

EVENTS CHART

(The EVENTS CHARTS are used when a “1” or “20” is Rolled during the At Bat Roll)

DEFENSE EVENTS (If the At Bat Roll was a “1”, Roll 1d20 on this DEFENSE EVENTS CHART)

1. Roll a 1d20 on the **RANDOM EVENTS** Chart!
2. A Player argues Balls and Strikes. Roll 1d6, If the number is odd, it is the Batter who argues. If the number is even, it is the Pitcher that argues. A Warning is given. If ANY Player argues again, they will be ejected from the game.
3. Batter steps on Home Plate while swinging. Batter is out!
4. Batter runs out of the Base Line when trying to avoid a tag. The Base Runner is out! Score G3.
5. The Outfielder with the best Arm throws out lead Runner. Batter safe at 1st! If no Runners on, the Batter is thrown out at 1st!
6. The Catcher fields a dribbler, spins 360°, and throws out the runner with flair! The play is such an encouragement to their team that all Players on the Catcher's Team have their Defensive Rating increased by “1” for the rest of this game!
7. Batter hits a gapper and stops on 3rd! The defense appeals saying the Batter did not step on 2nd Base. Roll 1d6, If the rolled number is ODD, the Umpire rules the Batter is OUT! If the Rolled number is EVEN, The Umpire rules that the Batter did step on the base. Batter gets a Triple!
8. Two Base Runners get confused on a blooper and both are tagged out at the same base. You choose Fielder. If no Runners, Batter gets a Single! If Batter and Base Runner are tagged out, the Batter is scored with a Single.
9. The Shortstop fields a slow roller barehanded and fires a strike to first for the out! Other Runners advance! The play is such an encouragement to their team that all Players on the Shortstop's Team have their Defensive Rating increased by “1” for the rest of this game!
10. The Batter fouls off two pitches after having two strikes. The Batter is automatically out! STRIKEOUT!
11. Batter rounds 1st and loses footing. Outfielder with the best Arm Rating throws ball in, 1st Baseman tags Batter out! Score “Single and OF (Choose Position) – 3” (IE: 8-3)
12. If there is a Base Runner, they are accused of leaving the base too early on a Tag out (Choose Outfielder that made the play). The play is appealed. Roll 1d6, If the rolled number is ODD, the Umpire rules the Base Runner is OUT! If the Rolled number is EVEN, The Umpire rules that the Base Runner tagged up properly. If the Tagged Runner is out, score the play as Double Play with Outfielder making the catch and infielder tagging the bag. If there is no Runner on base, just score this as a Flyout to the Outfielder of your choice
13. Strikeout swinging on a high arc pitch.
14. If two Runners are on base, there is an opportunity for a Triple play! There is a line drive caught by 2nd Basemen. You determine the other two outs! If already One out, it is a Double Play. If no Runners are on Base, the play is a Lineout to the 2nd Basemen.
15. The Infielder with the best Defensive Rating makes a spectacular play! If there is a Runner on Base, there is an Unassisted Double Play! If there is no Base Runner score the play as a Lineout to the Infielder!
16. Outfielder with the best Defensive Rating makes a spectacular play! There is a Double Play if there is also a Base Runner!
17. The Pitcher must be moved to a different position after this At Bat. Bring in a fielder that is already in the game to Pitch!
18. If there is a Runner on 1st and 2nd, the Batter hits an Infield Fly. The Batter is automatically out! If not, score the out as P6.
19. The Pitcher fields a dribbler and makes an amazing throw to throw out the Batter! The play is such an encouragement to their team that all Players on the Pitcher's Team have their Defensive Rating increased by “1” for the rest of this game!
20. The Shortstop fields a slow roller barehanded and fires a strike to first for the out! Other Runners advance!

OFFENSE EVENTS (If the At Bat Roll was a “20”, Roll 1d20 on this OFFENSE EVENTS CHART)

1. Roll a 1d20 on the **RANDOM EVENTS** Chart!
2. An attempt to quick pitch by the Pitcher is called by the Umpire! Give the Batter 1st base. Runners on base advance!
3. The Pitcher fails to deliver the pitch with appropriate arc. The Batter given 1st base. Runners advance!
4. The Batter tries to turn a Single into a Double. Fielder loses the ball when making the tag. Batter is safe! Score as Double!
5. During an infield play, the defensive Player is found guilty of obstructing the Batter or Base Runner (you decide). All Base Runners are awarded the next base! The Batter is not given a “Hit” but is on 1st due to the obstruction.
6. In an exciting fielding play, if there are two Runners (One can be the Batter), they both end up on 3rd base! The Lead Runner is safe. The 2nd Runner is tagged out! If the second Runner is the Batter, Score a Double for the Batter. If no Players on Base, the Batter gets a Triple!
7. Check the Batter's Power Rating. If the Power Rating is A or B. The Play is a Home Run! If not a Home Run, the Batter gets a Double!
8. The Batter gets a Triple. The throw is overthrown by the Outfielder with the worst ARM Rating (Error). The Batter is awarded Home Plate for the Run! Score as a Triple and an Error on the Outfielder!
9. A bad swing barely puts the ball in play, but due to miscommunication and wild throw, the batter reaches 2nd Base! The Error is on the Pitcher!
10. A routine pop-up drops between three confused infielders, and the batter reaches 1st Safely! Score a Single for the Batter. If the Infield Fly Rule is in play, the Batter is automatically out. All Runners hold.
11. A grounder leads to two consecutive throwing errors (SS and 1B). The Batter and all Runners score!
12. The Batter gets caught between second and third, but the defense botches the rundown. Batter safe on 3rd! Score as a Double.
13. The Outfielder with the weakest Defense makes a wild throw into the stands! All Runners get 2 Bases! Score Single for the Batter.
14. Outfielder loses the ball in the sun. Batter gets a Double. All Base Runners Score!
15. The Batted Ball bounces over the fence – ruled a ground-rule double!
16. The Player Batting hits an exciting Double. For the rest of the game, the Batter is a Hot Player! Increase that Player's CONTACT and FOCUS Rating by “1” for the rest of the game!
17. If there is a Runner on Base and 1st Base is open, the Batter is Intentionally Walked! If 1st Base is not open reroll for this At Bat.
18. An Infielder makes a throwing error allowing all Base Runners to advance two Bases! Roll 1d6 to determine which Infield position committed the Error. The Batter ends up on 2nd Base but is scored a Single with an Error.
19. The Player Batting hits an exciting Triple. For the rest of the game, the Batter is a Hot Player! Increase that Player's CONTACT and FOCUS Rating by “1” for the rest of the game!
20. The Pitcher loses focus and Walks the next three Batters! Continue as normal for the fourth Batter.

