

**1889 Rare Play Chart** Ignore 2d6 result and roll one ten sided die for outcome.

If "0" is rolled on first roll of the d10, roll one more time and refer to the results below (zero are exceptional rare plays).

1	<b>Bases empty:</b> Ball takes a bad hop and bounces past centerfielder. 9-10 runner circles bases for an inside the park homerun. 7-8 runner rambles into 3rd for a triple. 2-6 runner stops at 2nd for a double.
	<b>Lead runner on 1st:</b> Single to centerfield. If shortstop is older than runner, he knocks runner off the bag and tags out runner. If not older, runner is safe at 2nd. If runner is out, runner argues with umpire, and umpire ejects runner from the game.
	<b>Lead runner on 2nd:</b> If runner is an A-B stealer, he steals third. C-F, holds at second.
	<b>Lead runner on 3rd:</b> A-B stealer steals home. C stealer is out at home, D or F hold at 3rd.
2	<b>Bases empty:</b> Hard smash hit to third baseman. Hecklers distract visiting fielder, who throws wild over first baseman for a two base error. Home fielder makes solid throw to retire batter.
	<b>Lead runner on 1st:</b> If batter is an A or B bunter, he lays down bunt to the third baseman. Batter is out on sacrifice. An 8-10 runner sprints past 2nd and goes to 3rd. 2-7 runner stops at 2nd. If batter is a C-F bunter, ignore rare play and re-roll the at bat.
	<b>Lead runner on 2nd:</b> Pitcher with a hold rating 1-6, picks off runner on 2nd. Pitcher with a hold rating of 7-10, doesn't hold runner close, and runner steals 3rd.
	<b>Lead runner on 3rd:</b> Range A -B catcher stops wild pitch, runner holds. Range C-F catcher doesn't stop wild pitch, runner on 3rd scores, others advance one base.
3	<b>Bases empty:</b> Due to several days of rain, runners are slowed down because of muddy base paths. All runners advance just the value of the hit for the remainder of the game. Reduce Steal ratings one grade.
	<b>Lead runner on 1st:</b> Due to wet field, runner falls down heading to 2nd on single. If leftfielder has an arm rating of 2-6, he throws out runner at 2nd base (which is then scored as a fielders choice).
	<b>Lead runner on 2nd:</b> A-B range leftfielder makes great catch, and throws out runner heading back to 2nd base. C-F leftfielder can't make catch, and slips on wet field, runners score, batter all the way to 3rd for a triple.
	<b>Lead runner on 3rd:</b> Single to leftfielder. Leftfielder bobbles ball as batter tries to hustle into 2nd. If leftfielder has an error rating of 4-5, he throws out batter. If error rating is 1-3, batter slides in safely at 2nd on leftfielders error.
4	<b>Bases empty:</b> Due to ball being overly scuffed up, all extra base hits become singles for rest of game.
	<b>Lead runner on 1st:</b> Grounder to shortstop. Roll on shortstops ERROR rating. If error, shortstop throws ball into rightfield, runner scores, batter to third. Third baseman spikes batter sliding into 3rd. Batter has to come out of game due to the injury. If out is rolled, it's a doubleplay, short to second to first.
	<b>Lead runner on 2nd:</b> Groundball to shortstop. Shortstop with A-B range, makes diving stop and retires runner at 3rd. Shortstop with C range knocks down ball for an infield single. D or F range, runners advance two bases on single.
	<b>Lead runner on 3rd:</b> Towering pop up in foul territory. First baseman makes catch. With umpire watching catch, runner on 3rd breaks early and scores. Umpire calls runner safe if he is on home team, calls runner out if on visiting team. If runner is safe, visiting third baseman is ejected for pushing umpire while arguing call.
5	<b>Bases empty:</b> Pitcher gets into exceptional groove. All PATIENT qualities become TOUGH qualities with this pitcher for the rest of this game.
	<b>Lead runner on 1st:</b> Runner disrupts pitchers concentration, hitter re-rolls off his WHEELHOUSE.
	<b>Lead runner on 2nd:</b> Runner taking a huge lead off 2nd base, draws pick off from pitcher. If pitchers error rating is 4-5, runner gets back safely. If pitchers error rating is a 3, pitcher makes a bad throw to 2nd. all runners advance one base. If pitcher error rating is 1-2, ball sails into the outfield for a two base error.
	<b>Lead runner on 3rd:</b> if runner on 3rd is a veteran(age 28 or older), he distracts pitcher, batter draws a walk. If runner on 3rd is 27 or younger, pitcher baffles runner, and picks him off.

