

BASES EMPTY RARE PLAY CHART (After initial roll of "0" and "0", read red 1st then white 2nd to obtain PRN)

ROLL#	RESULT
	* Use current MLB rules for any type of review calls.
11	Batter using an illegal bat and is caught! He is ejected and league suspends him for 5 additional games!
12	Ball 4 called by Home Plate Umpire, catcher does'nt like call and lets Umpire know about it! Catcher EJECTED!
13	Pitcher hits batter. Batter awarded 1B and check for injury.
14	If a non-Dome game, game is halted immediately because of rain. OPTION: Play game until winner decided then call game.
15	Pop foul toward dugout. Roll 2 x 6 dice, 2-5 Foul is caught by 1B for out, 6-12 Foul goes into stands, resume play.
16	DEFENSE-reroll all dice and refer to DEFENSE chart. Player with an A range or 5 E rating makes highlight reel catch! Otherwise single* (Range) or 1-base error (Error).
21	Batter pulls a muscle on a hard swing. Minor injury but must leave game. OK to return to next game scheduled.
22*	Flyout to (roll 1 x 6) 1-2 LF 3-4 CF 5-6 RF) OF makes apparent catch but ball immediately drops from glove. Opposing Manager requests review that OF did not make catch. Roll 1 x 6, 1-2 review states OF DID NOT make catch and batter awarded 1B. OF charged with an error. 3-6 play stands as called and OF credited with PO.
23	Rain causes a lengthy rain delay (outdoor park only) When play resumes, if either pitcher in the game at the start of the rain delay is 30 years old or over, his arm stiffens up and he must be replaced by new pitcher. OK for next regular start.
24	One-hop smash back to pitcher. Check pitcher's range, if A OR B great grab and throw to 1B for out. Anyother range and ball caroms off pitcher and batter reaches 1B on infield single. Trainer comes out but pitcher is fine and stays in game.
25	Single to deep short. Batter is safe at 1B as the (roll 2 x 6 dice, 2-4 3B 5-9 SS 10-12 2B) throw bounces away from 1B. The batter heads for 2B. The 1B retrieves the ball and fires a strike to 2B. Roll 1 x 6 die against error rating of 2B, if roll is lower OR equal (ie; 2B error rating of 5, a die roll of 5 or less) and batter is out! Otherwise, ball dropped by 2B and safe!
26	Batter strikes out! Roll 2 x 6, 2-7 batter ejected for arguing call, 8-12 batter is humbled and returns to dugout.
31	Long flyball to (roll 2 x 6, 2-4 LF, 5-8 CF, 9-12 RF) roll 1 x 6 die against OF's error rating. If roll is not higher, OF recovers and makes a fine running catch! If roll is higher, the ball is dropped for an error. The batter reaches 2B easily. If baserunner's run rating is 8 or above he slides into 3B safely for a 3-base error on OF.
32	Catcher hit by foul ball. Check for injury.
33	Batter drives ball deep to (roll 1x6, 1-2 LF 3-4 CF 5-6 RF) OF with Range of A OR B makes a great catch and crashes into wall. Check for injury. Otherwise, OF can't reach ball and batter safe at 2B with stand-up double. Batter with a Run speed of 8 or above slides head first into 3B with a triple.
34	Catcher's Interference. Umpire rules that catcher's mitt interfered with batter's bat as batter fouled off pitch. Batter is awarded 1B and catcher is charged with an error.
35	DEFENSE-reroll all dice and refer to DEFENSE chart. Player with an A range or 5 E rating makes highlight reel catch! Otherwise single* (Range) or 1-base error (Error).
36	Fan reaches out of stands for foul ball. Roll 2 x 6 dice, 2-4 Fan touches ball and Umpire calls batter out! Roll 1 x 6, 1-2 LF 3-1B 4-3B 5-6 RF for PO. Otherwise 5-12 No play as neither fan nor fielder can reach ball.

BASES EMPTY RARE PLAY CHART CONTINUED

ROLL#	RESULT
	* Use current MLB rules for any type of review calls.
41	Tapped in front of home plate. If catcher's range rating is A or B, catcher quickly grabs ball and throws a bullet to 1B for out. Otherwise, catcher's hurried throw is wide of the bag and batter is safe at 1B with an infield single.
42	DEFENSE-reroll all dice and refer to DEFENSE chart. Player with an A range or 5 E rating makes highlight reel catch! Otherwise single* (Range) or 1-base error (Error).
43	Batter chops ball in front of home plate. Ball bounces up and strikes batter. Umpire calls batter out, credit PO-2.
44*	Batter drives ball to 3B. Fielder scoops one-hopper and throws to 1B. Umpire calls batter out, PO 5-3. Replay shows 1B may not have had foot on bag. Opposing manager requests review. Roll 1x6, 1-2 replay review shows 1B had foot off of bag and batter safe on infield single. 3-6 play stands as called on field, PO 5-3.
45	Batter drives ball off ankle of pitcher. Check injury for pitcher. Ball rolls on ground directly to 1B. Batter out, PO 1-3
46	HBP, brawl erupts. All future HBP in this game results in pitcher being ejected.
51	Batter with two strike count, swings at a wild pitch. He is struck out but reaches 1B on a wild pitch. Pitcher charged with an error, E-1.
52	Batter doubles to right but may have missed touching 1B. An appeal is made and result is ... roll 1x6 1-4 ruling is batter with a double to RF; 5-6 ruling is batter missed 1B and is out, credit PO 9-3
53	DEFENSE-reroll all dice and refer to DEFENSE chart. Player with an A range or 5 E rating makes highlight reel catch! Otherwise single* (Range) or 1-base error (Error).
54	Batter hits short fly to CF. 2B backs up as CF comes in to make play. Roll 2x6, 2-4 2B and CF collide, batter goes to 2B as ball lays untouched on ground. Check for injury to both 2B and CF. If 5-8 2B makes a great over the head catch PO-4. If 9-12 CF makes a diving catch of flyball PO-8.
55	Batter strikes out! Roll 2 x 6, 2-7 batter ejected for arguing call, 8-12 batter is humbled and returns to dugout.
56	Batter fouls pitch off his shin. Must leave game immediately but is OK for next start.
61	On a infield hit to SS, 1B collides with batter at 1B and comes up limping. Batter out PO 6-3. Check 1B for injury.
62	DEFENSE-reroll all dice and refer to DEFENSE chart. Player with an A range or 5 E rating makes highlight reel catch! Otherwise single* (Range) or 1-base error (Error).
63	Pitcher grabs shoulder after pitch. Trainer and Manager visit mound. Check for injury.
64	If a non-Dome game, game is halted immediately because of rain. OPTION: Play game until winner decided then call game.
65	Pitcher is displeased with Umpires call. Roll 1x6, 1-4 Umpire had heard enough and ejects pitcher! 5-6 Pitcher calms down and stays in game.
66	Must be 3rd inning or beyond, opposing manager asks umpire to check pitcher's glove for any foreign substance. If not 3rd inning disregard and return to play. Umpire checks pitcher's glove and finds ... roll 1x6 1-2 Umpire finds a sticky substance on heel of glove. Pitcher ejected and suspended 2 regular starts. 3-6 Nothing found, return to play.