Diamond Chaos!

The Game of Pro Baseball at its Most Exciting

DIAMOND CHAOS is a baseball simulation designed to give you a classic game featuring more dramatic extra base hits, great catches, rare plays, and agonizing strikeouts. Fill out your lineup with any players, current or historic, and watch the teams duel in a tense battle quite likely to feature a great comeback—or two.

1. You will need two dice, of different colors or sizes. Pick two teams to go head-to-head and fill out your scoresheet with the starting lineups and starting pitchers.

2. In Diamond Chaos, neither team is favored over the other, but some players will have an advantage over others. Each team will have one featured Power hitter, a Best hitter, a Weak hitter, a Glove player, and a Speed player. On the scoresheet, mark a P, B, W, G, and an S beside the names of the players you choose to fill these roles. The Power hitter is more likely to clout a homerun, the Best hitter is likely to come through with a single or double off his bat, the Speed player can make many things happen on the base paths, the Glove player will make better plays on tough grounders and flies and commit few errors, and the Weak hitter may have difficulty getting on base. One player can fill two or more of these roles if you wish.

3. A hitter's at-bat will be resolved using the Batting table. Note that there are three different columns which can be used, and they will change from hitter to hitter as the score of the game changes.
 A player's designation as the Best Hitter, Power Hitter, Speed Player, Glove Player, or Weak Hitter will alter many outcomes on the Batting Table and other tables when certain dice numbers are rolled. These changes are noted either in parentheses or in text boxes beside the specific chart results.

4. Ground outs on the Batting Table affect the batter and the runners on base in different ways, and depending on whether you are playing the defense's infield in or deep. (The infield plays deep unless a manager announces otherwise.) Refer to the chart at the bottom of the Batting Table to determine outs at first, force outs, double plays, and the advancement of runners on base.

5. DIAMOND ◊ results on the Batting Table are changed to swinging strikeouts only if the pitcher comes to bat.

6. In addition to the usual hits and outs, some special circumstances might arise on the Batting Table. These include:

A DEEP DRIVE or HARD HIT ball. Roll the dice again and refer to the Deep Drive / Hard Hit table to resolve the play.

A RARE PLAY. Roll the dice again and refer to the Rare Play table to resolve the play. Two different possible results are listed. The first results listed are in bold print; use these when the batting team is trailing or the game is tied. The second results listed are in regular print; use these when the batting team is ahead.

An EVENT. Roll the dice again and refer to the Event table to resolve the play.

A TOUGH GROUNDER. Roll the dice and refer to the Tough Ground Ball table to resolve the play.

A TOUGH FLY BALL. Roll the dice and refer to the Tough Fly Ball table to resolve the play.

An ERROR. Roll the dice again and refer to the Error table to resolve the play.

7. On singles and doubles, the lead runner, and lead runner only, may try to take an extra base unless otherwise specified by the play charts. On fly ball outs to the outfield, a lead runner may try to tag and advance. Refer to the Trying for an Extra Base table to resolve the play. When a runner goes for it, he always draws a throw. You may attempt a steal or sacrifice bunt as well by using the appropriate tables.

8. Pitchers must come out of the game when their Endurance level expires. A pitcher's Endurance level is reduced by one for every base a batter achieves during the continuous action of his at-bat. For example, if a batter walks or singles or gets to first on an error on his at-bat, the pitcher's Endurance level is reduced by one. If the batter doubles on his at-bat, or, say, singles and gets to second on an outfielder's throw on the same play, the pitcher's Endurance level is reduced by two. A triple reduces it by three, a homerun by four, et cetera. As the game progresses, keep an eye on the pitcher's Endurance level by checking the box score from time to time. If you use traditional scoring methods, it should be easy to know when the pitcher is due to come out of the game.

The starting pitcher begins the game with an Endurance level of **14.**

All relief pitchers except the closer come into the game with an Endurance level of **8.**

The closer comes into the game with an Endurance level of **3.** He can only come in during the ninth inning or in extra innings, and only if the game is tied or his team is ahead. When facing the closer, the batting team uses a special batting table instead of the standard one until they get a runner on base. See the special rules on the Bringing the Closer In table.

You can change pitchers anytime you like, but no pitcher should be allowed to pitch if his Endurance level reaches zero.

