

OUT CHART A

BASES EMPTY Out Chart

G1:	Ground out pitcher to first.
G2:	Ground out catcher to first.
G3:	Ground out to first, unassisted.
G4:	Ground out second to first.
G5:	Ground out third to first.
G6:	Ground out shortstop to first.
GX1:	Ground out pitcher to first.
GX2:	Ground out catcher to first.
GX3:	Ground out to first, unassisted.
GX4:	Ground out second to first.
GX5:	Ground out third to first.
GX6:	Ground out shortstop to first.
G1A:	Ground out pitcher to first.
G2A:	Ground out catcher to first.
G3A:	Ground out to first, unassisted.
G4A:	Ground out second to first.
G5A:	Ground out third to first.
G6A:	Ground out shortstop to first.
G3-1A:	Ground out first to pitcher covering bag.
F7:	Fly out to left field.
F8:	Fly out to center field.
F9:	Fly out to right field.
FD7:	Fly out to deep left field.
MAN ON FIRST Out Chart	
G1:	Double play grounder, pitcher to second to first. OBR A batter is safe at first.
G2:	Double play grounder, catcher to shortstop to first. OBR A or B batter is safe at first.
G3:	Double play grounder, first to shortstop back to first. OBR A or B batter is safe at first.
G4:	Double play grounder, second to shortstop to first.
G5:	Double play grounder, third to second to first. OBR A batter is safe at first.
G6:	Double play grounder, shortstop to second to first.
GX1:	Force out at second, pitcher to second. Batter safe at first.
GX2:	Force out at second, catcher to shortstop. Batter safe at first.
GX3:	Force out at second, first to shortstop. Batter safe at first.
GX4:	Force out at second, second to shortstop. Batter safe at first.
GX5:	Force out at second, third to second. Batter safe at first.
GX6:	Force out at second, shortstop to second. Batter safe at first.
G1A:	Ground out pitcher to first. Runner to second.
G2A:	Ground out catcher to first. Runner to second.
G3A:	Ground out to first, unassisted. Runner to second.
G4A:	Ground out second to first. Runner to second.
G5A:	Ground out third to first. Runner to second.
G6A:	Ground out shortstop to first. Runner to second.
G3-1A:	Ground out first to pitcher covering bag. Runner to second.
F7:	Fly out to left field. Runner holds.

FD8:	Fly out to deep center field.
FD9:	Fly out to deep right field.
L1:	Line out to pitcher.
L3:	Line out to first.
L4:	Line out to second.
L5:	Line out to third.
L6:	Line out to shortstop.
F1:	Pop out to pitcher.
F2:	Pop out to catcher.
F3:	Foul out to first.
F4:	Pop out to second.
F5:	Foul out to third.
F6:	Pop out to shortstop.
ERROR SEQUENCE	
Error 1:	Fielder bobbles ball. Batter safe at first.
Error 2:	Wild throw to first. Batter to second if OBR A or B.
Error 3:	Booted ground ball. Batter safe at first.
Error 4:	Hit gets past outfielder. SINGLE: Batter to second. DOUBLE: Batter to third. OBR A scores. TRIPLE: Batter scores.
Error 5:	Outfielder cannot pick up ball. Batter takes one extra base. No error if batter is OBR D or E as he does not advance, but holds base hit to.

F8:	Fly out to center field. Runner holds.
F9:	Fly out to right field. Runner holds.
FD7:	Fly out to deep left field. Runner holds, but OBR A runner to second.
FD8:	Fly out to deep center field. Runner holds, but OBR A or B runner to second.
FD9:	Fly out to deep right field. Runner holds, but OBR A, B or C runner to second.
L1:	Line out to pitcher. Runner holds.
L3:	Line out to first. Runner holds. If first is CD:2, runner doubled off first.
L4:	Line out to second. Runner holds.
L5:	Line out to third. Runner holds.
L6:	Line out to shortstop. Runner holds.
F1:	Pop out to pitcher. Runner holds.
F2:	Pop out to catcher. Runner holds.
F3:	Pop out to first. Runner holds.
F4:	Foul out to second, back of first. Runner holds.
F5:	Pop out to third. Runner holds.
F6:	Foul out to shortstop, back of third. Runner holds.
(On grounders to first with TWO OUTS, he makes play at first unassisted.)	
ERROR SEQUENCE	
Error 1:	Grounder mishandled. Batter safe and runner to second.
Error 2:	Bad throw. Batter safe and runner to third.
Error 3:	Muffed ground ball. Batter safe and runner to second.
Error 4:	Outfielder kicks ball. Runner scores and batter gets extra base.
Error 5:	Ignore. No error occurs.

