

## BASES EMPTY

### Read Dice: (Red then White)

- 11** >>>: **Torrential Downpour or Power Outage:** After a long wait, game is called. If Home Team is leading after 4 1/2 innings, game is official. If Home team is losing prior to end of 5th, game is called. BUT IF TIED: Umpire resumes game until one team "WINS". If Visitors score first, Home Team must get last "at-bats". If game called, destroy all records. **<OPTIONAL> Use: Same starting pitchers, any injured players NOT injured, (game didn't happen).**
- 12** >>>: **An Hour Rain Delay:** Both pitchers CURRENTLY in game must pitch at their B Grade for remainder of this appearance. Either pitcher may be removed at any time.
- 13** >>>: **An Hour Rain Delay:** Outfield is soaking wet. Next outfielder CATCHING fly ball slips on wet ground / turf, and suffers a muscle pull. Check Box 21 for extent of injury, (limited to this series).
- 14** >>>: **An Hour Rain Delay:** Next batter getting a HIT to the outfield, (other than home run), tries to stretch for extra base...trips on slippery base path and is tagged out. Batter twists ankle! **Consider stadium roof to have sprung ceiling leak** Check Box 21 for extent of injury, (limited to this series). Give OF'er an assist.
- 15** >>>: **High Gusting Winds:** Gale force winds are blowing "IN". ALWAYS use Pitchers' Row 1 in Column 6 for remainder of game, (even when they are supposed to pitch at their "B Grade"). **(Ignore if Dome Stadium)**
- 16** >>>: **High Gusting Winds:** Gale force winds are blowing "OUT". ALWAYS use Pitchers' Row 6 in Column 6, (even when pitchers are in their normal "A Grade"), for remainder of this game. **(Ignore if Dome Stadium)**
- 21** >>>: **Pop Foul~Catcher:** Catcher staggers under high twisting foul ball. If Blue die was equal to, or lower than LARGE defensive rating, he makes catch. Otherwise; he drops it; (error Catcher). Then batter lines next pitch into center field for a Single.
- 22** >>>: **Batter Bunts Ball:** If Blue die was Higher than Catcher's LARGE defensive rating, rushed throw is wide of bag; batter safe on bunt Single. Now reroll Red and White dice ~ if Higher than Catcher's error rating, batter goes to 2nd when throw sails into right field; (error-C). If Blue die NOT higher than Catcher's LARGE defensive rating, batter OUT at 1st.
- 23** >>>: **Catcher Interference:** Batter awarded 1st Base. Charge Catcher with an error, and NO time at-bat for hitter.
- 24** >>>: **Batter Strikes Out:** If Blue die was Higher than Catcher's Passed Ball rating, pitch eludes Catcher and batter safe at 1st. Now reroll Red and White dice to determine if Catcher's throw sailed past 1B'man into right field. If error on Catcher, batter continues on to 2nd.
- 25** >>>: **Batter Strikes Out:** Trying to check his swing, batter hurts his wrist. Check Box 21 for extent of injury.
- 26** >>>: **Fouls Ball Off Foot:** Batter finishes THIS at bat; then removes himself from game. Okay for tomorrow.
- Out**
- 31** **0 Looping drive to RF:** If Blue die was Higher than Outfielder's LARGE defensive rating, the ball drops in and batter takes as many EXTRA bases as the die exceeded Outfielder's rating. **1 Looping drive to CF:** Example: If die exceeds OF'er's fielding rating by 3, it's a Triple...not a Homerun. **2 Looping drive to LF:** If Blue die was equal to, or lower than OF'er's LARGE defensive rating, batter is OUT on outfielder's sensational diving shoe string catch.
- 32** >>>: **Line Smash~Pitcher:** Off Pitcher's body: Ouch! Batter safe; (Single). If pitcher CONTINUES, use B Grade.