9. Pinch hit, pinch run, and substitute as you see fit. A bench player pinch-hitting for the pitcher, for example, is not subject to the diamond-result strikeouts on the batting table.

To intensify the drama of the game, you may transfer the title of Best Hitter, Power Hitter, or Speed Player to a new player coming into the game. This may only be done once per game per category, so save this option for the late innings when you're behind or in immediate danger of losing the lead! The transfer of any designation is permanent, and there can only be one Best Hitter, one Power Hitter, one Speed Player, and one Glove Player on a team at any point in the game. You cannot remove the Weak Hitter designation from the lineup; it can only be transferred to another player.

10. You may intentionally walk a batter at any time—but when the next batter rolls the dice on the Batting Table, subtract 3 dice numbers from the roll (i.e., a 46 would become a 43, a 31 becomes a 24, a 13 becomes an 11.)

11. All other rules are covered on the various play charts. Play ball!

DIAMOND CHAOS!
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Batting Table

	team is TRAILING		game is TIED		team is AHEAD
11	DEEP DRIVE!		DEEP DRIVE!		◊ DEEP DRIVE!
12	◊DEEP DRIVE!		HARD HIT!	WEAK HITTER whiffs, strikeout!	◊ HARD HIT!
13	◊ HARD HIT!		◊ HARD HIT!		◊ SINGLE to left field!
14	◊ Bloop SINGLE to left field! (POWER HITTER sends a deep HOMERUN to right!)		◊ SINGLE to left field! (SPEED PLAYER then steals 2nd safely if it's open!)		◊ SINGLE to right field! (WEAK HITTER strikes out swinging!)
15	◊ SINGLE to right field! (WEAK HITTER fouls out to left field, runners must hold!)		◊ SINGLE to center field! (WEAK HITTER pops out to the pitcher on a check swing!)		SINGLE to center field! (POWER HITTER knocks an upper deck HOMERUN to center!)
16	◊ SINGLE to center field!		SINGLE through the middle!		Batter watches three strikes go by, out!
21	SINGLE into CF! Second baseman dives but can't get it! (SPEED PLAYER then steals 2nd safely if it's open!)		SINGLE to right field! (POWER HITTER knocks a tape measure HOMERUN to right!)		◊ Consult RARE PLAY table!
22	SINGLE to left field! (POWER HITTER knocks a moon shot HOMERUN to left!)		Infield SINGLE to short! (POWER HITTER knocks a HOMERUN into the left field corner!)		Batter WALKS after pitcher builds an 0-2 count!
23	DOUBLE to right!	POWER HITTER homers to deep center!	Batter WALKS on a 3-2 count!		Consult ERROR table!
24	Infield SINGLE to third!		◊ Batter WALKS! Dubious call!		◊ Consult RARE PLAY table!
25	Batter WALKS on 4 pitches!		Consult ERROR table! (SPEED PLAYER hits a bunt SINGLE!)		◊ Consult EVENT table!
26	Consult ERROR table!		◊ Consult RARE PLAY table!		Tough ground ball to second! (SPEED PLAYER is safe at first!)
31	Consult RARE PLAY table!		◊ Consult EVENT table!		◊ Tough fly ball to right!
32	◊ Consult RARE PLAY table!		Tough ground ball to third! (SPEED PLAYER is safe at first!)		Line drive out to short, lead runner doubled off base!
33	◊ Consult EVENT table!		◊ Tough fly ball to center!		Line drive out to center field!
34	Tough ground ball to short! (SPEED PLAYER is safe at first!)		Deep fly out to the wall in left! (POWER HITTER homers to deep left!)		Deep fly out to center, a leaping catch at the wall steals an extra base hit!
35	◊ Tough fly ball to left!		Deep fly out to right!		Deep fly out to left!
36	Tough fly ball to right!		Fly out to left		Fly out to right
41	Deep fly out to the wall in right!		Strikeout, batter takes a huge cut!		Fly out to center, nice running catch!
42	Deep fly out to the wall in center!		Fly out to right, nice running catch!		Shallow fly out to left
43	Fly out to left, nice running catch!		Called strike three!		Shallow fly out to right
44	Fly out to center, a great diving catch!		Sharp grounder to short, a diving stop!		Sharp grounder to 2nd, a diving stop!
45	Fly out to right		Slow ground ball to third		Slow ground ball to short
46	High chopper ground ball to short		High chopper grounder to second		High chopper ground ball to third
51	Strikeout looking, a close call!		Batter strikes out swinging!		Strikeout looking, a beautiful pitch!
52	Sharp ground ball to short		Sharp ground ball to third		Sharp ground ball to SS, a diving stop!
53	Slow ground ball to third		Deep fly out to center field wall!		Slow ground ball to first
54	High chopper ground ball to second		High chopper ground ball to third		High chopper ground ball to short
55	Strikeout looking!	BEST HITTER: Slow roller single to CF	Sharp ground ball to first	BEST HITTER: High chopper single LF	Strikeout swinging, bad swing!
56	Sharp ground ball to 1B		Sharp ground ball to P		Sharp ground ball to second
61	Line drive out to short		Line drive out to second		Line drive out to first
62	Strikeout swinging!		Pop fly out to second		Pop fly out to short
63	Fly out to left field		Foul out to the catcher		Strikeout on a caught foul tip!
64	Strikeout looking! A dubious call! (BEST HITTER knocks a SINGLE into right off the second baseman's mitt!)		Strikeout looking on 3 and 2! (BEST HITTER knocks a SINGLE through the mound into center!)		Strikeout looking, right in the zone! (BEST HITTER knocks a bloop single to center!)
65	Strikeout swinging on a high pitch! (BEST HITTER knocks a DOUBLE off the center field wall!)		Strikeout swinging! Huge cut! (BEST HITTER knocks a SINGLE to right, stretches it to a DOUBLE)		Strikeout swinging on 3 and 2! (BEST HITTER knocks a SINGLE past a diving shortstop into left field!)
66	Strikeout swinging! (BEST HITTER triples to deep right!)		Strikeout swinging! Completely fooled by the pitch!		Strikeout swinging on a blazing fast ball!

