

# Alternate Rare Plays

Rare Play tables are included in the rulebook to generate events that don't occur frequently enough to warrant inclusion on the Player Cards or Stadium Cards, such as:

Rare Play	Frequency (Approx.) <sup>1</sup>
Batters reaching base on errors by outfielders	75/season
Runners advancing on errors by outfielders	180/season
Batters reaching base on errors by the catcher	10/season
Batters reaching base on a "dropped third strike"	80/season
Catcher interference	60/season
Injuries	300/season
Ejections	200/season
Balks	150/season
Inside-the-park home runs	20/season
Ground ball triple plays	4/season
Line drive triple plays	3/season
Errors by catchers on foul popups	50/season
Other rare plays	500+/season

However, not everyone likes flipping through the rulebook. The "Alternate Rare Plays" card generates the first eleven play types listed above (highlighted in blue) without consulting the Rare Play tables in the rulebook.

## Notes on "Alternate Rare Plays" Table

<i>Weather Check</i>	Re-roll any weather variables currently in use (rain, temperature and wind direction). Two consecutive results of "Heavy Rain" indicate the game is rained out.
<b>L7/R1!</b>	Line drive to left caught by the diving left fielder. LF gets up and throws to first to double up R1.
<b>L8/R1!</b>	Line drive to center caught by the diving center fielder. CF gets up and throws to first to double up R1.
<b>L9/R1!</b>	Line drive caught by the diving right fielder. RF gets up and throws to first to double up R1.
<b>L1/R3!</b>	Line out double play to the pitcher. R3 is doubled up.
<b>L7/R2!</b>	Dying quail caught by the diving left fielder. LF gets up and throws to 2B to double up R2.
<b>L8/R2!</b>	Line drive to center caught by the diving center fielder. CF gets up and throws to 2B to double up R2.
<b>L9/R2!</b>	Soft line drive caught by the diving right fielder. RF gets up and throws to SS to double up R2.
<b>F9/R2?!</b>	Fly out to right field. <b>R2 must try to tag and advance by challenging RF's Arm.</b>
<b>F9+/R2?!</b>	Fly out to right field. R3 tags up and scores. <b>R2 must try to tag and advance by challenging RF's Arm.</b> If R2 is thrown out for the 3 <sup>rd</sup> out, R3 scores only if their Speed is higher than R2's Speed.
<b>6-5 (FC)</b>	Ground ball to the shortstop. SS throws to 3B to force out R2. R1 safe at 2 <sup>nd</sup> . Batter safe at 1 <sup>st</sup> .
<b>5U (FC)</b>	Ground ball to 3B who steps on third base to force out R2. R1 safe at 2 <sup>nd</sup> . Batter safe at 1 <sup>st</sup> .
<b>E1 (2)</b>	Batter safe at 2 <sup>nd</sup> base on a 2-base throwing error by the pitcher.
Pickoff	The specified runner is picked off by the pitcher.

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<sup>1</sup> The approximate frequency of each event in a full season with 30 teams (about 180,000 plate appearances).