## BASES EMPTY (cont'd)

### Read Dice: (Red then White)

- 33** >>>: **Ground OUT~1B'man:** Batter and 1B'man collide and 1B'man is injured. Check Box 21, (limited to series). If 1B'man remains in game, his running speed is (1) and his defense is poorest.
- 34** >>>: **Ground OUT~1B'man:** Pitcher covers the bag, is knocked to the ground in collision with batter. If remaining in game, B Grades are in effect. If he finishes inning without allowing ANOTHER base runner, he reverts back to A Grade rating until reaching normal endurance.
- 35** >>>: **Ground OUT~1B'man:** Batter trips over 1st Base Bag. Check Box 21 for extent of injury, (limited to series). If batter remains in game, his running speed is (1) and his defense is poorest.
- Out**
- 36** **0 Long drive deep CF:** Reroll all 3 dice. Now check Red and White dice for possible OF'er's error. If none, over the shoulder catch for out. If ball is dropped, check Blue die. If Higher than fielder's ARM, batter slides into 3rd; (3 base error), otherwise; it's a 2 base error.  
**1 Long drive deep LF:**  
**2 Long drive deep RF:**
- 41** >>>: **Morganna shows up at ball park...deftly evading security: (Other than pitchers, players cannot be removed - except due to an injury.)** If Blue die (1); kisses batter who gets 2 rolls EACH at bat; chooses BEST result. If Blue die (2); kisses batter who gets 2 rolls EACH at bat, and takes worst result. If Blue die (3); kisses Pitcher. Use his Row 6 result whenever batter rolls Column 5. If Blue die (4); kisses Catcher. Change his LARGE defensive rating to (1) for game. If Blue die (5); kisses defensive player of batting team's choice. Reduce LARGE defensive rating to POOREST number for remainder of game. If Blue die (6); kisses Umpire. For REMAINDER of game, change Box 16~45 to result # 30, (base on balls), whenever HOME TEAM is batting.
- 42** >>>: **Voo Doo:** All players on roster for this series who were born in Dominican Republic or State of Louisiana celebrate beginning of a "full moon" by partaking in "demonic" exercises. Eligible players on entire roster attempt to cast spells on any opposing player of their choice. Each Home team player now selects an opposing team player and rolls six sided die to determine spell effect. Since spells can sometimes be defeated, a victim can be chosen only ONCE. Players may be removed at any time. Now Visiting team's turn and procedure repeated. Roll SIX-SIDED die:  
(Some may not wish to use this play since place of birth is not indicated on cards. Then use Play # 32.)  
If roll of "1"; batter's vision is affected. Use Red Column ONE each time batter comes to plate.  
If roll of "2"; batter can't run. Change his running speed to (1) and is ALWAYS out trying to steal.  
If roll of "3"; fielder can't throw. Change his ERROR RATING to zero.  
If roll of "4"; fielder can't catch. change LARGE defensive rating to LOWEST, (poorest), rating.  
If roll of "5"; player cannot breathe...thinks he is being choked...remove from game immediately.  
If roll of "6"; player drinks "special potion" prior to game, laughs at spell caster. Nothing happens!
- 43** >>>: **Land of rising Sun:** (or play 32) Japanese players get two dice rolls each at bat...choosing BEST result. BUT: If any Japanese player should make an error, strikeout, ground into a double play, allow a homerun or hit a batter with a pitch...he immediately removes himself from the game for disgracing country.
- 44** >>>: **Happy Birthday:** Next HOME team batter is celebrating a birthday today and passes out 50 tickets to good friends. Intent on having BIG game...he has made extensive reservations for private party at "swanky" restaurant following the game. Whenever he bats, change Red die roll to column 6 for balance of game. If Pitcher celebrating, use White die Row 1 in column 3 & 6 until reaching endurance.
- 45** >>>: **Bundle Of Joy:** Youngest player in Home Team lineup announces that his wife will soon be going into labor to give birth to their first child. (if age is tied, opponent manager chooses player). The Blue die represents the telephone. Add THREE to die to determine which inning the phone rings. For example: If Blue die was 4...then the phone rings at BEGINNING of 7th inning, (4 + 3 = 7). And the player IMMEDIATELY departs for the hospital.
- 46** >>>: **Party Animal:** Next VISITING team batter did a little "too much" celebrating last night, and has major hang-over. Whenever he bats, change Red die roll to column 1 for remainder of game. You cannot pinch-hit for him, (unless pitcher). If a PITCHER, use his Row 6 whenever batter rolls Red column 5.

## BASES EMPTY (cont'd)

### Read Dice: (Red then White)

- 51** >>>: **Sleepy Time Blues:** VISITING player oversleeps and misses team bus to ballpark. Awakening, he then gets lost or stuck in traffic. Home team manager can pick any Visiting team player who has NOT YET APPEARED in this game, (including a pitcher). When player finally shows up, manager reads the riot act, "Get out of my dugout...you won't be playing today...AND...you are fined".
- 52** **Out 0-1 Careful what you eat:** VISITING Team player indicated on Blue die: 1=P, 2=C, 3=1B, 4=2B, 5=3B, 6=SS, snacks with girl friend at remote diner to avoid autograph seekers...and contracts food poisoning. Remove from lineup! Now, EACH inning roll 2 dice. If "doubles", feels better and can start tomorrow. Do for remainder of SERIES at which time he is again healthy. Batter CAN pinch hit during THIS series if doubles aren't rolled.
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- 2 Careful what you eat:** Same as above except if Blue die is 1 or 2 = LF'er, 3 or 4 = CF'er and 5 or 6 = RF'er.
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- 53** >>>: **BEAN BALL WARS:** If Blue die is 1 or 2: Batter hit by pitch...but umpire did not detect any bad intentions. ADD 1 to Blue die for each BATTER who has been hit by a pitch previously. If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER team has been hit earlier, BOTH teams are warned; and ANY pitcher then hitting a batter is automatically ejected. If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown. Batter and Pitcher are now both ejected from this game.
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- Example: If Blue die is 2 and three batters had already been hit in THIS game, then use die result # 5. If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age 27 and ONE age 33 ejected from BOTH teams (opposing manager's choice). If die roll (2): one player age 22, 28 and 34. Die roll (3): one age 23, 29, 35. Roll (4): one age 24, 30 & 36. Die roll (5): one age 25, 31 & 37. Roll of (6): one 26, 32 & 38.
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- 54** >>>: **Hit on Hand by Pitch:** Check Box 21 for extent of injury. (Injury duration limited to current series.) If batter is replaced by a pinch runner, he must attempt to steal on first pitch. Roll one die against runner's speed...if die is Higher, pinch runner is caught stealing; (C to 2B).
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- 55** >>>: **To Tell the Truth:** In this morning's paper, pitcher on the mound admits to a columnist that he often throws at batters intentionally. If any opponent batter gets hit...pitcher is ejected.
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- 56** >>>: **Grouchy Umpire:** Home Plate Umpire grows weary of verbal abuse emanating from the dugout of the team with pitcher CURRENTLY on mound. Opposing team manager, (as a proxy for umpire) may eject any player of his choice in DUGOUT, (not on base, at bat, or in the bullpen). Or, manager may be ejected. Then, no H & R's, bunts, stolen base attempts, and Infielders cannot play "IN" except 9th inning or later.
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- 61** >>>: **Home Plate Umpire:** Umpire is squeezing the pitchers, (small strike zone). Whenever Box 16 is rolled, change result to # 30, (base on balls). If it happens TWICE to the SAME Pitcher, he is then ejected for losing his composure and screaming at the Plate Umpire.
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- 62** >>>: **Sick Child in Hospital:** Kid asks the player, (batter) to hit a "Home Run". Reroll for the batter and consider batter's Red die to ALWAYS be Column 6 for remainder of game. If batter DOES hit a "homer", then any further dice rolls for this batter are read as actually rolled.
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- 63** >>>: **Free Agent Player:** Trying to impress management and scouts from other teams, pitcher NOW on the mound puts forth a maximum effort. Give him all ONES in Columns 3 and 6 until he reaches his endurance. If a reliever, add TWO to his "R" endurance number.
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- 64** >>>: **Multi-Year Contract:** The batter, who doesn't "feel good" today, and is complaining of nebulous injuries decides to remove himself from the game. Criticized by his own teammates, still, what can the manager do? Batter agrees to pinch-hit ONLY for rest of this series.
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- 65** >>>: **Called Third Strike:** Enraged, batter "accidentally" bumps Umpire...suspended remainder of this series.
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- 66** >>>: **Curving at Foul Pole:** Long blast curving, curving, curving at foul pole. If Blue die was ODD = it's a foul ball. If Blue die was EVEN = it's a Home Run.