DIAMOND ◊ RESULTS: If a pitcher is batting, he strikes out swinging.

SLOW grounder		HIGH CHOPPER		SHARP ground ball	
Infield in	*Infield deep*	*Infield in*	*Infield deep*	*Infield in*	*Infield deep*
Collision at home plate! Runner SAFE at home on 2-6, OUT on 7-12, batter safe at 1st, all others advance	Batter OUT at first, others advance	SINGLE gets past the infielder, runners advance 2 bases!	Runner on 1st out at 2nd, batter safe at first, others advance	Double play, out at home, out at 1st, others advance	Double play 2nd to 1st, others advance (no DP chance: runners hold!)

DEEP DRIVE		HARD HIT	
2	Long SINGLE to left, runners advance two bases!	2	TRIPLE to center!
3	Ground rule DOUBLE!	3	Ground rule DOUBLE!
4	A great diving catch by the right fielder!	4	Driven down the line, caught by the third baseman, a great diving catch!
5	DOUBLE to left field!	5	DOUBLE to left field! (POWER HITTER homers!)
6	HOMERUN into the right field corner!	6	DOUBLE over first into the corner!
7	HOMERUN to right field! (SPEED PLAYER triples!)	7	DOUBLE into the left field corner!
8	HOMERUN to center field! (SPEED PLAYER doubles!)	8	DOUBLE to center field! (POWER HITTER homers!)
9	HOMERUN to left field! (WEAK HITTER: use #4)	9	TRIPLE to right! (POWER HITTER homers!)
10	HOMERUN into the right field corner!	10	Long SINGLE to right, runners advance 2!
11	TRIPLE to left! (POWER HITTER homers!)	11	DOUBLE to right field!
12	Caught by the right fielder, a great leaping catch at the wall!	12	Driven down the line, caught by the first baseman, a great leaping catch!