RANDOM EVENTS (If the 1d20 Roll on the OFFENSE or DEFENSE CHART is a "1", Roll on this RANDOM EVENTS CHART)

1. Inclement Weather has affected the game. The game ends after 5 complete Innings! If you are already in the sixth Inning, stop the game at the end of six Innings. If you are already in the seventh Inning, ignore and just reroll for this At Bat.
2. The Umpire stops the game to check the Batter's Bat. Roll 1d6. A roll of "6" means the Umpire finds the bat to be illegal! Player is ejected! If the Umpire does not find the Bat to be illegal, reroll the Play!
3. Unsportsmanlike Conduct: A Player has gone overboard arguing after being disappointed with a call. Roll 1d6 and 1d10. The 1d6 determines which Team (Odd Roll = Home Team, Even Roll = Visiting Team). The 1d10 Roll Number determines the Position (1 = Pitcher, 2 = Catcher, etc). Player is EJECTED. Replace the Ejected Player.
4. The Umpire informs a Team that one of their Players is obviously intoxicated! That Player must leave the game! A replacement can enter the game. Roll 1d6 and 1d10. The 1d6 determines the Team (Odd Roll = Home Team, Even Roll = Visiting Team). The 1d10 determines the Position of the Player told to leave (3 = 1st Base. 9 = Right Fielder).
5. Before the next play, the Umpire calls a Time Out. A Player needs to leave the game due to an injury. Roll 1d6 and 1d10. The 1d6 determines which Team (Odd Roll = Home Team, Even Roll = Visiting Team). The 1d10 Roll Number determines the Position (4 = 2B, 7 = LF, etc).
6. In coming weather does not stop the game, but a sudden change in humidity causes fly balls to travel further! For the rest of this game only, on every Power Chart roll, increase the number rolled by "3" (IE: If you roll a "7", check "10" as the Power Chart roll).
7. You must Pinch Hit for this Batter. The Pinch hitter comes in cold and hits a Home Run! You choose the Pinch Hitter!
8. The Defending Team makes an appeal to the Umpire accusing the Team At Bat of a Player Batting out of order! Roll 1d6. A Roll of "6" means the Umpire finds them "Guilty"! The half of Inning is over. No runs made are counted! If not "Guilty", reroll Play!
9. The Batted Ball gets stuck in the bottom of the fence. The play is ruled a Ground Rule Double. Base Runners can only advance two bases!
10. A high fly ball that should be caught, gets caught in a gust of wind and sails over the fence for a Home Run!
11. For the rest of the game, if the Pitcher gets a hit, you must use a Courtesy Runner for them.
12. Incoming weather does not stop the game, but it does cause the field to become "messy". For this game only, lower EVERY PLAYER'S Defense Rating to "D". There is no need to adjust a Player who is already a "D" Rated Defensive Player.
13. The current Batter is replaced by a Bench Player for this At Bat only. The original Batter re-enters the game after the At Bat.
14. If there is a Base Runner, you must replace them with a Courtesy Runner for this Inning only. The original Base Runner will re-enter the game.
15. A deep fly ball hits the top of the outfield fence, ricochets back into play, and the batter legs out an Inside The Park Home Run!
16. For some unknown reason, the Pitcher gets the "Yips" and just cannot control their pitching, For the rest of this inning, and the next Inning, every At Bat will come off of the Batter Chart NOT the Pitcher Chart! After that, continue with the normal At Bat Roll.
17. A family emergency comes up. A Player has to leave the game! Roll 1d6 and 1d10. The 1d6 determines the Team (Odd Roll = Home Team, Even Roll = Visiting Team). The 1d10 determines the Position of the Player told to leave (3 = 1st Base. 9 = Right Fielder, etc).
18. An Outfielder falls down chasing the ball. An Inside-the-Park Home Run unfolds!
19. If the Team is using an Additional Hitter (AH), the next At Bat for the AH is a Home Run! If this Batter is not the AH, reroll for the current Batter and all other Batters until the AH comes to Bat. If there is no AH being used for this team, ignore and just reroll for the current Batter.
20. Illegal Player: It is found that one of the Rosters presented possibly contains an illegal player. If an Illegal Player is found, that team forfeits the game! Roll 2d6. 1d6 determines if an Illegal Player is found. A Roll of "6" means there is a Illegal Player! The second d6 determines which Team committed the offense (Odd Roll = Home Team, Even = Visitor). If no Illegal Player found, continue the game. reroll for this At Bat.