## RUNNER ON 1ST BASE

### Add Dice: (Red & White)

- 2** >>>: **Dead Ball ~ Single:** Batter's smash up the middle hits 2nd Base Umpire who is stationed "in front of" 2B'man & Shortstop. Dead Ball. Credit batter with Single and advance runner on 1st Base to 2nd Base.
- 3** >>>: **Dead Ball ~ Single:** Batter's sharp ground ball to right side hits runner headed for 2nd Base. Runner is OUT; credit batter with a single...batter goes to 1st with less than two outs.
- 4** >>>: **Wild Pitch Plus:** The runner takes 2nd on a Wild Pitch, then makes a big turn at the Bag drawing a throw from the Catcher. If Blue die was NOT Higher than Catcher's LARGE defensive rating, the runner is caught off 2nd Base; (C to 2B). If Blue die was Higher than Catcher's LARGE defensive rating, ball sails into center field and runner slides into 3rd; (error Catcher). If runner's speed is Higher than Center Fielder's ARM; runner continues around 3rd and scores. But if OF'er's arm is Higher; then runner is OUT at Home; (C to CF to C). If runner's speed and OF'er's ARM are Equal; then runner holds safely at 3rd Base.
- 5** >>>: **It's a 3 & 2 Pitch:** And there goes the runner as batter strikes out. If base runner's speed does NOT exceed Catcher's LARGE defensive rating, he is caught stealing 2nd; (C to 2B). Otherwise; he steals 2nd Base safely.
- 6** >>>: **Pitcher Forgets to Check Runner at 1st Base:** Runner steals 2nd Base as Catcher's hurried desperate throw sails into center field. The runner gets up and heads for 3rd. If the ARM of the center fielder is Higher than runner's speed, he is out at 3rd; (CF to 3B). If ARM is NOT higher, runner slides into 3rd Base safely and the Catcher is charged with an error.
- 7** **Out**  
**0 Double to Left:** Batter smacks a Double and the runner is waved around Third. Defense has TWO options: 1) Throw home in an attempt to nail the runner --or-- 2) Cut off the throw and make a play on the batter. If throw is cut off, the run scores and batter is out at 3rd; (OF to 1B to 3B). If throw goes Home, reroll Blue die, and if Higher than runner's speed, he is OUT. If runner is safe, batter goes to 3rd on throw...(Double).  
**1 Double to Right:**  
**2 Double to Center:**
- 8** >>>: **Attempted Pickoff:** The runner wanders too far off 1st Base. Defense and Offense BOTH roll one die. If offense rolls higher, then runner eludes "pickle" and slides into 2nd Base safely. If offense' roll NOT higher, runner diving back into 1st is OUT; (P-1B-SS-1B).
- 9** >>>: **Attempted Pickoff:** The Pitcher makes a questionable move to 1st Base. If Blue die was Higher than Pitcher's Hold rating, a balk is called; (runner to 2nd Base). If Blue die was equal to, or lower than Pitcher's Hold rating, then the runner is picked off 1st Base.
- 10** >>>: **Passed Ball Plus:** Runner rounds 2nd and heads for 3rd. If Catcher's LARGE defensive rating is Higher than runner's speed, he is OUT; (C to 3B'man). Otherwise; runner safe.
- 11** >>>: **Runner Picked Off:** Catcher snaps a throw to 1st as batter swings through a pitch and nails runner who had strayed too far off 1st Base Bag. (Assist Catcher - Putout 1B'man).
- 12** >>>: **High Pop Fly:** Between Home and the Pitcher's mound. Everyone is calling for it...but no one wants to catch it...and it falls safely for a Single. Runner to 2nd and batter safe at 1st Base. If two were out; then runner scores from 1st and batter goes to 2nd. Score it as a Double and RBI.