ERROR table			EVENT table	
11	Shortstop muffs a grounder, batter to 1st, others advance!		11	Wild pitch! Runners advance two bases! *
12	(GLOVE player at SS: out at 1st, others advance)		12	Passed ball! Runners advance two bases! *
13	2B muffs a grounder, batter to 1st, others advance!		13	Batter takes first on catcher's interference!
14	(GLOVE player at 2B: out at 1st, others advance)		14	Wild pitch! Lead runner thrown out trying to advance! *
15	3B muffs a grounder, batter to 1st, others advance!		15	Passed ball! Lead runner thrown out trying to advance! *
16	(GLOVE player at 3B: out at 1st, others advance)		16	Pitcher picks the lead runner off base! *
21	1B muffs a grounder, batter to 1st, others advance!		21	Lead runner advances on a pickoff attempt error! *
22	(GLOVE player at 1B: out at 1st, others advance)		22	Catcher picks the lead runner off base! *
23	Pitcher muffs a grounder, batter to 1st, others advance!		23	Batter hit in the head by the pitch! The benches clear!
24	Catcher drops a foul ball!		24	Batter hit in the elbow by the pitch!
25	SS makes a bad throw, batter to 2nd, others advance two!		25	Batter hit in the side by the pitch!
26	(GLOVE player at SS: out at 1st, others advance)		26	Batter hit in the side by the pitch!
31	2B makes a bad throw, batter to 2nd, others advance two!		31	Wild pitch! Runners advance! *	If you roll a result marked with an * and the bases are empty, the batter misses a 3-2 pitch, strikeout!
32	(GLOVE player at 2B: out at 1st, others advance)		32	Wild pitch! Runners advance! *	
33	3B makes a bad throw, batter to 2nd, others advance two!		33	Wild pitch! Runners advance! *	
34	(GLOVE player at 3B: out at 1st, others advance)		34	Wild pitch! Runners advance! *	
35	1B makes a bad throw, batter to 2nd, others advance two!		35	Wild pitch! Runners advance! *	
36	(GLOVE player at 1B: out at 1st, others advance)		36	Lead runner picked off base!*	
41	Catcher makes a bad throw, batter to 2nd, others advance two! (GLOVE player a C: out at 1st, others advance)		41	Passed ball! Runners advance! *
42			42	Passed ball! Runners advance! *
43	SINGLE plus error on CF, batter to 2nd!	If the ball is hit to a GLOVE PLAYER on #43 - #55, he instead makes a diving catch, batter out!	43	Passed ball! Runners advance! *
44	SINGLE plus error on LF, batter to 2nd!		44	Batter hit in the foot by the pitch!
45	SINGLE plus error on RF, batter to 2nd!		45	Batter just barely grazed by the pitch!
46	DOUBLE plus error on CF, batter to 3rd!		46	Balk called on the pitcher! *
51	DOUBLE plus error on LF, batter to 3rd!		51	Balk called on the pitcher! *
52	DOUBLE plus error on RF, batter to 3rd!		52	Balk called on the pitcher! *
53	CF drops a fly ball, batter to 2nd!		53	Lead runner picked off base!*
54	RF drops a fly ball, batter to 2nd!		54	Wild pitch! Lead runner thrown out trying to advance two bases, others move up behind him! *
55	LF drops a fly ball, batter to 2nd!		55	
56	Amazing leaping catch of a line drive by the shortstop!		56	Ball clouted to left, it looks gone…..NO! Inches foul!
61			61	Ball clouted to right, it looks gone….NO! Inches foul!
62	Amazing diving catch of a line drive by the second baseman!		62	Line drive out to the pitcher! Lead runner doubled off!
63			63	Line drive out to the pitcher!
64	Amazing diving catch of a line drive by the first baseman!		64	Lead runner picked off base!*
65			65	Lead runner caught stealing!*
66	Pitcher makes a bad throw, batter to 2nd, others go two!		66	Lead runner steals safely!*

TOUGH GROUND BALLS		TOUGH FLY BALLS	
2, 6	Batter OUT at first by inches, others advance!	2, 6	Great diving catch by the outfielder!
3, 9	Batter OUT at first by inches, others advance!	3, 9	Great sliding catch by the outfielder!
4, 10	Batter SAFE at first by inches, others advance! (GLOVE player gets him out!)	4, 10	Great running catch by the outfielder!
5, 11	Batter SAFE at first by inches, others advance!	5, 11	Outfielder dives and traps the ball, it's a SINGLE! Runners advance two bases! (GLOVE player catches it! Runners must hold!)
7, 8, 12	Infielder charges, bare-hands it, throws, the batter out at first by inches, others advance!		
		8, 12	Outfielder can't make the diving catch, it's a SINGLE!
Infield in: Collision at home plate! Runner scores on 2-6, OUT on 7-12, batter is safe at first, others advance!		7	Outfielder dives, misses it, it's a DOUBLE! Everyone on base scores! (GLOVE player makes the catch! Runners must hold!)