MAN ON SECOND Out Chart

G1:	Ground out pitcher to first. Runner holds. OBR A runner to third.
G2:	Ground out catcher to first. Runner holds.
G3:	Ground out to first, unassisted. Runner to third.
G4:	Ground out second to first. Runner to third.
G5:	Ground out third to first. Runner holds.
G6:	Ground out shortstop to first. Runner holds.
GX1:	Ground out pitcher to first. Runner holds. OBR A runner to third.
GX2:	Ground out catcher to first. Runner holds.
GX3:	Ground out to first, unassisted. Runner to third.
GX4:	Ground out second to first. Runner to third.
GX5:	Ground out third to first. Runner holds.
GX6:	Ground out shortstop to first. Runner to third.
G1A:	Ground out pitcher to first. Runner to third.
G2A:	Ground out catcher to first. Runner to third.
G3A:	Ground out to first, unassisted. Runner to third.
G4A:	Ground out second to first. Runner to third.
G5A:	Ground out third to first. Runner to third.
G6A:	Ground out shortstop to first. Runner to third.
G3-1A:	Ground out pitcher covers first base, 1B to P. Runner to third.
F7:	Fly out to left field. Runner holds.
F8:	Fly out to center field. Runner holds. OBR A runner to third.
F9:	Fly out to right field. Runner holds. OBR A or B runner to third.
FD7:	Fly out to deep left field. Runner holds. OBR A or B runner to third.
FD8:	Fly out to deep center field. Runner holds. OBR A, B, C to third.
FD9:	Fly out to deep right field. Runner to third.
L1:	Line out to pitcher. Runner holds.
L3:	Line out to first. Runner holds.
L4:	Line out to second. Runner holds. CD:2 at 2B doubles off runner.
L5:	Line out to third. Runner holds.
L6:	Line out to shortstop. Runner holds.
F1:	Soft pop fly to pitcher. Runner holds.
F2:	Foul out to catcher. Runner holds.
F3:	Foul out to first. Runner holds.
F4:	Pop out to second. Runner holds.
F5:	Pop out to third. Runner holds.
F6:	Pop out to shortstop. Runner holds.
ERROR SEQUENCE	
Error 1:	Ground ball through fielder legs. Batter safe. Runner to third. OBR A runner on second scores if two men are out.
Error 2:	Ball thrown wildly. Batter to second and runner scores.
Error 3:	Ball rolls up infielder arm, cannot make play. Batter safe. Runner holds. If two outs, runner advances to third.
Error 4:	Outfielder drops ball. Cannot find it. Batter takes extra base and runner scores.
Error 5:	Outfielder bobbles ball. Runner scores. Batter takes extra base, but is thrown out if outfielder is rated T5.

MAN ON THIRD Out Chart

G1:	INFIELD IN: Ground out pitcher to first. Runner holds. INFIELD BACK: Ground out pitcher to first. Runner holds.	G3A:	INFIELD IN: Single through infield. Runner scores. INFIELD BACK: Ground out to first unassisted. Runner scores.
G2:	INFIELD IN: Ground out catcher to first. Runner holds. INFIELD BACK: Ground out catcher to first. Runner holds.	G4A:	INFIELD IN: Single through infield. Runner scores. INFIELD BACK: Ground out second to first. Runner scores.
G3:	INFIELD IN: Consult DEFENSE OPTION PLAY CHART. INFIELD BACK: Ground out to first unassisted.	G5A:	INFIELD IN: Single through infield. Runner scores. INFIELD BACK: Ground out third to first. Runner scores.
G4:	INFIELD IN: Consult DEFENSE OPTION PLAY CHART. INFIELD BACK: Ground out second to first.	G6A:	INFIELD IN: Single through infield. Runner scores. INFIELD BACK: Ground out shortstop to first. Runner scores.
G5:	INFIELD IN: Consult DEFENSE OPTION PLAY CHART. INFIELD BACK: Ground out third to first.	G3-1A:	INFIELD IN OR BACK: Ground out first to pitcher covering bag. Runner scores. OBR E runner holds.
G6:	INFIELD IN: Consult DEFENSE OPTION PLAY CHART. INFIELD BACK: Ground out shortstop to first.	F7:	Fly out to left field. Runner holds.
	Runner holds.	F8:	Fly out to center field. Runner holds. OBR A
GX1:	INFIELD IN: Ground out pitcher to first. Runner holds. INFIELD BACK: Ground out pitcher to first.	F9:	runner scores. Fly out to right field. Runner holds. OBR A or B
GX2:	Runner holds. INFIELD IN: Ground out catcher to first. Runner holds. INFIELD BACK: Ground out catcher to first.	FD7:	runner scores. Fly out to deep left field. Runner holds. OBR A, B or C
GX3:	Runner holds. INFIELD IN: Ground out to first unassisted.	FD8:	Fly out to deep center field. Runner scores. OBR E runner holds.
	INFIELD BACK: Same as in, except OBR A	FD9:	Fly out to deep right field. Runner scores.
GX4:	runner scores. INFIELD IN: Ground out second to first. Runner holds. INFIELD BACK: Same as in, except OBR A or B	L1:	Line out to pitcher. Runner holds.
GX5:	runner scores. INFIELD IN: Ground out third to first. Runner holds. INFIELD BACK: Same as in, except OBR A or B	L3:	Line out to first. Runner holds.
GX6:	runner scores. INFIELD IN: Ground out shortstop to first.	L4:	Line out to second. Runner holds.
	INFIELD IN: Ground out shortstop to first.	L5:	Line out to third. Runner holds. CD:2 at third base, doubles runner off base. Double play, third unassisted.
G1A:	runner scores. INFIELD IN: Ground out pitcher to first. Runner holds. OBR A runner scores.	L6:	Line out to shortstop. Runner holds.
G2A:	runner holds. INFIELD IN: Ground out catcher to first. INFIELD BACK: Ground out catcher to first.	F1 to 6:	Infield pop fly outs. Runner holds.