## RUNNER ON 2ND BASE

### Add Dice: (Red & White)

- 2** >>>: **Runner is Napping:** If Catcher's LARGE defensive rating is Higher than runner's speed; picked off 2nd.
- 3** >>>: **Wild Pitch:** The ball caroms wildly off backstop. The runner races to 3rd with the Catcher still chasing the ball. He tries for Home. If the Blue die was Higher than the runner's speed, he is OUT at Home; (P to C). If not Higher, he slides across Plate safely.
- 4** >>>: **Short Passed Ball:** Catcher chases after short Passed Ball as runner heads for 3rd. If runner's speed is Higher than Catcher's LARGE defensive rating, he is safe at 3rd. Otherwise, he is OUT; (C to 3B'man).
- 5** **Out**  
**0 Single to Right:** Runner at 2nd trying to score. Check Blue die against Catcher's LARGE defensive rating. If die is Higher, he scores. Otherwise: Catcher blocks Plate successfully and runner is OUT sliding into Home; (OF to C). However, THEN the Catcher is injured in collision at Home. Check Box 21 for extent of injury, (limited to series).  
**1 Single to Center:** If Catcher remains in this game, change both his LARGE defensive rating and running speed to ONE. (With less than two out, batter takes 2nd on throw Home.)  
**2 Single to Left:**
- 6** **Out**  
**0-1 Slow roller to S'Stop:** The runner breaks for 3rd. If the SS is a 1 or 2 defensively, the runner is OUT at 3rd. If the SS is 3, batter is retired at 1st, and runner advances to 3rd. If SS is 4 or 5, throw to 3rd is late, and batter is safe at 1st. Credit batter with Fielder's Choice.  
**2 Bouncer to 2B'man:** Batter is safe on a VERY close play. The runner takes 3rd and attempts to score when 1B'man engages Umpire in heated argument. If Blue die was higher than runner's speed, he is OUT at Home. If SAFE, batter heads for 2nd Base. Roll one die against batter's speed; if higher, batter is OUT at 2nd; (2B-1B-C-SS).
- 7** **Out**  
**3B' Coach tests OF arm:** Low liner fielded on one hop by the outfielder. The runner is being waved around 3rd, and here comes the throw to the Plate...and it's not even close, the Catcher has the ball waiting for him; OUT! That was a bad decision by the Third Base Coach. What was he thinking? (With less than two out, batter takes 2nd on throw to Home.)  
**0 Line Single to RF:**  
**1 Line Single to CF:**  
**2 Line Single to LF:**
- 8** >>>: **Attempted Pickoff:** Pitcher turns and fires to 2nd Base. Check Blue die; if the number reads ODD, the runner is OUT; (Pitcher to Shortstop). If it's EVEN, the throw sails into center field with base runner advancing safely to 3rd Base. (Charge pitcher with an error.)
- 9** **Out**  
**0-1 Ouch; !\$&\*, I'm Hurt:** Runner steals 3rd SAFELY and spikes 3B'man. Check Box 21 for duration of injury, (limited to this series). In any event, he MUST be removed from this game.  
**2 What Price Glory:** Batter fouls ball near 3B dugout. If 3B'man rated 1 or 2, (LARGE Defensive #), he makes great catch tumbling into dugout. 3B'man rated 3 also tumbles into dugout but drops ball; (no error). In each case, fielder is hurt. Check Box 21 for extent of injury, (limited to series). In any event, he MUST be removed from this game.  
 If 3B'man is rated 4 or 5, he misses ball but is grabbed by opposing team players to cushion his fall. He fields "so poorly" that opponents don't want to see him hurt.
- 10** >>>: **Foul Fly to RF'er:** RF'er chases into corner after long foul fly ball. If Blue die was Higher than RF'er's LARGE defensive rating, ball falls safely...no play. If Blue die was NOT higher; RF'er makes the catch. Runner at 2nd tags and advances safely to 3rd Base.
- 11** >>>: **Foul Fly to LF'er:** LF'er chases into corner after long foul fly ball and makes a fine running catch. Runner at 2nd has OPTION to try for 3rd Base. Roll one die against runner's speed. If die is Higher, he is OUT at 3rd; (LF to 3B'man). Otherwise, safe at 3rd.
- 12** **Out**  
**0-1 Deep Drive to Center:** CF'er makes sensational tumbling catch. The runner tags and makes 3rd easily. He now has the OPTION to try for Home. Reroll Blue die against runner's speed. If die is Higher, he is OUT; (CF to 2B to C). If not higher, he scores. (Sacrifice Fly).  
**2 Deep Drive to Center:** CF'er makes diving effort...but misses...and the ball rolls to the wall. The runner scores easily as the batter rounds 3rd and heads for Home. If the 2B'man is a (1) or (2) defensively, his perfect relay gets batter at home (RF-2B-C). Score it as a Triple. Otherwise, batter slides into Home safely with inside-the-park home run.

