RARE PLAYS MEN ON (if play does not apply reroll on chart)

1	1	If less than 2 out, grounder to SS who flips to 2B for the pivot but he is upended by the base runner; Check for injury to 2B
1	2	If less than 2 out, grounder to 2B who flips to SS for the pivot but he is upended by the base runner; Check for injury to SS
1	3	Batter slides head-first into first base (he is out) trying to beat out a slow grounder to SS. Runners advance one base; Check for injury to batter
1	4	Possible catcher interference. Roll1d20 versus C error rate; less than or equal to rate interference (error on C) hitter get 1st. Otherwise reroll for at bat.
1	5	Slow roller to 3B who throws batter out at first but batter cleats 1B coming across the bag. All other runners advance. Check for injury to 1B.
1	6	Triple play chance as line out into as many outs as possible. Roll 1d6 to get who catches the lineout. (1-P, 2-SS/2B whichever is pullside, 3-1B, 4-2B, 5-3B, 6-SS)
2	1	Passed ball chance, roll 1d6 versus C PB rating. If passed ball it gets away to the backstop. All runners move up 1 base and head for another (if applicable) roll 1d6 and check against lead runners' BR rate. If roll is above runner is thrown out otherwise safe 2 bases ahead. Any other runner moves up 2 bases also.
2	2	Fly ball to CF caught with the lead runner tagging and moving up a base, the play is appealed and the runner is called out for leaving early
2	3	Grounder to 3B, if runners on 1st and 2nd he steps on bag, throws to 2nd and then do DP check on hitter for possible triple play; otherwise play as G5
2	4	Pitcher develops possible blister on hand; Check for injury to P
2	5	Catcher attempts to pickoff lead runner, resolve by checking C error rate, if error he throws into the outfield all runners advance one base, if no error runner picked off
2	6	If runner on 1st ball hit to right side strikes runner, runner out batter credited with single; otherwise G3
3	1	With less than 2 out, shallow fly to LF, resolve play as a F7 range play, if LF does not catch the ball the lead runner gets a late break attempting to advance to the next base, roll 1D6 versus BR + LF arm if higher runner out otherwise safe
3	2	With less than 2 out, shallow fly to CF, resolve play as a F8 range play, if CF does not catch the ball the lead runner gets a late break attempting to advance to the next base, roll 1D6 versus BR + CF arm if higher runner out otherwise safe
3	3	With less than 2 out, shallow fly to RF, resolve play as a F9 range play, if RF does not catch the ball the lead runner gets a late break attempting to advance to the next base, roll 1D6 versus BR + RF arm if higher runner out otherwise safe
3	4	If runner on 1st, single to RF with the runner attempting to go to third on close play, roll 1D6 versus BR + RF arm if higher runner out otherwise safe; Check injuries to runner and 3B
3	5	If runner on 2nd, single to CF with the runner attempting to score on close play, roll 1D6 versus BR + CF arm if higher runner out otherwise safe; Check injuries to runner and C
3	6	CF crashes into the wall chasing a deep drive, resolve as a D8 range play. If CF fails to make the play the RF picks up the ball with the hitter attempting an inside the park homer, resolve like a S+9 with the play at the plate
4	1	LF crashes into the wall chasing a deep drive, resolve as a D7 range play. If LF fails to make the play the CF picks up the ball with the hitter attempting a triple, resolve like a S+8 with the play at third
4	2	RF crashes into the wall chasing a deep drive, resolve as a D9 range play. If RF fails to make the play the CF picks up the ball with the hitter attempting a triple, resolve like a S+8 with the play at third
4	3	Grounder to 3B who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E5 (1 base)
4	4	Grounder to 2B who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E4 (1 base)
4	5	Grounder to SS who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E6 (1 base)
4	6	RF dives after a sinking liner, resolve as a S9 range play; Check for injury to RF
5	1	LF dives after a sinking liner, resolve as a S7 range play; Check for injury to LF
5	2	CF dives after a sinking liner, resolve as a S8 range play; Check for injury to CF
5	3	Deep fly to LF, caught. Runner on 2nd (1st if no one on 2nd) has to backtrack back to 2nd (or 1st). Roll 1d6 if higher than BR+OF ARM +1 then out, otherwise safe.
5	4	Deep fly to CF, caught. Runner on 1st (2nd if no one on 1st) has to backtrack back to 1st (or 2nd). Roll 1d6 if higher than BR+OF ARM then out, otherwise safe.
5	5	Deep fly to RF, caught. Runner on 1st (2nd if no one on 1st) has to backtrack back to 1st (or 2nd). Roll 1d6 if higher than BR+OF ARM -1 then out, otherwise safe.
5	6	Pitch brushes back hitter. Words are exchanged and both dugouts empty. Calmer heads prevail but the umpire warns both managers. If any HBP happens after this for the rest of the game the pitcher is thrown out.
6	1	Sinking liner to (roll 1d6: LF 1-2, CF 3-4, RF 5-6) which fielder dives for. Resolve as a range play for the fielder. If caught has a chance to double up closest runner (priority= 1. runner @2nd 2. runner@1st 3.runner@3rd) Roll 1d6 versus BR of runner. Roll higher runner out otherwise safe, other runners hold. If range check fails ball gets by to the wall. Fielder chases ball, roll 1d6 versus BR rate + OF arm rate (ABR) on play to 3rd. If roll above ABR then out at 3rd otherwise triple. All other runners score.
6	2	Same as 61 above.
6	3	3-2 pitch called strike 3, hitter argues call and gets thrown from the game
6	4	3-2 pitch called a ball for a walk, P argues call and gets thrown out of the game
6	5	3-2 pitch called a ball for a walk, C argues call and gets thrown out of the game
6	6	If outdoors a storm front passes through causing a rain delay. Roll 1D20 with 1-3 being a rainout. 4-20 is added to the current pitchers batters faced. If this puts the pitcher(s) over their TIRED rating he does not return, if under his TIRED rating is lowered the 1D20 amount