RULES PERTAINING TO ERRORS

Errors 1 to 5: Explained on each base situation chart.
DROPPED OUTFIELD FLY: Runners advance one base, two bases if two men out. Batter stops at first.
DROPPED INFIELD FLY: Batter safe at first. Runners hold unless forced to advance by batter reaching first. With two out, runners advance one base.
ERROR ON LINE DRIVE: Batter safe and runners hold. With two outs, runners advance one base.
DROPPED POP UP BY CATCHER: Ball considered foul. Error to catcher, but batter remains at bat.

MEN ON FIRST AND SECOND Out Chart

G1:	Double play grounder, pitcher to shortstop, first. Runner on second moves to third.
G2:	Double play grounder, catcher to third to first. Runner on first advances to second.
G3:	Double play grounder, first to shortstop to first. Runner on second moves to third.
G4:	Double play grounder to second, steps on base, throws to first. Runner on second to third.
G5:	Double play grounder, third to second to first. Runner on second moves to third.
G6:	Double play grounder to shortstop, steps on second, throws to first. Runner on second advances to third.
GX1:	Force out at second, pitcher to second. Batter safe. Runner on second to third.
GX2:	Force out at third, catcher to third. Batter safe. Runner on first to second.
GX3:	Force out at second, first to shortstop. Batter safe. Runner on second to third.
GX4:	Force out at second, second to shortstop. Batter safe. Runner on second to third.
GX5:	Force out at third, third unassisted. Batter safe. Runner on first to second.
GX6:	Force out at second, shortstop to second. Batter safe. Runner on second to third.
G1A:	Ground out, pitcher to first. Runners advance.
G2A:	Ground out, catcher to first. Runners advance.
G3A:	Ground out to first, unassisted. Runners advance.
G4A:	Ground out, second to first. Runners advance.
G5A:	Ground out, third to first. Runners advance.
G6A:	Ground out, shortstop to first. Runners advance.
G3-1A:	Ground out, first to pitcher covering bag. Runners advance.
F7:	Fly out to left field. Runners hold.
F8:	Fly out to center field. Runners hold.
F9:	Fly out to right field. Runners hold. OBR A runner on second moves to third.
FD7:	Fly out to deep left field. Runners hold. OBR A runner on second moves to third.
FD8:	Fly out to deep center field. Runners hold. OBR A, B or C runner on second moves to third.
FD9:	Fly out to deep right field. Runners advance.
L1:	Line out to pitcher. Runners hold. CD:2 pitcher doubles runner off first base.
L3:	Line out to first. Runners hold.
L4:	Line out to second. Runners hold.
L5:	Line out to third. Runners hold.
L6:	Line out to shortstop. Runners hold. CD:2 at shortstop, doubles runner off second base.
F1 to 6:	Infield pop fly outs. Runners hold.

ERROR SEQUENCE CHART

Error 1:	Fielder cannot control ball. Batter safe and runners advance.
Error 2:	Bad throw. Batter to second and runners advance two bases.
Error 3:	Muffed grounder. Batter safe and runners advance.
Error 4:	Outfielder over runs ball. Batter gets extra base on his hit and both runners score.
Error 5:	No error. Ignore.