TRYING FOR THE EXTRA BASE on a hit or fly out		Runners may not try for an extra base on an error. Runners behind the lead runner advance behind him on outfielder throws only when dictated on the chart.
2	Runner caught in a rundown, consult the Rundown table!	
3	Runner is thrown OUT by a mile! Runners move up behind him! What a throw!	
4	Runner OUT unless trying to advance on a deep fly ball, in which case he's safe!	
5	Runner is SAFE unless trying to advance on a shallow fly, or to third on any ball hit to left, in which case he's OUT!	
6	Runner is SAFE on an incredibly close play! Other runners move up behind him!	
7	Runner is SAFE! The runner just beats a good throw, unless it's by a GLOVE PLAYER, in which case he's OUT!	
8	Runner is OUT unless trying to advance on a deep fly, or to third on any ball hit to right, in which case he's SAFE!	
9	Runner is OUT on an incredibly close play! Runners move up behind him! (SPEED PLAYER is SAFE!)	
10	The ball is thrown away! Runner is safe, advances one more base on the error, others move up behind him!	
11	Runner is SAFE, but the runner behind him is thrown OUT trying to move up behind him!	
12	Runner is SAFE, the fielder loses the ball on contact from the runner! Other runners move up behind him!	

Trying to advance from 1st to 2nd (only on a fly ball to the wall): Runner is SAFE on 2-9, OUT on 10-12.

STOLEN BASE attempts of 2nd and 3rd		SACRIFICE BUNT attempts	
2	Ball thrown away! Runner safe, advances one more base on the error, others move up behind him!	**2**	Batter pops out, lead runner is doubled off base!
3	Runner OUT on an incredibly close play!	**3**	DOUBLE PLAY, runner out at 2nd, batter out at 1st, others advance! (No DP chance: lead runner tagged out, batter safe at 1st, others advance!)
4	Runner SAFE but he over-slides the base and is tagged out!	**4**	Consult ERROR table! (Any outfield error instead becomes a muffed grounder by the third baseman, batter safe at 1st, others advance.)
5	Runner SAFE! That's a bad call!	**5**	Good bunt, batter out at 1st by inches, others advance!
6	Runner SAFE by a mile!	**6**	Good bunt, batter out at 1st, others advance!
7	Runner SAFE!	**7**	Terrific bunt, batter out at 1st, others advance!
8	Runner SAFE on an incredibly close play!	**8**	Good bunt, batter out at 1st by inches, others advance! (SQUEEZE PLAY: Runner on 3rd out at home in a collision and a cloud of dust, batter safe at 1st, others advance!)
9	Runner OUT! (SPEED PLAYER is SAFE!)	**9**	Infield SINGLE! (GLOVE player at any infield position throws the batter out at first, great play, others advance!)
10	Runner picked off base, he's out!	**10**	Runner thrown out at lead base, batter safe at first!
11	Runner caught in a rundown, consult the Rundown table! (SPEED PLAYER advances!)	**11**	Batter pops out! (SPEED PLAYER lays down a beautiful bunt, and he beats it out for an infield SINGLE!)
12	Runner OUT on an incredibly close play!	**12**	Batter strikes out!

STEALING HOME   2–5) The runner is SAFE!!   6–10) The runner is OUT!   11-12) SPEED PLAYER only is safe!

BRINGING THE CLOSER IN The closer may come in anytime in the ninth inning or in extra innings if the pitching team is ahead. All batters facing the closer use this table to resolve their at-bat UNTIL they get a runner on base. As soon as they get a runner on base, revert to using the regular Batting Table. The closer has an Endurance rating of 3.		
	2	HARD HIT! (POWER HITTER clouts a HOMERUN off the left field foul pole!)
	3	Batter WALKS!
	4	Sharp ground ball to second!
	5	Slow ground ball to short!
	6	STRIKEOUT swinging!
	7	STRIKEOUT swinging!
	8	STRIKEOUT looking!
	9	Fly out to left! (BEST HITTER knocks a bloop SINGLE to right!)
	10	SINGLE to left field!
	11	Fly out to center!
	12	Consult RARE PLAY table!