## RUNNER ON 3RD BASE

- Add Dice: (Red & White)**
- 2 >>> Short Passed Ball:** Runner from 3rd dives across Home Plate; SAFE. But the pitcher, who was trying to make tag, steps on his hand. Check Box 21 for injury duration, (limited to series).
- 3 >>> Chock Full of Cork:** Batter fouls off pitch, shattering bat. Umpire spots cork; batter OUT; ejected~series.
- 4 >>> Cheaters Never Win:** Ump spots Pitcher applying "foreign substance" to ball. Ejected remainder of series.
- 5 >>> BEAN BALL WARS:** If Blue die is 1 or 2: Batter hit by pitch...but umpire did not detect any bad intentions.  
**ADD 1 to Blue die for each BATTER who has been hit by a pitch previously.** If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER team has been hit earlier, BOTH teams are warned; and ANY pitcher then hitting a batter is automatically ejected.  
 If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown. Both batter and pitcher are now ejected from this game.  
 If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age 27 and ONE age 33 are ejected from BOTH teams, (opposing manager's choice). If die roll of (2): one player age 22, 28 and 34. If die roll (3): one age 23, 29, 35. If die roll of (4); one age 24, 30 & 36. If die roll of (5): one age 25, 31 & 37. If die roll of (6); one player age 26, 32 & 38.
- 6 0-1 Line Smash~3B'man:** If 3B'man's LARGE defensive rating is 1 or 2, he snares the ball in mid-air and beats runner back to the bag, (an unassisted double play). If a 3, he snares ball on first bounce; then throws the batter OUT at 1st; (runner holds 3rd). If rated 4 or 5, he can't find the handle. The batter is safe at 1st while the runner holds at 3rd Base. Charge an error to the 3B'man.
- 2 Line Smash Hit Foul:** Nails the runner at 3rd who is standing in FOUL territory. He is injured and must be removed from game. Okay to play tomorrow...but you'll need a pinch runner now.
- Out**
- 7 0-1 Suicide Squeeze:** Manager MAY call "suicide squeeze play". Roll Blue die to determine the play result: (1, 3, 5) Good Squeeze; run scores, batter out at 1st. (2) Fielder's Choice at Home. (4) Pop up to Catcher; runner doubled off 3rd. (6) Batter beats out bunt; run scores.  
**<Manager's Option>**
- 2 Steal of Home:** Manager MAY elect to steal Home. Roll Blue die against speed of runner. If die is Higher, runner is OUT at home. Otherwise, he slides across Home Plate; SAFE!  
**<Manager's Option>**
- Out**
- 8 0-1 Texas League pop fly:** If Blue die = 1 or 2; LF & SS converge: If Blue die = 3 or 4; CF & 2B'man converge: If Blue die = 5 or 6; RF & 2B'man converge. If infielder is rated 3 or higher --AND-- outfielder is rated 3 or less, ball falls in...SINGLE...and run scores. Otherwise, ball is CAUGHT and fielders collide. Either the SS or 2B'man is injured. Check Box 21 for duration of injury, (limited to remainder of this series). Credit batter with sac. fly.
- 2 Texas League pop fly:** Same as above: But if the ball is CAUGHT, then OUTFIELDER is the injured player.
- 9 0 Single to LF:** In EACH instance, the batter attempts to stretch his hit into a Double while the runner at 3rd jogs Home and scores. If Blue die was higher than batter's speed, he is OUT;  
**1 Single to CF:**  
**2 Single to RF:** (OF'er to 2B'man). If not higher, he slides into 2nd Base safely with a Double.
- 10 0-1 Strike Out Swinging:** If Catcher's LARGE defensive rating is 3, 4 or 5; runner picked off 3rd; (double play).  
**2 Strike Out Swinging:** Catcher holds on to foul tip...but injures his finger. If he remains in game, change his rating to (1). Can't play tomorrow...unless next game is first game of a new series.
- 11 >>> Balk ~ Ejection:** Runner scores! After a heated argument, the pitcher is ejected from the game.
- 12 0-1 Appeal at 3rd Base:** Batter flies out to CF'er, (run scores); then an appeal is made that the runner left 3rd Base too soon, (prior to the catch being made). If the Blue die was ODD, Umpire declares runner OUT; (double play). If EVEN, appeal is denied; (score as sac. fly).  
**2 Pine Tar:** Long blast deep into the upper deck, (Home Run). Opposing manager now lodges protest that bat had excessive pine tar. If Blue die was ODD, the Umpire agrees, batter is OUT, and then ejected. If the Blue die was EVEN; Home Run is allowed.

## RUNNERS ON FIRST AND SECOND

### Add Dice: (Red & White)

**2** >>>: **Hidden Ball Trick:** Youngest player on base is called OUT when the infielder sneaks up from behind - with ball hidden in his glove - and tags the runner while his foot is off the base.

**3** >>>: **Hidden Ball Trick:**

**4** >>>: **The Count is 3 & 2:** The runners are on their way. If a Right-handed batter~ball is lined to SS; CAUGHT! Depending on number of outs, he steps on 2nd Base before runner can retag, then throws to 1st before that runner can retag. TRIPLE PLAY! If Left-handed batter, 2B'man makes CATCH and tags runner heading from 1st toward 2nd Base, then steps on 2nd Base before that runner can retag. UNASSISTED TRIPLE PLAY!

### Out

**5** **0** **Catch of the Year:** The runners respond to a liner hit into the gap and turn on the speed. But the LF'er gets a great break on the ball and makes catch of the year. Frantically, the base runners retrace their steps. If Blue die was Higher than the LF'er's throwing ARM rating, the runners return to their bases safely. If die was not higher, runner at 2nd is OUT; (LF to 2B). Now an attempt is made on runner returning to 1st. Reroll the Blue die against speed of the runner. If die is NOT higher, he reaches 1st Base safely. If the die is Higher; it's a TRIPLE PLAY; (LF to 2B to 1B).

**1** **Hit Back to Pitcher:** If Blue die was Higher than LARGE defensive rating of the Pitcher, he starts Double Play; (P to SS to 1B). If die was identical: Fielder's Choice; runner OUT at 3rd. If die lower than Pitcher's LARGE defensive rating, batter out, runners advance (1).

**2** **Hit Back to Pitcher:** If Blue die was Higher than LARGE defensive rating of pitcher, batter is thrown out at 1st to end inning. If die NOT higher, ball thrown in the dirt. Reroll the Blue die against LARGE defensive rating of 1st Baseman. If Higher, he scoops ball out of dirt for inning ending out. If die NOT higher, charge error Pitcher, (bases loaded).

### Out

**6** **0-1** **Ground Ball~3B'man:** If LARGE defensive rating (1): Steps on 3rd; then down to 2nd~GIDP. But if batter's running speed is 1 or 2; then around the horn for a Triple Play; (3B to 2B to 1B).  
LARGE defensive rating (2): Steps on 3rd; then to 1st for GIDP; other is safe at 2nd.  
LARGE defensive rating (3): Down to 2nd for one; then to 1st; GIDP; other safe 3rd.  
LARGE defensive rating (4): Fielder's Choice; one runner safe at 3rd; batter safe 1st.  
LARGE defensive rating (5): Runners advance to 2nd & 3rd; batter thrown out at 1st.

**2** **High Chop~3B'man:** Runner from 2nd Base plows into 3B'man trying to field ball. Obstruction! Batter Out. 3B'man is injured and must be removed from the game. Check Box 21 for duration.

### Out

**7** **0** **Sacrifice Bunt:** Manager MAY call for sacrifice bunt. Reroll Blue die to determine the play result: If 1, 2, 3 or 5 = is good Sacrifice Bunt; runners advance one base, batter out at 1st. (4) = Fielder's Choice; lead runner out at 3rd. (6) = Beats out bunt, (bases loaded).

**1-2** **Double Steal:** Manager MAY elect to attempt double steal. Reroll Blue die against speed of lead runner. If Higher, runner is OUT; (C to 3B). Otherwise, both runners steal safely.