OUT CHART B

MEN ON FIRST AND THIRD Out Chart

G1:	INFIELD IN: Runner on third out at home, pitcher to catcher. Runner on first to second. Batter safe.
G2:	INFIELD BACK: Double play, pitcher to shortstop to first. Runner on third scores. INFIELD IN: Batter out, catcher to second covering first. Runner on third holds. Runner on first to second.
G3:	INFIELD BACK: Batter out, catcher to first. Runners advance to second and third. INFIELD IN: Consult DEFENSE OPTION PLAY.
G4:	INFIELD BACK: Double play, first to shortstop to first. Runner on third scores. OBR A batter, however, is safe at first.
G5:	INFIELD IN: Batter out, second to first. Runner holds third. Runner on first to second.
G6:	INFIELD BACK: Double play, second to short to first. Runner on third scores. INFIELD IN: Batter out, third to first. Runner on third holds. Runner on first to second.
GX1:	INFIELD BACK: Double play, third to second to first. Runner on third scores. INFIELD IN: Batter out, shortstop to first. Runner holds third. Runner on first to second. INFIELD BACK: Double play, shortstop to second to first. Runner on third scores. INFIELD IN: Batter out, pitcher to first. Runner holds third. Runner on first to second. INFIELD BACK: Batter safe, runner forced at second, pitcher to second. Runner on third scores.
GX2:	INFIELD IN: Runner on third out in rundown, catcher to third to catcher. Runner on first to third. Batter to second.
GX3:	INFIELD BACK: Batter safe, runner forced at second, catcher to shortstop. Runner on third scores. INFIELD IN: Batter out, first unassisted. Runner holds third. Runner on first to second. INFIELD BACK: Batter safe, runner forced at second, first to shortstop. Runner on third scores.
GX4:	INFIELD IN: Runner out at home, second to catcher. Batter safe. Runner on first to second.
GX5:	INFIELD BACK: Batter safe. Runner out at second, unassisted. Runner on third scores. INFIELD IN: Batter out, third to first. Runner holds third. Runner on first to second. INFIELD BACK: Batter safe. Runner out at second, third to second. Runner on third scores.
GX6:	INFIELD IN: Batter out, shortstop to first. Runner holds third. Runner on first to second. INFIELD BACK: Batter safe. Runner out at second, shortstop to second. Runner on third scores.
G1A:	INFIELD IN: Batter out, pitcher to first. Runner on third scores. Runner on first to second.
G2A:	INFIELD BACK: Batter out, pitcher to first. Runners advance.
G3A:	INFIELD IN: Batter out, catcher to first. Runner holds third. Runner on first to second. INFIELD BACK: Batter out, catcher to first. Runners advance. INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, first unassisted. Runners advance.

G4A:	INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, second to first. Runners advance.
G5A:	INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, third to first. Runners advance.
G6A:	INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, shortstop to first. Runners advance.
G3-1A:	INFIELD IN OR BACK: Batter out, first to pitcher covering bag. Runners advance.
F7:	Fly out to left field. Runners hold. OBR A on third scores.
F8:	Fly out to center field. Runners hold. OBR A or B on third scores.
F9:	Fly out to right field. Runners hold. OBR A, B or C on third scores.
FD7:	Fly out to deep left field. Runner on third scores. Other holds. OBR A on first moves to second.
FD8:	Fly out to deep center field. Runner on third scores. Other holds. OBR A or B on first moves to second.
FD9:	Fly out to deep right field. Runner on third scores. Other holds. OBR A, B, C or D on first moves to second.
L1:	Line out to pitcher. Runners hold.
L3:	Line out to first. Runners hold. CD:2 at first also doubles off runner for double play.
L4:	Line out to second. Runners hold.
L5:	Line out to third. Runners hold.
L6:	Line out to shortstop. Runners hold.
F1:	Soft pop fly to pitcher. Runner hold.
F2:	Foul fly falls into stands, no play. However, CD:1 or CD:2 catcher makes spectacular catch for out. Runners hold.
F3:	Foul out to first. Runners hold.
F4:	Pop out to second. Runners hold.
F5:	Pop out to third. Runners hold.
F6:	Pop out to shortstop. Runners hold.

ERROR SEQUENCE CHART

Error 1:	Ball not played. Bounces away. Batter safe. Runner on third scores. Other runner moves to second.
Error 2:	Wild throw. Batter to second. Both runners score. OBR E on first, stops at third and does not score.
Error 3:	Booted grounder. Batter safe. Runner on first to second. Runner on third holds, but he scores if TWO outs.
Error 4:	Outfielder kicks ball. Batter and base runners advance one extra base.
Error 5:	Outfielder relays wildly. Batter holds base hit to. Runners advance one extra base.