RUNDOWN TABLE			
2, 6	ERROR! The bases are cleared! Disaster!	**5, 11**	Runner tagged out, others advance behind him.
3, 9	Runner is SAFE getting back to the base! Others hold!	**8, 12**	Runner tagged out, others must hold.
4, 10	Runner is SAFE going to the next base! Others advance behind him!	**7**	Runner tagged out, others must hold. Oh, that was a close call at the bag, maybe the wrong one!

RARE PLAY TABLE

(Results in BOLD print apply if the batting team is trailing or the game is tied. Other results apply if the batting team is ahead.)

11	**TRIPLE to left field, the throw to third to try to get the runner is wild and he trots home easily!** SINGLE to left field, the lead runner is thrown out going for two, and the batter is thrown out trying for second, double play! (NO ONE ON BASE: Pop foul into the right field corner, the right fielder makes a terrific running catch! Runners on 2nd and 3rd tag and advance!)
12	**Batter is hit in the head by a pitch and rushes the mound! Oh, a melee ensues, punches are thrown everywhere! The batter and pitcher are ejected from the game!** Batter is hit in the head by a pitch and rushes the mound! He is restrained and the pitcher is thrown out of the game!
13	**Batter rips a shot past a diving first baseman, it's going into the corner for extra bases, at least a triple and maybe more....oh, a fan scoops the ball up, it's just a ground rule double, runners advance only 2 bases!** Batter rips a line drive back to the mound, the pitcher reacts on pure instinct, holding up his glove, and he makes the catch! The batter is out!
14	**Fly ball to center field, it's dropped! It's a three base error!** Long fly ball to deep center field, over the outfielder's head for extra bases! The bases are cleared, but the runner is caught in a rundown between second and third and tagged out.
15	**Batter strikes out—if a runner is on 1st or 2nd and the next base is open, the runner breaks for the next base, the throw is wild, the runner is safe and he's charging for another base, here's the throw....(2-8 SAFE, 9-12 OUT).** Hot line drive to third----and the third baseman makes an incredible leaping catch!
16	**SINGLE to right field, runners advance one base....but batter turns first, and he's going for two! He is SAFE on a roll of 3,4,5,6,8,9,10,11 and 12, OUT on a roll of 2 and 7, all runners advance two bases.** Ball lined to right field, and the runner is GUNNED DOWN at first by the right fielder! What a play! Runners advance one base.
21	**DOUBLE drilled along the third base line, past a diving third baseman, into the corner, it clears the bases!** Ground ball to second....oh, it's a poor throw to first, batter heads for second base, but he's thrown out! Runners advance two bases. (INFIELD IN: Bad throw is to home plate.)
22	**Ball knocked to the right field corner, it hits the foul line, that's a double, everyone scores!** Ball DRILLED, hits the center field wall on the fly, fielded cleanly and the batter must hold with a SINGLE, all runners advance two bases!
23	**Batter loops a dying quail behind first, the first baseman leaps but can't get it, it's a SINGLE, all runners advance two bases!** Batter taps a dead ball toward third, the third baseman watches it roll, watches it roll....it looks like it might be a fair ball....it rolls foul just before it hits third base, he got lucky on that one!
24	**Shortstop makes a miracle diving catch on a line drive!** Batter fails to run out a slow roller along the third base line, thinking it's foul, he's thrown out at first, others advance! (INFIELD IN: Runner on 3rd doesn't run it out, he's out at home, batter safe at first on a fielder's choice.)
25	**Batter drops a beautiful bunt along the third base line, safe at 1st, no throw, others advance!** MEN ON FIRST AND SECOND AND NO ONE OUT or BASES LOADED and NO ONE OUT: TRIPLE PLAY! Ground ball is turned beautifully! OTHERWISE: Batter hit by pitch....but the umpire rules that ball was in the strike zone and he's out instead!
26	**Ground ball to short goes right under the shortstop's legs! ERROR, runners advance one base!** Pop fly ball to shallow right, the right fielder and second baseman collide but the second baseman catches it! Runners hold!
31	**Catcher drops a third strike, throws to first, not in time, batter safe on error, others advance one base!** Catcher drops a third strike, throws to first, gets the batter in time, others advance one base!
32	**Ball is chopped off home plate, high into the air toward the mound, it's going to be a tough grounder, consult the Tough Ground Ball table!** Fly ball to left, left fielder dives and makes an incredible catch near foul territory! Runners must hold!
33	**Long fly ball to center field, center fielder going back, back, he jumps—he gets the ball on the mitt but the collision with the wall pops it out and over for a HOMERUN!** Ball ripped to the first baseman, who dives and makes the stop! He flips the ball with his mitt to the pitcher covering, and they get the runner out by a half step! (INFIELD IN: First baseman throws home and somehow gets the runner out! Batter safe at first, others advance.)
34	**DOUBLE off the top of the center field way, just inches away from being a homerun!** Line drive to right field, DOUBLE, right fielder throws to third to try to nab the runner trying to stretch it into a triple—he throws wide! The ball rolls toward the dugout, the third baseman fires home—-and nails the runner in a tremendous collision at home! Is he safe or out? On a roll of 2-7, he's SAFE, 8-12 he's OUT!
35	**SINGLE to left field, the batter digs for second and is safe on a bad call! Others advance two bases!** Dribbler tapped along the first base line, pitcher dashes over, slides for it, comes up with it and flails out with his mitt, tagging the runner out! Runners advance.
36	**Pop fly into shallow territory, the shortstop and the left fielder converge—it drops between them for a single! Oh, bad communication, and the runners advance two bases!** Ball knocked back up the middle for a hit....oh no, it hits second base and rebounds into the shortstop's glove! He throws the runner out at 1st! Others advance.
41	**Fly ball, fairly deep—-the center fielder and right fielder collide! The batter goes all the way to third with a triple!** Fly ball into the right field corner, the right fielder chases it down and leaps to make the catch, snatching it away from the fans! Runners on 2nd and 3rd tag and advance!
42	**Ball popped into shallow right, the right fielder and the second baseman converge....it drops between them, there was an error in communication and neither one reaches out for the ball! Batter to first base, others advance one—unless there are two out, in which case batter goes to second and everyone scores**! Pop foul over near the third base stands, the catcher and the third baseman collide, but the catcher holds on to it!