6	<p><b>Bases empty:</b> High fly ball, sun in the eyes of leftfielder. Roll 2 six sided dice: 2-5, leftfielder battles the sun, and makes the catch. 6-8, leftfielder looses ball in sun, drops in for a single. 9-12, ball drops in for a single, leftfielder hurries throw, ball sails over second basemans glove. Ball rolls all the way into foul territory, 7-10 runner scampers home on throwing error. 2-6 runner holds at 3rd.</p>
	<p><b>Lead runner on 1st:</b> Line drive to leftfielder. Range A-B, leftfielder makes the catch. Range C, leftfielder misplays ball for a single, runners one base on hit. Range D-F, leftfielder lets ball sail over his head, runner scores as batter hustles into 3rd for a triple.</p>
	<p><b>Lead runner on 2nd:</b> Leftfielder makes great running catch. Runner on 2nd, has to hustle back to 2nd base. 2-6 arm leftfielder throws out runner going back to 2nd. 7-10 arm leftfielder: roll 2 six sided dice, even roll, runner out. Odd roll, throw goes over 2nd baseman's head. Runners advance two bases on error.</p>
	<p><b>Lead runner on 3rd:</b> Rightfielder makes catch. If third baseman is older than runner on 3rd, he trips the runner who is trying to tag, runner stumbles and is thrown out retreating back to 3rd by catchers throw. If third baseman is not older than runner, he tags and scores. Other runners advance on throw.</p>
7	<p><b>Bases empty:</b> If batter is an A bunter, he lays down great bunt for a hit. Roll on third basemans ERROR rating, if error is result, batter advances all the way to 3rd. If result is an out, batter safe at first on hit with batter holding at 1st. B bunter lays down bunt, roll off third basemans RANGE for a hit or not. C - D bunter swings away off his IN PLAY quality.</p>
	<p><b>Lead runner on 1st:</b> If runner is older than pitcher, he verbally intimidates pitcher. Pitcher throws ball past first baseman, 8-10 run rating goes to 3rd, 2-7 advances to 2nd. If runner is younger or same age as pitcher, pitcher purpously hits runner with ball, with no advancement. For the rest of game, runner is intimidated by pitcher, and strikes out each at bat for rest of game against same pitcher (batter cannot be removed from game).</p>
	<p><b>Lead runner on 2nd:</b> Ground ball to second baseman. Runner gunned down at 3rd on filder's choice. Batter attempting to advance to 2nd on play. If batter has a run rating of 8-10, he is safe, 2-7, batter out.</p>
	<p><b>Lead runner on 3rd:</b> first baseman dives for line drive. Roll on his RANGE for hit or out.</p>
8	<p><b>Bases empty:</b> if batter has a HBP on his card, he is hit and takes his base. Batter seeing that pitcher is not paying close attention, sprints to 2nd. Batter with run rating of 7-10 is safe, 2-6 is out on close play.</p>
	<p><b>Lead runner on 1st:</b> First baseman trips runner trying to steal. Umpire see's play and ejects first baseman from the game. Runner is awarded 2nd.</p>
	<p><b>Lead runner on 2nd:</b> High pop up behind 2nd base. Roll 2 six sided dice: 2-4, ball drops for single, runner holds. 5-6, shortstop makes catch. 7, centerfielder makes catch. 8-9, second baseman makes catch. 10-12, ball drops for single, centerfielder throws ball over the head of third baseman for error. Runner scores, batter to 3rd.</p>
	<p><b>Lead runner on 3rd:</b> Catcher tries to pick off runner on 3rd. Roll off catchers ERROR rating, if error, runner scores. If no error, runner out on pick-off throw.</p>
9	<p><b>Bases empty:</b> Batter goes into bleachers to fight taunting fan and is ejected from game.</p>
	<p><b>Lead runner on 1st:</b> A-B stealer, thrown out at 2nd. C-D stealer, pulls a delayed steal and is safe at 2nd.</p>
	<p><b>Lead runner on 2nd:</b> Pitcher and runner on 2nd get into argument. If pitcher is younger than runner, he throws pick off into outfield, runners advance one base. If pitcher is older or same age as runner, he throws his glove down and goes after runner and is ejected for fighting.</p>
	<p><b>Lead runner on 3rd:</b> Centerfielder makes catch and throws home. Roll 2 six sided dice: 2-5, runner barrels over catcher, all runners come around and score on play. 6-8, runner nailed at plate, other runners advance. 9-12, Runner out at plate, and if there is another runner on base, the lead runner carelessly rounds the bag and is thrown out by catcher.</p>
0	<p><b>Bases empty:</b> catcher breaks finger, has to leave game. Catcher out for next 21 games.</p>
	<p><b>Lead runner on 1st:</b> visiting team aggitates local fans by telling newspaper reporters "All your woman have fat ankles". Home crowd starts to pellet visiting team with vegetables, and the home team starts fighting with visiting players. Umpires halt the game, and award visiting team the victors by forfeit. All game stats stand.</p>
	<p><b>Lead runner on 2nd:</b> Runner on 2nd passes out on field and taken to hospital. The player will miss the remainder of the season with an undisclosed illness/disease.</p>
	<p><b>Lead runner on 3rd:</b> Fire breaks out in bleachers, started by a cigar from a careless fan. Stadium burns to the ground. Home team must play remaining home games in make-do park. MAKE-DO PARK: All BALLPARK readings are changed to IN PLAY.</p>