BASES LOADED Out Chart

G1:	INFIELD IN: Runner on third out at home, pitcher to catcher. Batter safe. Other runners advance.
G2:	INFIELD BACK: Runner on third out at home, pitcher to catcher. Batter safe. Other runners advance.
G3:	INFIELD IN: Runner on third out at home as catcher fields roller, steps on home. Batter safe. Other runners advance.
G4:	INFIELD IN: Runner on third out at home, second to catcher. Batter safe. Other runners advance.
G5:	INFIELD IN: Runner on third out at home, third to catcher. Batter safe. Other runners advance.
G6:	INFIELD IN: Runner on third out at home, shortstop to catcher. Batter safe. Other runners advance.
GX1:	INFIELD IN OR BACK: Double play. Runner on third out at home and batter out at first. Pitcher to catcher to first. Other runners advance.
GX2:	INFIELD IN OR BACK: Double play. Catcher fields slow roller, steps on home to retire runner from third and throws to first to get batter. Other runners advance.
GX3:	INFIELD IN: Runner on third out at home, first to catcher. Batter safe. Other runners advance.
GX4:	INFIELD BACK: Batter out at first, unassisted. Runners advance.
GX5:	INFIELD IN: Runner on third out at home, third to catcher. Batter safe. Other runners advance.
GX6:	INFIELD BACK: Force out at second, third to second. Batter safe. Runners on second and third advance.
	INFIELD IN: Runner on third out at home, shortstop to catcher. Batter safe. Other runners advance.
	INFIELD BACK: Double play. Shortstop fields ball and throws to third to get runner from second. Third throws to first to complete double play. Runners on first and third advance.

G1A:	INFIELD IN OR BACK: Runner on third out at home, pitcher to catcher. Batter safe and other runners advance. If catcher is CD:1 or CD:2, batter also out at first to complete double play.
G2A:	INFIELD IN OR BACK: Batter out at first, catcher to first. Runners advance.
G3A:	INFIELD IN: Single through infield. Runners advance one base.
G4A:	INFIELD BACK: Batter out, first unassisted. Other runners advance.
G5A:	INFIELD IN: Single through infield. Runners advance one base.
G6A:	INFIELD BACK: Batter out, second to first. Other runners advance.
G3-1A:	INFIELD IN: Single down left field line. All runners score. Batter stops at first.
F7:	INFIELD BACK: Batter out, third to first. Other runners advance.
F8:	INFIELD IN: Single through infield. Runners advance two bases.
F9:	INFIELD BACK: Batter out, shortstop to first. Runners advance.
FD7:	INFIELD IN ON BACK: Batter out at first base, first to pitcher covering bag. Runners advance.
FD8:	Fly out to shallow left field. Runners hold.
FD9:	Fly out to center field. Runners hold. OBR A on third scores.
L1:	Fly out to right field. Runners hold. OBR A or B on third scores.
L3:	Fly out to deep left field. Runner on third scores. Others hold.
L4:	Fly out to deep center field. Runner on third scores and any OBR A or B on second moves to third.
L5:	Fly out to deep right field. Runners on second and third advance. Runner on first holds.
L6:	OBR A or B on first advances to second.
F1 to 6:	Line out to pitcher. Runners hold. CD:2 pitcher also doubles runner off third.
	Line out to first. Runners hold.
	Line out to second. Runners hold.
	Line out to third. Runners hold.
	Line out to shortstop. Runners hold.
	Pop fly outs. Runners hold.

ERROR SEQUENCE CHART

Error 1:	Fielder bobbles ball. Batter safe and runners advance one base. If two outs, OBR A or B runner on second base also scores.
Error 2:	Wild throw is made. Batter to second and runners advance two bases. If two outs, OBR A or B runner on first also scores.
Error 3:	Fielder cannot get ball out of glove. Batter safe and runners advance one base.
Error 4:	Ignore. No error occurs.
Error 5:	Hit gets through fielder, to wall. Runners and batter score. If outfielder is CD:1 or CD:2, he makes proper play and runners advance 1 or single, 2 for double and 3 for triple.

There is no DEFENSE OPTION PLAY when bases are full. Chart indicates all results.

There is no Fly Out Advantage Option either. Chart indicates all results.

