out L/LF R/RF<br>3- Erratic winds - all fly balls +2 "FLD"<br>4- Any hot weather cools off<br>5- Pitcher tiring - subtract 5 from "END"<br>6- Batter pulls muscle - out of game<br>7- Wind blowing out L/CF R/All Fields<br>8- Rain - game called<br>9- Player ejected from home team bench<br>10- Any wind dies down | 11- Rain delay - wet field. Subtract 5 from Pitchers "END"<br>12- Pitcher has blister - replace next inning<br>13- Wind blowing in L/CF R/All fields<br>14- Time had been called - play doesn't count<br>15- Player ejected from visiting team bench<br>16- Wind blowing in L/LF R/RF<br>17- Pitcher gets stronger - Add 5 to "END"<br>18- If cloudy, clears up<br>19- Hot weather (see above)<br>20- If night game, suspended - power failure |
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Bench ejection - Manager selects player on the bench at that time

### PLAY SECTION

<b>WALK</b>	21 Pitcher warned for throwing at batter. Hit batsman means ejection. 23-26 Wild pitch on ball four, all runners advance another base. 33-34 Lead runner picked off by catcher, if not forced to next base. 37-39 Catcher argues call. L/ejected R/not ejected
<b>STRIKEOUT</b>	22-25 Dropped foul tip, batter bats again. 26-29 Dropped third strike. (If first base is open, batter thrown out 2-3). 31-34 Passed ball, all runners advance 1 base. (Batter to first, if it was open). 36 Lead runner picked off by catcher for a double play. 38-40 Batter argues call. L/not ejected R/ejected
<b>HIT</b>	21-23 Broken bat Slow Roller to P. 27-29 Batter watches the ball, loses 1 base on double or triple. 30 Batter was out of batter's box, declared out. 35-37 Fast getaway from home, advances an extra base on hit.
<b>NO PLAY</b>	21-23 Ball struck lead runner. He's out, batter gets a single. Ball dead. 24-26 Rain starting. Complete batter's turn and halt game. 30-32 Catcher interference, batter awarded first base. 35-37 Lead runner interfered with fielder - batter out. Ball dead.
<b>SINGLE</b>	26-29 Batter turned ankle at first - injured, out of game. 30-32 High bounce over outfielder's head - double. 34-35 Batter made wide turn at first - try for tag out. 39-40 Batter stumbled at home - try for force out at first.
<b>DOUBLE</b>	21-22 Batter missed first base, has to go back. Settles for a single. Runners +2 bases. 28-31 Long hit - any runner on first scores automatically. 32-35 Bounced into the stands for a ground rule double. Two base advance for runners. 36-37 If runner on first, he fell and only got to second base. Batter stops at first.
<b>TRIPLE</b>	24-25 Batter missed second, has to go back. Settles for a double. All runners score. 26-30 Batter slid into third - injured, out of game. 37-40 Bounced into the stands for a ground rule double.
<b>HOME RUN</b>	23-26 Pitcher upset, loses additional 3 from "END." 30-33 Appeal that batter missed second base. L/rejected R/batter out 2-4. 35-40 Pitcher upset, walks next batter on four pitches.

<b>FOUL FLY</b>	21-22 Low foul hits on-deck batter - injured, out of game. 23-27 Low foul hits catcher - injured, out of game. 37-40 Fielder runs into stands - injured, out of game.
<b>POP FLY</b>	27-29 Winds blow it out - nearest outfielder makes the play. 31-36 Drops for a double - baserunners advance only 1 base. 39-40 Batter doesn't run - if hit or error, he can throw out at first.
<b>SLOW ROLLER</b>	21-24 Ball hit batter - he's out. Dead ball. 28-32 Fielder slips and falls down. No play - single. 36-38 Ball spins back into foul territory - bat again.
<b>GRINDER</b>	21-22 Broken bat hits pitcher - injured, out of game. 25-29 Very high bounce - fielder can't make the play. Base hit. 33-36 Barehanded stop, automatic first force out.
<b>LINE DRIVE</b>	21-25 Fielder knocks the ball down, play as a grounder. 31-34 Ball hits fielder - injured, out of game. 38-40 Deflects off fielder's glove as POP FLY to the nearest infielder.
<b>LINE FLY</b>	21-24 Wind holds it up - use POP FLY chart to field. 25-27 Sinks fast for a single. 30-33 Fielder tries a shoestring catch. If it's a hit, it goes for a triple. 35-38 Outfielder traps the ball - single, all runners advance 1 base.
<b>FLY</b>	21-24 If wind blowing in, play as a LINE FLY. 25-30 If wind blowing out, play as a DEEP FLY. 34-37 Very high - if it's a hit, batter gets a triple.
<b>DEEP FLY</b>	23-24 If wind blowing out, home run. 25-27 Fan interference - ground rule double. 29-34 Fielder ran into the wall - injured, out of game. 36-40 If wind blowing in, play as a FLY.
<b>FIELDS GROUNDER</b>	21-25 Tags any nearby runner, then throws. 26-30 Ball hits fielder - injured, out of game. Single. 31-32 Ball sticks in his glove - no play. Single. 33-34 No one is covering first base. Single. 36-37 Ball deflects past fielder into outfield. Single.
<b>FIELDS FLY</b>	21-22 Ball lost in the sun (or lights) - drops for a hit. 25-29 Fielder hurt making the play - out of game. 30-31 Diving catch - unable to make the throw. Runners advance 1 base. 33-35 Wind blows it away from fielder - hit. 38-40 Great catch - lead runner doubled off base.
<b>FORCE PLAY</b>	23-25 Baseman missed the base - safe. 26-29 Runner injured - out of game. 30-33 Baseman spiked - out of game. 34-36 Runner falls. If safe, he's tagged out. No relay. 37-40 Argument over call. If out, runner ejected. If safe, baseman ejected.
<b>TAG OUT PLAY</b>	21-24 Runner injured sliding - out of game. 28-31 Baseman spiked - out of game. 35-37 Runner missed the base (overslid) - tagged out. 38-40 Runner kicked the ball away - safe. Other runners advance 1 base.

### INJURY CHART

If a player had to leave the game because of an injury, check at the end of the game to see if he misses any additional games. Turn one random card and read the small number (1-40). Refer to the chart below. If the number does not appear, no more games are missed.

4	Misses 18 games & check again.	20	Misses 12 games & check again.
6-12	If L, misses 1 game. If R, 2 games.	28-30	Misses 6 games & check again.
15-18	If L, misses 5 games. If R, 6 games.	33-37	If L, misses 4 games. If R, 3 games.

Starting pitchers    Multiply games missed by 3.  
Relief pitchers      Multiply games missed by 2.