

Alternate Rare Play Rules

Rare Play tables are included in the rules to generate the following events that don't occur frequently enough to warrant inclusion on the Player Cards or Stadium Card:

Rare Play	Frequency (Approx.) ¹
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
Pitching injuries	150/season
Balks	150/season
Ground ball triple plays	4/season
Errors by catchers on foul popups	50/season
Inside-the-park home runs	20/season
Ejections	200/season
Other injuries	150/season
Other rare plays	500+/season

However, not everyone likes flipping through the rulebook. The alternate system below generates the first eight event types listed above (highlighted in blue) without consulting the Rare Play tables.

Home Field Advantage

Rolls of 500-509 are no longer redirected to the Rare Play section. Instead, use the following table:

Roll	Away Team Batting	Home Team Batting
500-502	K	BB
503	363 DP	BB
504	463 DP	BB
505	543 DP	Deep (CF)
506	643 DP	Deep (CF)
507	F7	Deep (CF)
508	F8	Deep (CF)
509	F9	Deep (CF)

When using this rule, ignore the +5 bonus normally applied to rolls of 600 or higher when the home team is batting.

Balk/Injury (510)

On a roll of 510 with one or more runners on base, the pitcher commits a balk.

If the bases are empty, the pitcher is injured and must leave the game. (Roll on the Pitching Injury table to determine the length of injury).

Error Checks (520, 570, 580, 590)

On rolls of 520, 570, 580 or 590, perform an Error Check. Roll both ten-sided dice and count the number of dice that exceed the defender's **Fld** rating:

Roll	Position	Dice exceeding Fld rating		
		None	One	Two
520	C	Bases Empty: K+WP? Runners On: PB?	XI	E2(2B)
570	LF	F7/R3!	1B*	E7(2B)
580	CF	F8/R3!	1B*	E8(2B)
590	RF	F9/R3!	1B*	E9(2B)

K+WP?: The batter strikes out, but the third strike gets away from the catcher. The batter can reach base safely on a "dropped third strike" by successfully challenging the catcher's **Arm**.

PB?: The ball gets away from the catcher and all runners try to advance. The defense may choose which base to throw to. If that runner successfully challenges the catcher's **Arm**, they are safe on a passed ball. Otherwise they are thrown out (any other runners advance safely).

XI: Batter is awarded first base on catcher's interference. Runners advance if forced. Catcher is charged with an error (**E2**).

1B*: The batter hits a line-drive single to the outfield. With the bases empty, this is a normal **1B**. However, if there are runners on base, the outfielder commits a fielding error that lets any runner advance an extra base (two bases instead of one). The batter remains at first.

Triple Plays (550)

With no outs and runners on 1st and 2nd (or bases loaded), a roll of 550 is a possible triple play as follows:

*Hard ground ball to 3B who steps on third and throws to 2B for a 5-4 double play. To complete the 543 triple play, the 2B must successfully challenge the batter's **Speed**.*

For all other base/out situations, a roll of 550 is a **543 DP** (as shown on the third baseman's Defense Table).

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