### Out

**8** **0** **Ground Single to CF:** In BOTH instances, the runner scores from 2nd, but there is a play on the runner going from 1st to 3rd. If Blue die Higher than runner's speed, he is OUT at 3rd. If not higher, throw is cut off by the SS, who then throws to 2nd attempting to get batter trying for an extra base. Reroll Blue die against batter's speed: If the die is Higher, batter OUT; (OF to SS to 2B). Otherwise, he slides into 2nd Base, SAFE.

**1** **Ground Single to RF:**

**2** **Ground Single to LF:** The runner attempts to score from 2nd. If Blue die was Higher, runner is OUT at Home; (LF to C), retiring the side. If Blue die was not higher, the run scores, runner at 1st takes 3rd. But the batter is OUT trying for 2nd; (LF to C to SS).

**9** >>>: **Short Passed Ball:** If Blue die was Higher than Catcher's Passed Ball rating, runners advance to next base. If die is equal or lower than Catcher's passed ball rating, runner out sliding into 3rd Base; (C to 3B). Other runner advances to 2nd Base, (if not third out).

### Out

**10** **0-1** **Wipe Out~2nd Base:** Hard grounder to SS (2B'man) who flips to keystone partner for the force OUT. But runner's rolling slide outside the baseline takes out 2B'man (SS) who is injured. Check Box 21 for injury duration, (limited to remainder of series). Umpire now rules "Offensive Interference"; batter is also OUT; (run scores if not third out).

**11** **&** **(If LH Batter, SS is the injured player.)**

**2** **Tempers Flare:** Routine ground ball - Fielder's Choice at 2nd; (SS to 2B)...but runner slides in very hard and punches are thrown. Base runner and 2B'man are BOTH ejected!

**12** >>>: **Curving at Foul Pole:** Long blast. If Blue die was ODD = FOUL BALL. If Blue die EVEN = Home Run.

## RUNNERS ON FIRST AND THIRD

### Add Dice: (Red & White)

- |              |  |   |
|--------------|--|---|
| <b>2</b>     | >>>: <b>Can You Believe It:</b>                                  | While standing on rubber, Pitcher fakes a throw to 3rd...then wheels and throws to 1st. Everyone knows it never works, but it just did, (the runner got picked off 1st).  |
| <b>3</b>     | >>>: <b>Can You Believe It:</b>                                  |   |
| <b>4</b>     | >>>: <b>Ouch; !\$&amp;*, I'm Hurt:</b>                           | Batter fouls inside pitch off his ankle. After concluding his at-bat, he removes himself from game. Check Box 21 for injury duration, (limited to remainder of this series).  |
| <b>Out</b>   |  |   |
| <b>5</b>     | <b>0-1 High Foul Pop Up:</b>                                     | Catcher hurts his knee colliding into railing but holds on for the OUT. A runner with 5 speed now tags up and scores following catch. (Credit batter with sacrifice fly.) Check Box 21 for injury duration, (limited to remainder of this series).  |
| <b>2</b>     | <b>Baltimore Chop~3B:</b>  | Batter streaks down the line as 3B'man charges ball. If Blue die was Higher than the batter's speed, he is OUT. Otherwise: Infield Single; runners advance one base. In both instances, batter strains a leg muscle. Check Box 21, (injury limited to series).  |
| <b>6</b>     | >>>: <b>Ground Ball to SS:</b>                                   | If the SS is playing "IN", he sails his throw to Home high over the Catcher's head. One run scores, other runner to 3rd and batter to 2nd. Charge error to Shortstop.<br>If the SS is playing "HALFWAY", he flips ball to 2B'man to force the runner at 2nd, but the relay to 1st is in the dirt and skips past 1B'man. Runner to 3rd and batter to 2nd on error. EXCEPTION: If 1B'man's LARGE defensive rating is (1), ball is scooped out of dirt for SS to 2B to 1B double play. (Run scores if not third out.)<br>If the SS is playing BACK, runner is forced OUT at 2nd. |
| <b>Out</b>   |  |   |
| <b>7</b>     | <b>0 Deep Fly to LF'er:</b>                                      | Both runners tag up following the catch. The runner from 3rd scores; (sacrifice fly); but the runner from 1st is nailed at 2nd; OUT and a double play; (LF to 2B).  |
| <b>1</b>     | <b>Great Catch by RF'er:</b>                                     | The runner on 3rd tags and scores after the catch. The runner from 1st has rounded second and must retrace his steps back to 1st. If the Blue die was Higher than the runner's speed, he is doubled up; (RF to 1B), and the run is disallowed. If die NOT higher, then he slides back into 1st safely, (beats the throw), and the run counts.   |
| <b>2</b>     | <b>Soft Liner to Center:</b>                                     | If Blue die was Higher than CF'er's LARGE defensive rating, the ball drops in, Single. Runner scores from 3rd, but the runner who was on 1st is OUT at 3rd; (CF to 3B). If Blue die was NOT higher, then the CF'er makes a fine diving shoe string catch.   |
| <b>8</b>     | >>>: <b>Runner Takes Off:</b><br><b>&lt;Manager's Choice&gt;</b> | 1) You may allow runner to take 2nd Base uncontested, (no throw, no stolen base).<br>2) Make throw to 2nd Base and retire him in rundown; (C to SS to 1B to 2B) - BUT - the runner from 3rd Base then scores BEFORE the Out is made at 2nd Base.<br>3) Throw to 2nd and immediately return the throw to Catcher for a shot at the runner trying to score from 3rd. Reroll Blue die: If ODD; runner out; (C to SS to C). Other runner to 2nd~if not 3rd out. If EVEN: Safe at Home...well executed double steal.   |
| <b>Out</b>   |  |   |
| <b>9</b>     | <b>0 One Hop to Pitcher:</b>                                     | 1) Throw Home~runner OUT 2) Turn double play; 2nd to 1st; runner scores from 3rd.   |
| <b>1</b>     | <b>One Hop to Pitcher:</b><br><b>&lt;Manager's Choice&gt;</b>    | 1) Throw Home~runner OUT 2) Try for double play; runner OUT at 2nd. Roll against error rating of 2nd Baseman. If Higher, his throw sails into dugout, run scores and batter goes to 2nd. If roll is not higher, inning ending double play; (P to 2B to 1B).   |
| <b>2</b>     | <b>One Hop to Pitcher:</b>                                       | Roll against Pitcher's error rating. If Higher, ball thrown wide of 1st Baseman, batter continues to 2nd~two base error; (runner stops at 3rd, but if 4~5 speed, he scores).  |
| <b>Out</b>   |  |   |
| <b>10</b>    | <b>0-1 Wipe Out~2nd Base:</b>                                    | Hard grounder to SS (2B'man) who flips to keystone partner for the force OUT. But runner's rolling slide outside the baseline takes out 2B'man (SS) who is injured. Check Box 21 for injury duration, (limited to remainder of series). Umpire now rules "Offensive Interference"; batter is also OUT; (run scores if not third out).   |
| <b>&amp;</b> | <b>(If LH Batter, SS is the injured player.)</b>                 |   |
| <b>11</b>    | <b>Tempers Flare:</b>  | Routine ground ball - Fielder's Choice at 2nd; (2B to SS)...but runner slides in very hard and punches are thrown. Base runner and Shortstop are BOTH ejected!  |
| <b>Out</b>   |  |   |
| <b>12</b>    | <b>0-1 Grounder in the Hole:</b>                                 | Knocked down by diving Shortstop who flips to 2B'man for Force Out at 2nd Base. 2B'man then drops the ball as he attempts to throw to 1B'man for double play. He claims that he dropped the ball making the transfer from his glove to his throwing hand. If Blue die was ODD, Umpire agrees and runner is OUT at 2nd. If Blue die was EVEN, Umpire isn't buying it and rules runner SAFE at 2nd. Error on 2B'man.  |
| <b>2</b>     | <b>Grounder thru Box:</b>  | Shortstop fields the ball behind 2nd Base and his throw nails batter at 1st; (SS~1B).   |