OUT CHART C

MEN ON SECOND AND THIRD Out Chart

G1:	INFIELD IN: Batter out, pitcher to first. Runners hold. INFIELD BACK: Batter out, pitcher to first. Runners hold.	G4A:	INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, second to first. Runners advance.
G2:	INFIELD IN: Batter out, catcher to first. Runners hold. INFIELD BACK: Batter out, catcher to first. Runners hold.	G5A:	INFIELD IN: Batter out, third to first. Runners hold. INFIELD BACK: Batter out, third to first. Runners advance.
G3:	INFIELD IN: Consult DEFENSE OPTION PLAY. INFIELD BACK: Batter out, first unassisted. Runners hold. OBR A runner on third scores.	G6A:	INFIELD IN: Single through infield. Runners advance two bases. INFIELD BACK: Batter out, shortstop to first. Runners advance.
G4:	INFIELD IN: Consult DEFENSE OPTION PLAY. INFIELD BACK: Batter out, second to first. Runners hold. OBR A or B runner on third scores.	G3-1A:	INFIELD IN ON BACK: Batter out, first to pitcher covering bag. Runners advance.
G5:	INFIELD IN: Consult DEFENSE OPTION PLAY. INFIELD BACK: Batter out, third to first. Runners hold. OBR A runner on third scores.	F7:	Fly out to left field. Runners hold. OBR A runner on third scores.
G6:	INFIELD IN: Consult DEFENSE OPTION PLAY. INFIELD BACK: Batter out, shortstop to first. Runners hold. OBR A or B runner on third scores.	F8:	Fly out to center field. Runners hold. OBR A or B runner on third scores.
GX1:	INFIELD IN: Batter out, pitcher to first. Runners hold. INFIELD BACK: Batter out, pitcher to first. Runners hold.	F9:	Fly out to right field. Runners hold. OBR A, B or C runner on third scores.
GX2:	INFIELD IN OR BACK: Batter out, catcher to first. Runners hold. INFIELD IN: Batter out, first unassisted. Runners hold.	FD7:	Fly out to deep left field. Runner on third scores. OBR A or B runner on second moves to third.
GX3:	INFIELD IN: Batter out, first unassisted. Runners hold. INFIELD BACK: Batter out, second to first. Runners hold.	FD8:	Fly out to deep center field. Runner on third scores. OBR A, B or C runner on second moves to third.
GX4:	INFIELD IN: Batter out, second to first. Runners hold. OBR A or B runner on third scores.	FD9:	Fly out to deep right field. Runner on third scores. Runner on second moves to third.
GX5:	INFIELD IN: Batter out, third to first. Runners hold. INFIELD BACK: Batter out, third to first. Runners hold.	L1:	Line out to pitcher. Runners hold.
GX6:	INFIELD IN: Batter out, shortstop to first. Runners hold. INFIELD BACK: Batter out, shortstop to first. Runner on third scores. Runner on second holds.	L3:	Line out to first. Runners hold.
G1A:	INFIELD IN OR BACK: Batter out, pitcher to first. Runners hold. OBR A runner on third scores.	L4:	Line out to second. Runners hold.
G2A:	INFIELD IN OR BACK: Batter out, catcher to first. Runners hold. INFIELD IN: Batter out, first unassisted. Runners hold. OBR A runner on third scores.	L5:	Line out to third. Runners hold.
G3A:	INFIELD BACK: Batter out, first unassisted. Runners advance. INFIELD IN: Batter out, second to first. Runners hold. OBR A or B runner on third scores.	L6:	Line out to shortstop. Runners hold.
		F1:	Foul fly, caught by pitcher near first base dugout. Runners hold.
		F2:	Foul out to catcher. Runners hold.
		F3:	Soft pop fly to first. Runners hold.
		F4:	Fly out to second near right field foul line. Runners hold. OBR A runner on third scores.
		F5:	Soft pop fly to third. Runners hold.
		F6:	Pop out to shortstop. Runners hold.

ERROR SEQUENCE CHART

Error 1:	Booted ground ball. Batter safe and runners advance one base.
Error 2:	Wild throw. Batter to second and both runners score.
Error 3:	Muffed grounder. Batter safe. Runners hold if none or one out. Runners advance if two men out.
Error 4:	Ball goes to wall. Batter and runners score.
Error 5:	Ignore. No error on play.

Z OUT CHART FIELDING PLAYS

This chart is used when referred to from UNUSUAL PLAYS chart on preceding page. Obtain a new random number and apply below. NOTE: Numbers 11 to 34 are used ONLY WHEN A RUNNER IS ON FIRST BASE. If first is not occupied, ignore and return to normal play.

