

Z-Chart Results

When a “Z” comes up under the PB, draw another random number and consult this chart.

11: Catcher takes foul ball off the hand, check for injury.

12: Pitcher ejected for arguing balls and strikes.

13: Batter ejected for arguing balls and strikes. Draw another RN, if 84-88 batter bumps umpire and is suspended for five games.

14: Batter hits dribbler to the pitcher who hits the batter on the wrist while throwing to first. Draw another RN. 11-48 batter called out for being out of the baseline, dead ball, no runners advance. 51-88 ball ricochets into right field, runner to third on single + two base error on the pitcher. In either case, check batter for injury.

15: Batter crushes a ball down the line, 11-38, ball hits the foul pole... Home Run. 41-68, ball just hooks foul. 71-78, ball is just fair, but the umpire blows the call, batter goes nuts and gets ejected. Resume play with new batter. 81-88, ball is foul, but umpire calls it fair, Home Run, pitcher says something about umps mother, he is immediately ejected.

16: Manager notices odd scuffs on a foul ball, umpire investigates, finds a small piece of nail file inside pitchers glove. Pitcher ejected and suspended five games.

17: Pitcher loses balance in wind-up, called for a balk. Batter walks (it was 3-2) and runners advance one base.

18: Batter's bat shatters on a easy grounder to third (G5A), pitcher gets hit by super ball. Batter ejected for a loaded bat and suspended seven additional games.

21-22: Rain comes down, 11-38 game rained out, 41-68 long delay, pitchers must be replaced, 71-88 drizzle, check each half inning for game cancellation (RN of 11-18 will stop the game for good). Disregard if game is in a dome.

23: Game called because of rain, except for San Diego, Los Angeles/Anaheim, or dome.

24: If April or September, game called for unseasonable weather. If July or August, heat fatigues pitchers, reduce PB range by one.

25: Fan reaches out and touches foul ball, 11-48, umpire rules fielder was interfered with, batter out (F6), 51-88 fan robs fielder, batter makes the most of it, check his BD rating to resolve play (no runners need be on base).

26: Fan leans over outfield wall and catches ball. 11-48, home run, 51-88 umpire rules fan interference, batter out.

27: Pitcher develops a blister and must be removed from the game. 11-68, minor injury and he will miss no time, 71-88 blister persists after game, check for injury (max. 15 days).

28: Batter pulls a muscle swinging. 11-68 misses rest of this game, 71-88 check for injury (max. 15 days).

31: Batter singles to right, but overruns base. If RF is T4, T5, or T6 runner is nailed getting back to first, 1B, 9-3. Runners advance two bases. OBR:D or E runner on second does not score if this was the third out of the inning.

32: Batter swings at third strike in the dirt, gets by the catcher. Batter safe at first on error on pitcher, other runners advance on base. N/A if runner on first with less than two outs, but runners advance on WP.

33: Batter doubles to right field, misses first base. If there are any CD:4 or 5 infielders, that player appeals the base and the batter is out.

34-35: Pitcher ignores runner, any runner steals the next base, but only an OBR:A runner can steal home.

36: Lead runner falls asleep and is picked off by the pitcher.

37: Lead runner (1b or 2b only) takes off early, CD 3,4,5 pitcher fires to lead base to retire the runner, trailing runner advances. CD 0,1,2 pitcher throws the ball away, SB+one extra base on the error.

38: CD 3,4,5 catcher picks off the lead runner. CD 0,1,2 catcher throws the ball away, runners advance a base E2.

41: Catcher misplays third strike, batter to first and runners advance one base (K+E2).

42: Batter drives one deep to CF, CD:0,1,2 in CF knocks the ball over the wall for a HR, CD: 3,4 keep the ball in play, but it is still a double, all runners score. CD 5 makes a spectacular HR robbing catch, and if T5 or T6, double off the lead runner who was going on the crack of the bat.

43: Ball smoked down the 3B line, 11-38, foul ball, 41-88 double into the corner (OBR:A triple) all runner score. A CD:5 third baseman, however, snares the liner for an out.

44: Pop foul near dugout: 11-28, pop out to firstbaseman, 31-48, pop out to firstbaseman who is CD3 or higher, other firstbasemen drop the ball, E3 resume play, 51-78, foul ball, unless 1B is CD5 in which case he dives into the stands to make a great catch, F3. 81-88 firstbaseman barrels into the dugout, foul ball, check for injury.

45: Batter fouls pitch off his ankle, must leave game immediately, check for injury.

46: Triple Play? Groundball right at the bag at 3B, if men on 1st and 2nd, it's a 5-4-3 around the horn triple play (OBR:A batter is safe at 1B).