RARE PLAYS BASES EMPTY

1	1	Hitter fouls one off his foot; Injury check for hitter
1	2	Pitcher grabs shoulder after pitch; Injury check for P
1	3	Foul tip off catcher: Injury check for C
1	4	RF dives after a sinking liner, resolve as a S9 range play; Check for injury to RF
1	5	LF dives after a sinking liner, resolve as a S7 range play; Check for injury to LF
1	6	CF dives after a sinking liner, resolve as a S8 range play; Check for injury to CF
2	1	1B chases foul ball into stands, resolve as a P3 range play; Check for injury to 1B
2	2	3B chases foul ball into stands, resolve as a P5 range play; Check for injury to 3B
2	3	SS goes into hole to make the play and hurts arm on throw, resolve play as a G6 range play; Check for injury to SS
2	4	2B goes into hole to make the play and hurts arm on throw, resolve play as a G4 range play; Check for injury to 2B
2	5	1B goes into hole to make the play and hurts himself on the play, resolve play as a G3 range play; Check for injury to 1B
2	6	3B goes into hole to make the play and hurts himself on the play, resolve play as a G5 range play; Check for injury to 3B
3	1	Grounder to 3B who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E5 (1 base)
3	2	Grounder to 2B who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E4 (1 base)
3	3	Grounder to SS who throws in the dirt making the 1B scoop the ball, resolve play using a range play check for the 1B to see if he scoops ball (batter out) otherwise E6 (1 base)
3	4	Inside pitch possibly hits batter in the elbow, resolve like a HBP and if the batter is hit check for injury to hitter otherwise just a ball, repitch
3	5	Grounder to the 1B how flips to P covering for the out but the P and the hitter collide behind the bag; Check for injury to both the P and the hitter
3	6	Batter chases 2 strike pitch in the dirt for a strikeout, resolve play by checking if the C allows a PB, if PB then score K and PB batter to first
4	1	Shallow pop up to LF that the SS chases but doesn't hear the LF call and they collide, resolve like a P6 range play; Check for injury to SS
4	2	Shallow pop up to RF that the 2B chases but doesn't hear the RF call and they collide, resolve like a P4 range play; Check for injury to 2B
4	3	Stinging line drive to the P, resolve like a L1 range play; If P fails to make the play the ball hits his leg for a single check P for injury
4	4	Ball in the dirt gets past the catchers pads, repitch; Check for injury to C
4	5	Slow roller to 3B who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the 3B error rate once for each error chance.
4	6	Slow roller to SS who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the SS error rate once for each error chance.
5	1	Slow roller to 2B who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the 2B error rate once for each error chance.
5	2	Slow roller to 1B who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the 1B error rate once for each error chance.
5	3	Slow roller to P who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the P error rate once for each error chance.
5	4	Slow roller to C who bobbles (EG?/Boots ball (1)) then throws wild (ET?/Throwing (2?)) to 1st, resolve by rolling against the C error rate once for each error chance.
5	5	CF crashes into the wall chasing a deep drive, resolve as a D8 range play; Check for injury to CF after the play If CF fails to make the play the RF picks up the ball with the hitter attempting an inside the park homer, resolve like a S+9 with the play at the plate
5	6	LF crashes into the wall chasing a deep drive, resolve as a D7 range play; Check for injury to LF after the play If LF fails to make the play the CF picks up the ball with the hitter attempting a triple, resolve like a S+8 with the play at third
6	1	RF crashes into the wall chasing a deep drive, resolve as a D9 range play; Check for injury to RF after the play If RF fails to make the play the CF picks up the ball with the hitter attempting a triple, resolve like a S+8 with the play at third
6	2	3-2 pitch called strike 3, hitter argues call and gets thrown from the game
6	3	3-2 pitch called a ball for a walk, P argues call and gets thrown out of the game
6	4	3-2 pitch called a ball for a walk, C argues call and gets thrown out of the game
6	5	Inside pitch possibly hits batter, resolve like a HBP. Either way the batter charges the mound causing a bench clearing brawl One player from each team thrown out, rolling the 1d20 for each team with 1-9 being the players at that position in the game and 10-20 being a bench player ranked by AB from 1-11. Pitcher and batter also thrown out.
6	6	If outdoors a storm front passes through causing a rain delay. Roll 1D20 with 1-3 being a rainout. 4-20 is added to the current pitchers batters faced. If this puts the pitcher(s) over their TIRED rating he does not return, if under his TIRED rating is lowered the 1D20 amount

INJURY CHART

1d6 1 six-sided die number of days
2d6 2 six-sided die added number of days
1d20 1 twenty-sided die number of days

	INJURY RATE							
ROLL	0	1	2	3	4	5	6	7
1	None	None	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20
2	None	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day
3	None	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day
4	Game	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day	60 day
5	Game	Game + 1d6	Game + 2d6	Game + 1d20	15 day	15 day	60 day	60 day
6	Reroll on 1	Reroll on 2	Reroll on 3	Reroll on 4	Reroll on 5	Reroll on 6	Reroll on 7	60 day