11-14	Grounder to first. If 1B is CD:1 or CD:2, double play. First to short, back to first. Other runners advance. If first is not CD:1 or CD:2, batter out at first, unassisted. Runners advance.	45-48	Difficult grounder to short. E0 to E4 at SS: Batter out, SS to 1B, runners advance. E5 to E10 at SS: Infield single. Batter safe and runners advance one base.
15-18	Grounder to second. If 2B is CD:1 or CD:2, double play. Second to SS to 1B. Other runners advance. If 2B is not CD:1 or CD:2, batter out, second to first. Runners advance.	51-54	Difficult grounder to third. E0 to E5 at 3B: Batter out, 3B to 1B, runners advance. E6 to E10 at 3B: Infield single. Batter safe and runners advance one base.
21-24	Grounder to shortstop. If SS is CD:1 or CD:2, double play. SS to 2B to 1B. Runners advance. If SS is not CD:1 or CD:2, batter out, shortstop to first. Runners advance.	55-63	Difficult fly to left. E0 or E1 in LF: Batter out, runners hold. E2 to E10 in LF: Double to left center, runners score.
25-28	Grounder to third. If 3B is CD:1 or CD:2, double play. 3B to 2B to 1B. Other runners advance. If 3B is not CD:1 or CD:2, batter out, third to first. Runners advance.	64-74	Difficult fly to center. E0 to E2 in CF: Batter out, runners hold. E3 to E10 in CF: Double to wall, runners score.
31-34	Grounder to pitcher. If P is CD:1 or CD:2, double play. P to SS to 1B. Other runners advance. If P is not CD:1 or CD:2, batter out, pitcher to first. Runners advance.	75-83	Difficult fly to right. E0 to E2 in RF: Batter out, runners hold. Man on third scores. E3 to E10 in RF: Double to right center, runners score.
		84-87	Difficult pop foul near stands, E0 to E3 at catcher: Makes catch. Runners hold. E4 to E10 at C: Ball into stands. Foul. Batter remains at bat.
		88	TRIPLE PLAY. Men on First and Second: Liner to SS to 2B and thrown to 1B Men on First and Third: Liner to 3B who steps on third and throws to 1B Men on Second and Third: Liner to 2B, steps on second and throws to 3B Bases Full: Liner to P who throws to third and then throw to 1B

BELOW APPLY IN ANY BASE SITUATION

35-38	Difficult grounder to first. E0 to E3 at 1B: Batter out, runners advance. E4 to E10 at 1B: Infield single. Batter safe and runners advance one base.
41-44	Difficult grounder to second. E0 to E3 at 2B: Batter out, 2B to 1B, runners advance. E4 to E10 at 2B: Infield single. Batter safe and runners advance one base.

IF LESS THAN TWO MEN ON WHEN TRIPLE PLAY IS CALLED FOR: Score as a lineup to first and all runners hold, but any runner on first is doubled off base for double play.

UNUSUAL PLAYS (Z Out Chart reference in prior editions)

When a Z comes up under PB, stop play at once. Obtain a new random number from the next Fast Action Card and look below to find a result or a reference to another table. Z is where the unusual events of baseball come into play.

- 11: Catcher argues over balls and strikes. Makes umpire very unhappy. Catcher is ejected from game.
- 12: Pitcher argues over balls and strikes. Umpire greatly angered. Pitcher sent to showers.
- 13: Batter had last straw on strike call. Voices displeasure to umpire. Batter given rest of game off.
- 14: Batter hits slow roller to first. Pitcher covers, but runner is safe on hit. Runners advance. Argument results in pitcher, first baseman and catcher ejected from game.
- 15: Batter hits apparent home run down foul line. Umpire calls it a FOUL BALL. JUST FOUL. Batter argues and umpire rejects his opinion on eyesight. Batter kicked out of game.
- 16: Umpire warns pitcher about wetting down ball. Pitcher says, 'Not me, blind one.' Pitcher has rest of game to think about concealing new pitch. Pitcher ends up in locker room. Ejected.
- 17: On a full count, pitcher goes to mouth while on mound. Batter awarded a base on balls. Runners advance if forced to.
- 18: Umpire finds out that batter is using an illegal bat. Weighted improperly. Ruled out, catcher gets unassisted putout. Runners hold.
- 21: Skies break loose. Heavy downpour. Game halted at once. Called because of rain.
- 22: Storm warnings come out suddenly and for fan safety . . . game is called.
- 23: April games only. Game called because of too cold. (Other month, ignore)
- 24: April games only. Game called because of rain. (Other month, ignore)
- 25: April games only. Game called because of rain. (Other month, ignore)
- 26: Rain delay. To get minutes of delay, obtain next random number and this is minutes game held up. When play resumes delay is over 28 minutes, each pitcher PB rating reduced by ONE.