43	**Ball ripped to third base, he spears it, but loses the handle when he tries to throw! No play, batter safe at first, others advance one base!** High chopper to the right side of the mound, the pitcher dashes off, spears it, fires to first, gets the batter out, others advance! What a play! (INFIELD IN: The throw goes home and the runner is out! Batter safe at first, others advance.)
44	**Ground ball up the middle, the second baseman backhands it and has to fling it to the shortstop so he can make the play to first....but the throw is a split second too late, batter safe at 1st, others advance one! (INFIELD IN: Second baseman throws home, the catcher drop the ball, everyone's safe, others advance!)** MAN ON FIRST: Ground ball to short, he tosses it to second for the force out, and the second baseman is completely upended by the base runner, breaking up a sure double play! NO MAN ON FIRST: Batter yanks a long fly ball to left field, it is inches left of the foul pole! Even after several looks on instant replay, it's possible that the ball was fair, but it's ruled a foul!
45	**Ground ball goes right under the second baseman's legs! ERROR, runners advance one base!** Shallow fly ball, left fielder coming in hard, dives....he caught it! The lead runner will be doubled off, thinking the ball dropped in! Double play!
46	**Fly ball ripped to center, the center fielder leaps....the ball goes into his mitt but is jarred loose by contact with the wall, that's going to be a double, everyone scores! Oh, he was so close to making that catch!** Deep fly ball to left field, outfielder goes back to the wall, leaps—and steals a homerun!! Batter out, runners on 1st, 2nd and 3rd advance!
51	**High fly ball to left, deep, it's drifting toward the corner....and it is...into the first row of the seats! A short homerun, so close to just being a routine fly ball!** Pop foul ball, third baseman follows it, nears the dugout, and he catches the ball as he tumbles down the steps! Amazing!
52	**The pitch is outside for a ball....everyone on base STEALS successfully!** Pop foul ball, first baseman follows it, nears the stands, and he catches the ball as he falls into them! Amazing!
53	**RUNNER ON 2nd BASE, or 1st AND 2nd: The runner on second steals third and he is SAFE!! Oh, a close call! OTHERWISE: Whoa, the pitcher uncorks a crazy wild pitch four feet over the batter's head, runners advance 2 bases!** Long fly ball to center field, the center fielder runs back, back.....and he makes a sensational over-the-shoulder catch as he falls to the warning track! Runners on 2nd and 3rd tag and advance!
54	**Ground ball to the second baseman, he loses the handle, tries to make a desperate throw, the first baseman has to make a great stab to come up with it, batter safe on the error! Others advance one base. (INFIELD IN: The throw is to home plate and it sails over the catcher's head, runner safe at home, batter safe at first, others advance!)** RUNNER ON 3RD BASE, 0 or 1 OUT: Fly out to center field, runner tags and scores. But the catcher throws to 3rd to claim the runner didn't tag—-and it's upheld! He's ruled out, that's a double play! NO RUNNER ON 3RD or 2 OUT: Batter hit in the head by the pitch! He walks toward the mound but is shepherded away.