47: Batter beats one into the ground in front of the plate, runs into own batted ball, runner out, dead ball, no advance.

48: Pitcher drills batter in the back, HBP, both dugouts warned. Any more HBP this game result in pitcher being ejected from the game and suspended a number of game equal to the next PB number. (CD, BD, Z = 0). If the previous play was a HBP or a HR, bench clearing brawl breaks out. Batter, pitcher, catcher ejected and face possible suspension by above method.

Z-Chart Results

When a “Z” comes up under the PB, draw another random number and consult this chart.

51: Grounder to 1Bman who tosses to pitcher covering first, runner runs into pitcher knocking ball loose. 11-48, runner was in baseline, safe, 3E1, runners advance one, 51-88, runner out of baseline, batter out (31), dead ball, no advance.

52: RFe catches short pop fly, but drops ball on impact with 2Bman. 11-48, ruled a single, runners advance two. 51-88 ruled a catch, lead runner double off thinking the ball was not a catch.

53: Runner on first steals second, catcher throws the ball into the OF, a CD:3,4,5 CFer fields the ball and throws out the runner going to 3B (CS+E2, 8-5), others allow runner to go to third (CS+E2). If no runner on first, catcher drops pop fly, E2, batter still at the plate.

54: Batter hits high pop fly to SS, batter heads back to the dugout. SS muffs ball, runner on first is out at second and the batter is thrown out at first. Batter benched for the rest of the game. If runners on second and third, or bases loaded, batter out on infield fly. (F6)

55: 2Bman gets turned around chasing pop up which pops off his glove, CD:3,4,5 CFer catches ball before it hits the ground and doubles off lead runner. Otherwise ball hits the ground, single with runners advancing one base.

56: Runner on third: pitcher uncorks a wild pitch, catcher gets ball quickly, tosses to pitcher covering home, P-CD:3,4,5, runner out 2-1, otherwise runner safe (WP). Other runners advance, check pitcher for injury. No runner on third, pitch blocked, no action.

57: LFe catches fly ball, tosses it into the crowd thinking it is the third out. If less than three outs, all runners advance one base.

58: Runner on first: Runners takes off for second base, batter doesn't get out of the way of the catcher, ball flies into CF. 11-48, batter ruled to have interfered, batter out (2), runner back to first. 51-88, no call, runner goes to third, SB+E2.

61: 2B nabs grounder behind second base, tries to flip the ball to the SS. If combined CD of SS and 2B is 6 or more, the play works, 463, batter out. Runners advance one. If CD less than 6, infield singler, runners advance one.

62: Runner on first: Grounder to SS who feeds the 2Bman who fires to first. Runner on first doesn't get down and is hit in the arm by throw. Interference, batter called out as well, 643 DP. Check runner for injury (max 15 games).

63: Lead runner hit by a batted ball, dead ball, runner is out, batter gets a single.

64: Batter flies out to CF, runner thinks there is three outs and takes off on contact. If less than three outs, lead runner doubled off.

65: Batter hits looping line drive to RF, while watching the ball he overruns the runner at first base. Batter out (3), runner stays at first. If no runner on first, and batter OBR:E, batter is thrown out at 1B by RFe, 9-3. Others make it in time, single, runners advance one base.

66: Batter's bat shatters sending a dribbler to third base. CD:3,4,5 3Bman maintains focus and retires batter (G5A), others can't come up with the ball, infield single.

67: Pitcher licks his fingers standing on the mound, balk is called. Runners advance one base.

68: If a day game or a game in a dome, centerfielder loses the ball, 11-48 the ball drops in for a double, runners advance two, 51-88, the fielder catches sight of the ball at the last minute and barely makes the catch.

71-72: Pitcher takes a line drive off his pitching hand, infield single. Check pitcher for injury.

73-74: Batter grounds to SS who throws wildly to 1B. 1Bman comes off base, catches ball and tags runner awkwardly, batter out 63, check firstbaseman for injury.

75-76: 2Bman takes bad hop off his face, infield single, check for injury.

77-78: SS goes head first into the stands making a great catch of a foul pop, but mashes face into the seats. Check for injury.

81-82: 3Bman wipes out making a catch by the dugout. Catches the ball, but lands hard, check for injury.

83-84: RFe hits the wall full speed chasing fly ball, knocked unconscious, inside the park home run, OBR:D or E is a triple. Check fielder for injury.

85-86: LF and CF collide chasing liner into the gap, ball rolls to the wall, OBR:A gets inside the park home run, others get a triple. Check CFer for injury.

87-88: LFe hits the wall full speed chasing fly ball, knocked unconscious, batter gets a triple. Check LFe for injury.