

Z CHART RESULTS

When a **Z** comes up under PB, obtain a new random number from the next FAC, and determine the **Z result**. Some of the results are direct while others may refer you to either the “Fielding or Injury” Tables.

11: Catcher argues over balls and strikes, getting ejected from the game.

12: Pitcher displeased with umpire, and is ejected from the game for arguing.

13: Batter voices too much displeasure to umpire and is ejected from the game.

14: Batter hits a slow roller to pitcher who fields and throws down right field line for an error. Batter races to third and all runners score.

15: Batter hits an apparent home run down left field line. Ball is curving. Draw new random number: 11-48 is a Home Run; 51-88 is a foul ball.

16: Pitcher is caught doctoring the baseball and is ejected. League suspends him for seven days.

17: Pitcher goes to mouth while on the mound and with a full count, the batter is awarded first on a walk. Runners advance if forced.

18: Batter using an illegal bat and is caught. He is ejected and league suspends him for seven days.

21: Skies break loose – a downpout and game is held up. Obtain a new random number: 11-38 Game is rained out; 41-68 Game is Resumed after a long delay but new pitchers must be inserted; 71-88 Game could be stopped, shortly. After each half-inning, draw a new random number and if it ends in a 1 or 8, the game is called off. (Dome/Roof games ignore this, of course.)

22: If a non-Dome/Roof game, game is halted at once because of rain.

23: April outdoor games only – game is called because of snow. California games stopped by fog. Southern games by rain.

24: Fan reaches out of the stands for foul ball. Obtain a new random number: 11-28 Fan touches ball and umpire calls the batter out; 31-88 No play as neither fan nor fielder can reach the ball.

25: Pitcher develops a blister and must be taken out at once. He does not miss any future appearances.

26: Batter pulls a muscle. Minor injury but must leave this game.

27: Batter doubles but passes any runner on first who thought the ball was going to be caught. Batter is out and runner holds at second. Other runners score.

28: Batter, with two strike count, swings at a wild pitch. He is struck out but reaches first on a wild pitch. Pitcher is charged with an error. Runners advance one base.

In numbers 31-36, men must be on the specific base for the result to take place. If runners are not on the listed bases, ignore the Z-reading and resume normal play.

31: Batter doubles to right but misses first base. An appeal is made and he is OUT (RF-1B). Other runners score.

32: ONLY WHEN A MAN IS ON FIRST. Runner steals second. Shortstop argues call and is ejected.

33: ONLY WHEN A MAN IS ON FIRST. Runner steals second. Second baseman argues call and is ejected.

34: ONLY WHEN A MAN IS ON FIRST. Runner is out stealing second, argues and is ejected.

35: Runner steals second on a pitcher who throws, belatedly, into center field. Runner on third and other runners score. Error on pitcher.

36: Any runner on third is picked off by catcher.

37: Catcher drops third strike. Batter safe at first on the error. Runners hold. Pitcher gets credit for a strikeout.

38: Batter hits ball that lands on top of the fence. Obtain new random number: 11-31 Home Run as ball goes over; 32-81 Ball comes back into playing area – double and runners advance two bases; 82-88 center fielder leaps and makes the catch. Runners tag up and advance one base.

41: Batter clubs drive down third baseline. Obtain new random number: 11-33 Double and all runners score; 34-78 A foul ball; 81-88 Third baseman makes diving catch. Batter out and runners get back safely.

42: Pop foul toward dugout. Obtain new random number: 11-48 Foul is caught for an out by 1B; 51-88 ball goes into stands – no play.

43: Batter fouls pitch off his shin. Must leave game at once.

44: Catcher gets hit by foul tip. Must leave game at once.

45-78: Consult FIELDING TABLE and draw a new random number.

81-88: Consult INJURY TABLE and draw a new random number.

FIELDING TABLE

11-14: First baseman muffs grounder. Batter safe on error and runners advance two bases. If CD-4 at 1B, batter is out (1B unassisted) and runners advance one base.

15-18: Second baseman muffs grounder. Batter safe on error and runners advance two bases. If CD-4 at 2B, batter is out (2B-1B) and runners advance one base.

21-24: Shortstop muffs grounder. Batter safe on error and runners advance one base. If CD-4 at SS, batter is out (SS-1B) and runners advance one base.

25-28: Third baseman muffs grounder. Batter safe on error and runners advance one base. If CD-4 at 2B, batter is out (3B-1B) and runners advance one base.

31-34: Pitcher throws wildly after fielding grounder. Batter safe on error and runners advance two bases. If CD-4 pitching, batter is out (P-1B) and runners advance one base.

35-38: Difficult grounder to 1B. If CD1-2, score as an error and runners advance one base. If CD3-4, batter is out (1B unassisted) and runners advance one base.

41-44: Difficult grounder to 2B. If CD1-2, score as an error and runners advance one base. If CD3-4, batter is out (2B-1B) and runners advance one base.

45-48: Difficult grounder to SS. If CD1-2, score as an error and runners advance one base. If CD3-4, batter is out (SS-1B) and runners advance one base.

51-54: Difficult grounder to 3B. If CD1-2, score as an error and runners advance one base. If CD3-4, batter is out (3B-1B) and runners advance one base.

55-63: Difficult fly to left field. If CD1-2, single and error on LF. Batter to second and runners score. If CD3-4, catch is made. Runners hold.

64-74: Difficult fly to center field. If CD1-3, ball falls for a double and all runners score. If CD4, ball is caught and runners hold.

75-83: Difficult fly to right field. If CD1-2, ball is a double and all runners score. If CD3-4, ball is caught and runners hold.

84-87: Difficult fly for catcher near stands. If CD1-2, ball is not caught and remains out of play. If CD3-4, catcher makes catch and runners hold.

88: TRIPLE PLAY. If men on first and second: liner to SS to 2B to 1B; If men on first and third: liner to 3B who steps on third and throws to 1B; If men on second and third: Liner to 2B who steps on second and throws to 3B; If bases loaded: liner to P who throws to 3B and then to 1B. (If less than two on, score as double play).

USING PRE-1989 GAME BOARDS

Some older editions of STATIS PRO BASEBALL contain “Out Charts” that refer to CD ratings of 0, 1 or 2. Since 1987, players have been rated on a basis of 1-4; therefore, if you are still using older out charts, consider a CD rating of 1 or 2 to be a “0.” A current rating of CD-3 is considered a “1.” A CD-4 is considered a “2.”

Older game boards also contain a BD chart which is no longer in effect. Ignore this chart since all players now have personalized BD ratings at the bottom of their cards.

In the summer of 1989, STATIS PRO BASEBALL included a new game board (the first board change since 1978) that incorporates the latest player statistical ratings.

It is not mandatory to have a new game board because all the changes have been provided in player card packaging.