## RUNNERS ON SECOND AND THIRD

### Add Dice: (Red & White)

- 2** >>>: **Is it Carl Everett:** Batter Singles; but is called OUT for standing outside the batter's box. Dead Ball ~ return runners to 2nd & 3rd. And now the batter, who is livid, is ejected for arguing
- 
- 3** >>>: **Is it Jose Canseco:** If Blue die was 1 or 2 = LF'er; 3 or 4 = CF'er; 5 or 6 = RF'er. Outfielder with LARGE defensive rating of 4 or 5 makes a spectacular running catch, then crashes into wall, and is hurt. Both runners score. (Credit batter with sacrifice fly and 2 RBI's.)  
Now check Box 21 for duration of injury, (limited to this series).  
If LARGE defensive rating of 3, OF'er hits the wall, is hurt, and drops ball. Official scorer rules it Double. Check Box 21 for duration of injury, (limited to this series).  
Outfielder rated 1 or 2 plays VERY deep, so he can't crash into the fence. Circling under high towering fly ball, it bounces off his head and into stands for Homerun. Can you believe it? Jose Canseco can! Following the end of this half-inning, Outfielder is removed from game with a bad headache...but okay to play tomorrow
- 
- 4** >>>: **What Price Glory:** Batter fouls ball near 1B dugout. If 1B'man is rated 1 or 2, (LARGE defensive #), he makes great catch tumbling into dugout. 1B'man rated 3 also tumbles into dugout but drops ball, (no error). BOTH instances, fielder hurt. Check Box 21 for duration of injury, (limited to this series). In any event, MUST be removed from this game.  
If 1B'man is rated 4 or 5, he misses ball but is grabbed by opposing team players to cushion his fall. He fields "so poorly" that opponents don't want to see him get hurt.
- 
- 5** >>>: **BEAN BALL WARS:** If Blue die is 1 or 2: Batter hit by pitch...but umpire did not detect any bad intentions.  
ADD 1 to Blue die for each BATTER who has been hit by a pitch previously.  
If Blue die is 3 or 4: Fastball "High and Inside" misses batter. If a batter on EITHER team has been hit earlier, BOTH teams are warned; and ANY pitcher then hitting a batter is automatically ejected.  
If Blue die is 5: Batter Hit by Pitch; then charges mound with punches being thrown. Both batter and pitcher are now ejected from this game.  
Example: If Blue die is 2 and three batters had already been hit in THIS game, then use die result # 5.  
If Blue die 6: Batter hit; then charges mound and wrestles pitcher to the ground. Both teams rush out to join in melee. Roll one die; if (1): ONE player age 21, ONE age 27 and ONE age 33 are ejected from BOTH teams, (opposing manager's choice). If die roll of (2): one player age 22, 28 and 34. If die roll (3): one age 23, 29, 35. If die roll of (4): one age 24, 30 & 36. If die roll of (5): one age 25, 31 & 37. If die roll of (6): one player age 26, 32 & 38.
- 
- 6** **Out**  
**0 Line Single to center:** Runners score on the hit, but if runner trying to score from 2nd has speed of (1) or  
**1 Line Single to left:** (2), he crashes into Catcher who holds onto ball for OUT; (OF'er to C). Batter~2nd.  
**2 Line Single to right:** Both score; but batter jogs to 1st and is thrown OUT by RF'er. (Neither run counts!)
- 
- 7** >>>: **Fan Interference:** High fly ball drifting FOUL. A "fan" reaches over the railing and knocks ball away from fielder. TV replays show it CLEARLY interference. If Home team is fielding, Umpire rules batter is OUT. If Visiting team is in the field, Umpire rules, "No Play".
- 
- 8** >>>: **Called Third Strike:** Batter disputes the call "vigorously" and is tossed out of game by the Plate Umpire.
- 
- 9** >>>: **Ouch; !\$&\*, that Hurts:** Batter fouls pitch off foot; is injured; check Box 21 for injury duration, (limited series).
- 
- 10** **0-1 High Chop~3B'man:** Runner on 3rd starts for Home...then heads back to 3rd while runner from 2nd is sliding into 3rd Base. 3B'man tags BOTH runners, (double play). Batter safe at 1st.  
**2 Bad Hop to 3B'man:** Sharply hit ball takes "funny" bounce. Ruled Infield Single; one scores, other to 3rd.
- 
- 11** >>>: **Heckling Fans:** Next VISITING team batter who is ON DECK has heard enough insults about his mother and charges into stands. When order restored, player suspended: Series.
- 
- 12** **Out**  
**0 Confidence Problem:** Catcher, who is suffering from confidence problem, sails return throw following pitch over pitcher's head into center field. One scores; other runner to 3rd: (error on C).  
**1 How Many Outs:** LF'er makes nice running catch on high fly ball near foul line; runner on 3rd scores; (sacrifice fly). Thinking it was the third out of the inning, LF'er now flips the ball to a kid in the stands. Umpires advance runner on 2nd to Home: (Error on LF'er).  
**2 Obscene Gesture:** Batter Strikes Out and now makes an obscene gesture to heckling fans as he strides back toward the dugout. Following a telephone call from team owner, the manager decides to bench player for remainder of this game.