- 27: Batter doubles to right center. Ball just missed being caught. If runner on FIRST, he held up to see result of play and is passed by runner, RUNNER OUT. Batters gets only a single.
- 28: Batter on two strike pitch swings at obvious wild pitch. Pitcher gets strikeout, but batter is safe at first. Error on pitcher and runners advance one base.
- 31: Batter doubles down right field line, but misses first base. Appeal is made an batter ruled OUT. He gets credit for a single. Runners score if not third out.
- 32: ONLY WHEN MAN ON FIRST. Runner steals second. Shortstop argues call and is ejected from the game.
- 33: ONLY WHEN MAN ON FIRST. Runner called out stealing second. Runner argues and is ejected from game.
- 34: ONLY WHEN MAN ON FIRST. Runner caught off first and out in rundown, 1-3-4-3. Any runner on third scores.
- 35: ONLY WHEN MAN ON FIRST. Runner picked off and is thrown out, 1-3-6. Any runners on second and third advance.
- 36: ONLY WHEN THIRD OCCUPIED. Runner picked off base. Catcher to third to catcher. Other runners hold.
- 37: Catcher drops third strike for error. Batter safe at first. Runners advance, but man on third holds unless forced to advance. Pitcher gets credit for strikeout.
- 38: Batter singles to right and runners advance to bases. But batter turns wrong way at first and is picked off, right fielder to first baseman.
- 41: Batter checks swing and hits slow roller to first, but runs into ball. Called out. Gets credit for single and putout to catcher. Runners hold unless man on first given second base.
- 42: ONLY WHEN MEN ON FIRST AND SECOND. Ground ball hits runner on first. Batter given single. Runner out. Runner on second base must hold base.
- 43: Catcher interference. Batter to first. Runners advance. Catcher charged with an error.
- 44: Fan interference on foul into stands. Batter ruled out. Shortstop caught ball. Runners hold.
- 45-78: CONSULT—Z CHART FIELDING PLAYS.
- 81-88: CONSULT—Z CHART INJURY PLAYS.

Z CHART INJURY OUT PLAYS-Referral from Basic Z Charts

Use this table when referred to from Basic Z Chart. Obtain a new random number and find out first, the description of injury, and secondly, the number of games to be missed. Pitchers are not included as the guideline for them is to follow ACTUAL INNINGS PITCHED and no pitcher, on a team, can surpass his actual innings pitched until ALL OTHERS on team have reached their limit also.

GAMES THAT ARE TO BE MISSED

- INJURY RATING** GAMES THAT HE MUST REMAIN OUT OF ACTION
- Injury Rating of 0 Remainder of this game only.
- Injury Rating of 1 Remainder of this game and next game only.
- Injury Rating of 2 Use first digit of next random number. Limit is five games.
- Injury Rating of 3 Use first digit of next random number.
- Injury Rating of 4 Add both random numbers to get total from 2 to 16. Limit is ten games.
- Injury Rating of 5 Add both random numbers.
- Injury Rating of 6 Use next random number. Limit is twenty games.
- Injury Rating of 7 Use next random number. Limit is thirty games.
- Injury Rating of 8 Use next random number. No limit involved.

DESCRIPTION OF INJURIES

- 11-12: Catcher runs into stands and is hurt. Use his injury factor. Foul ball. Batter still at bat.
- 13-14: First baseman runs into stands. Use injury factor. Ball is foul. Batter still at bat.
- 15-16: Secondbaseman runs into right field wall chasing foul. Use injury factor. Batter still at bat.

- Third baseman runs into dugout, chasing foul. Use injury factor. Batter still at bat.
- Shortstop runs into right field wall chasing foul. Use injury factor. Batter still at bat.
- Left fielder crashes into wall. Double. Runners score. Use injury factor.
- Center fielder crashes into wall. Inside park Home Run. Use injury factor.
- Right fielder crashes into wall. Triple. Use injury factor.
- Batter hit by pitched ball. Use injury factor. Pinch runner must be used.
- Catcher hit by foul tip. Use injury factor.
- First and right fielder collide. Both hurt. Use injury factors. Double. Runners score.
- Second and center fielder collide. Both hurt. Use injury factors. Double. Runners score.
- Short and left fielder collide. Both hurt. Use injury factors. Single. Runners advance 2 bases.
- Batter hit by foul tip. Hurt. Use injury factor. Pinch hitter must be brought into game.
- Third and pitcher collide chasing foul. 3B only one hurt. Use injury factor. Batter still at bat.
- Left and center fielders collide. Both hurt. Use injury factors. Double. Runners score.
- Center and right fielders collide. Both hurt. Use injury factors. Double. Runners score.
- First hit by liner. Use injury factor. Single. Runners advance one base.
- Second hit by liner. Use injury factor. Single. Runners hold.
- Third hit by liner. Use injury factor. Makes catch. Runners hold.
- Shortstop hit by liner. Use injury factor. Makes catch. Runners hold.
- Catcher hit by foul tip. Use injury factor. Batter still at bat.
- Centerfielder hurt trying for diving catch. Use injury factor. Double. Runners score.