55	**Batter knocks a single to left....he decides to go for two but is caught in a rundown! Consult the Rundown table! Bloop** SINGLE into center field! Runners should go two easily but the lead runner trips and all runners can go only one base!
56	**The second baseman drops an infield fly! Batter to second, others advance two bases!** MAN ON FIRST: Hot grounder up the middle, the shortstop runs over, dives, and makes the stop, tossing the ball from his knees to second for the force out! Fantastic play! Batter safe at first, others advance! NO MAN ON FIRST: The batter strikes out and is ejected from the game for arguing the call!
61	**MEN ON BASE: The pitcher tries to pick the lead runner off, the ball hits him in the back, he and the other runners advance one base! NO ONE ON: Ball four is called, and the pitcher can't believe it! He's vocal about the bad call, and so is the manager, who gets ejected!** Batter hits a soft liner over the second baseman's head, second baseman leaps and makes a fantastic catch!
62	**Runner on 1st or 2nd steals, a surprised catcher can make no throw! (NO ONE ON or RUNNER on 3rd: Batter is nailed in the side by a fastball, he's down and hurting, a pinch runner must be brought in.)** The lead runner on base is picked off! (BASES EMPTY: An infield fly is almost dropped by the shortstop when he collides with the third baseman but he holds on!
63	**Lead runner on 1st or 2nd steals safely! (NO ONE ON or RUNNER on 3rd: Pitcher has injured himself and he must come out of the game! Batter steps back into the box against a new pitcher.** Ball ripped to first.....the first baseman makes a diving stop on the foul line, batter out on the line drive! Others hold.
64	**Fly ball to right field....the right fielder drops it! It rolls to the wall, that's a three base error!** Batter hits a high chopper, he is safe at first, but it is ruled that he ran outside of the base-line! He's called out, runners advance one base. (INFIELD IN: The runner on 3rd runs outside the line, called out, batter safe at 1st, others advance.)
65	**Fly ball to left field....the left fielder drops it! That's a two base error! Runners advance two bases!** The lead runner is picked off base! (BASES EMPTY: The batter swings at three straight pitches in the dirt and strikes out, a terrible at-bat!)
66	**CRACK! Batter absolutely KILLS the ball to center field, he just stands and watches it go, that one is WAY into the upper deck!!! A long, long homerun!** MAN ON FIRST: Ground ball to short, shortstop tosses it to second for the force out and has his legs brutally taken out from under him with a hard slide, oh, that looked completely unnecessary! Batter safe at first on the fielder's choice! (INFIELD IN: Grounder to short, he throws home, there's a huge collision….the umpire waits, waits….and finally calls the runner out! Batter safe at first, others advance!) NO MAN ON FIRST: Ground ball to short, the throw pulls the first baseman off the bag and he collides hard with the base runner! Is he safe or out? He's SAFE on a roll of 2-7, OUT on 8-12. Others advance one base! (INFIELD IN: Grounder to first, the first baseman fires home, the runner kicks the ball out of the catcher's mitt and he's safe! Batter safe at first, others advance!)

teams		1	2	3	4	5	6	7	8	9	x	x	x	x	x	x	x	R	H	E

	1	2	3	4	5	6	7	8	9	x	x	x

	1	2	3	4	5	6	7	8	9	x	x	x

	IP	ER	K	W	H		IP	ER	K	W	H	Notes