## BASES FULL

### Add Dice: (Red & White)

- 2** >>>: **Rookie Umpire:** Umpire is struggling with strike zone and is being intimidated by raucous Home team crowd. Whenever HOME TEAM batter rolls result 1 to 5 in Column 5...ADD ONE to FINAL result. Whenever VISITING TEAM is batting, SUBTRACT ONE from FINAL result. In 9th inning or later, add TWO or subtract TWO, as the case may be.
- 3** >>>: **Is it Rick Ankiel:** Pitcher walks batter on 4 straight pitches and is now suffering from a major lack of confidence. Whenever the batter rolls in Column 5, IGNORE pitcher's result and ALWAYS use his result in Row 6. Pitcher may be removed from game any time.
- 4** Out  
**0 Gritty Performance:** Pitcher strikes out the next 3 batters.  
**1 Gritty Performance:** Pitcher strikes out the next 2 batters.  
**2 Gritty Performance:** Pitcher strikes out the next batter on 3 pitches.
- 5** >>>: **Towering fly deep CF:** CF'er makes the catch on the warning track. All 3 runners now tag up and advance one base following the catch. (Credit batter with a sacrifice fly if not third out.)
- 6** Out  
**0 Long Drive to RF'er:** Roll against OF'er's ERROR rating. If roll NOT higher, he makes a fine catch with runners on 2nd & 3rd tagging and advancing one base, (sacrifice fly). If roll is  
**1 Long Drive to LF'er:** Higher, he drops ball after long run and is charged with error, clearing the bases.  
**2 Long Drive to CF'er:** CF'er now picks up ball and makes strong throw to 3rd, nailing batter; (CF to 3B).
- 7** >>>: **The Payoff Pitch:** The count is 3 & 2 and here comes the pitch. If Blue die was ODD; the batter takes called strike three. If Blue die was EVEN; then the pitch just misses...ball four.
- 8** Out  
**0-1 Texas League pop fly:** If Blue die = 1 or 2; LF & SS converge: If Blue die = 3 or 4; CF & S'Stop converge: If Blue die = 5 or 6; RF & 2B'man converge. If infielder is rated 3 or higher --AND-- outfielder is rated 3 or less, ball falls in...Single...ONE run scores. Otherwise, ball is CAUGHT but fielders collide. Run from 3rd scores. (Credit batter with sac. fly). Either the SS or 2B'man is injured. Check Box 21 for duration, limited to series.  
**2 Texas League pop fly:** Same as above: But if the ball is CAUGHT, then OUTFIELDER is the injured player. If ball drops in for Single; then two runs score; and runner on 1st advances to 3rd.
- 9** Out  
**0-1 High Foul Fly:** Right fielder camps under ball in foul territory. The defense has two options: 1) Make the catch with the runner scoring from 3rd on the sacrifice fly or - 2) Let ball drop for a foul strike.  
**2 Drive down the Line:** If the Blue die was Higher than the RF'er's LARGE defensive rating, the ball drops in fair...then skips into the stands for ground rule double. If not higher, RF'er makes a fine running catch in the corner for the third out.
- 10** Out  
**0 Blast up the Alley:** LF'er and CF'er collide; (if LH batter, CF'er and RF'er) and both collapse to ground while the batter circles the bases with "Inside the Park" Homerun. Both Outfielders are hurt. Check Box 21 for duration of injuries, (limited to this series).  
**1 High Fly Ball...Oops:** High fly ball into Left-Center...but neither Outfielder calls for the ball...and it drops in for a Single as runners advance ONE base. (Credit batter with 1 RBI.)  
**2 High Fly Ball...Oops:** OF'er loses ball in sun or lights. Credit batter with a Double and 3 runs Batted In.
- 11** Out  
**0-1 Home Run...Oops:** Runner on 1st goes halfway to 2nd, then stops to see if ball will be caught by the RF'er. Meanwhile, our excited batter is enjoying his "grand-salami" and passes runner from 1st Base between 1st & 2nd. Batter Out: (Credit with Single; 3 RBI's).  
**2 Called Third Strike:** Enraged, the batter spits on Umpire and is suspended for remainder of this series.
- 12** >>>: **Curving at Foul Pole:** If the Blue die was ODD; it is curving, curving, curving --FOUL-- just a long strike. If the Blue die was EVEN; it hits the Foul Pole...for a Grand Slam Home Run.