

SPECIAL EVENTS CHART

START OF GAME

1L- Wind blowing out to LF
 1R- Wind blowing out to RF
 9L- Wind blowing in from CF
 9R- Wind blowing in all fields
 11- Wet field
 17- Cloudy (see below)

23- Rain - game called
 27- Hot weather (see below)
 31L- Wind blowing in from LF
 31R- Wind blowing in from RF
 40L- Wind blowing out to CF
 40R- Wind blowing out to all fields

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

Hit batsman
 Wild pitch
 Balk
 Passed ball
 Pickoff
 Attempted steal
 Advance after fly ball caught
 Extra base on throwing error
 Determining error on throw
 Fielding outfield grounder
 Checking deep fly for home run

Batter injured - out of game
 Pitcher injured - out of game
 Pitcher injured - out of game
 Catcher injured - out of game
 Pitcher balked - all runners advance 1 base
 Batter interfered with catcher - out
 Left base too early - thrown out at previous base
 Dead ball - all runners advance to next base
 Fielder making throw injured arm - out of game
 Outfielder injured making play - out of game
 Leaping catch by outfielder

GENERAL SECTION

1- Cloudy (see above). Second cloudy=rain
 2- Wind blowing out L/LF R/RF
 3- Erratic winds - all fly balls +2 "FLD"
 4- Any hot weather cools off
 5- Pitcher tiring - subtract 5 from "END"
 6- Batter pulls muscle - out of game
 7- Wind blowing out L/CF R/All Fields
 8- Rain - game called
 9- Player ejected from home team bench
 10- Any wind dies down

11- Rain delay - wet field. Subtract 5 from Pitchers' "END"
 12- Pitcher has blister - replace next inning
 13- Wind blowing in L/CF R/All fields
 14- Time had been called - play doesn't count
 15- Player ejected from visiting team bench
 16- Wind blowing in L/LF R/RF
 17- Pitcher gets stronger - Add 5 to "END"
 18- If cloudy, clears up
 19- Hot weather (see above)
 20- If night game, suspended - power failure

Bench ejection - Manager selects player on the bench at that time

PLAY SECTION

WALK	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
STRIKEOUT	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
HIT	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.
NO PLAY	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.
SINGLE	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.
DOUBLE	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.
TRIPLE	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.
HOME RUN	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.

FOUL FLY	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.
POP FLY	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.
SLOW ROLLER	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.
GRINDER	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.
LINE DRIVE	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.
LINE FLY	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.
FLY	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.
DEEP FLY	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.
FIELDS Grounder	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.
FIELDS FLY	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.
FORCE PLAY	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.
TAG OUT PLAY	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.