	POTTS RARE PLAY BOARDS - RUNNER ON 1ST
11	Wild pitch! The runner advances to 2nd [WP]. WP0 – No Wild Pitch
12	SS makes diving stop, throws to 2nd and runner is forced out [6-4], 2B is spiked and INJURED.
13	Batter hits dribbler in front of plate…catcher grabs the ball…throws to 1st…batter beats throw to first for an infield single; runner to 2nd; If C8 or C9: catcher throws batter out at first, runner to 2nd [2-3]
14	Runner forced out at 2B, the relay throw is over 1B's head, batter to 2nd. [RHB: 6-4 FC, E4] [LHB: 4-6 FC, E6]
15	The pitcher is holding his elbow. He's going to have to leave the game. The pitcher is INJURED.
16	Balk! Runner to second. BK0 – no balk
21	Ball pulled… If OF3 or OF2: ball is caught; If OF1: drops for a single, runner to 3rd on bobble by outfielder [Error]
22	Batter takes ball one, snap throw by catcher to 1st, runner out! [2-3 PO] (If C5 or C6: runner dives back safely.)
23	Passed ball, the runner advances to second [PB]. PB0 – no passed ball
24	Pop up in foul territory…the fielder is under it…and DROPS it! Roll dice for error: 1-2=C, 3=1B, 4=2B, 5=3B, 6=SS
25	Wild pickoff throw gets by 1B, runner advances to 2nd. [E1]
26	Single to LCF gap; runner thrown out at 3rd (F, safe at 3rd) Batter to 2nd on throw to 3rd. [7-5 if out]
31	Single to LCF gap; runner thrown out at 3rd (F, safe at 3rd) Batter to 2nd on throw to 3rd [8-5 if out]
32	Strike called...runner takes off for 2nd (use SB chart to determine result)
33	Wild pitch! The runner advances to 2nd [WP]. WP0 – No Wild Pitch
34	Slow dribbler in front of the pitcher's mound…quick throw to first…If P2: got him on a close play! Runner to 2nd [1-3]; If P1: safe on a close play! Infield single, runner to 2nd
35	Runner caught off 1st! [1-3 PO]
36	Single to left, runner out trying for third! [7-5] (If LF1: runner safe at 3rd) *Runner caught off 1st [1-3 PO]
41	Single to center, runner to 2nd; If CF1 or CF2, center fielder bobbles the ball and runner goes to 3rd, [E8]
42	Single to right, runner to third! (If RF3: runner thrown out at 3rd [9-5]) *Runner caught off 1st [1-3 PO]
43	Balk! Runner to second. BK0 – no balk
44	Line drive to the first baseman caught…tags the runner for a double play [3-3 DP]
45	Blooper near the LF line; ball drops for a single; runner trying for 3rd and slides safely around the tag; batter tries for 2nd…the throw…and is called out on a close play. [7-5-4]
46	Slow dribbler in front of the plate…If C>=8: throws to 2nd for one and to 1st for a double play [2-4-3] (F batter safe at 1st [2-4 FC]); If C7: throws to 2nd for the force out [2-4]; If C<=6: infield single, runner to 2nd
51	Runner caught napping off 1st …roll two dice (red = pitcher, white = runner). If pitcher higher, runner heads to 2nd and is thrown out [1-3-6 CS]; if runner higher, he eludes the "pickle" and dives safely back to 1st. If roll of doubles, ump signals runner safe back at 1st on obstruction by 1B [E3]
52	Strike three looking! Batter thought the pitch was low and starts arguing with umpire and gets ejected.
53	Batter strikes out on 3-2 fastball; runner off with the pitch (use SB chart to determine result); [K; 2-6 CS]
54	Tailor made double-play grounder to 2B…If 2B>=8: he steps on 2nd and throws to 1st for DP [4-4-3]; If 2B7: he bobbles grounder, but recovers to get force at 2nd [4-6 FC]; If 2B<=6: he drops the ball, safe all around [E4]
55	Tailor made double-play grounder to SS…If SS>=9: he steps on 2nd and throws to 1st for DP [6-6-3]; If SS8: he bobbles grounder, but recovers to get force at 2nd [6-4 FC]; If SS<=7: he drops the ball, safe all around [E6]
56	Deep fly to OF (1-2 = LF, 3-4 = CF, 5-6 = RF)… If OF3: makes leaping catch, throws to first for DP [PO-OF, OF-1B] (F runner gets back to 1st safely); If OF2: ball is played nicely off the wall and batter is held to a single, runner to 2nd (*runner to 3rd); If OF1: ball bounces off the wall for a double, runner to 3rd
61	Pickoff attempt and the ball gets by the first baseman! Runner to second (F runner to 3rd). [E1]
62	Sharp grounder to second baseman, he tags the runner and throws to first … in time! Double play (4-4-3).
63	Pitch hits batter on the elbow and is INJURED. HB0 – no HBP, no injury
64	Deep fly ball to the gap caught by the RF, runner tags and goes to second. (S runner holds at 1st) [9]
65	Dribbler down 3rd base line…If 3B >= 5: 3B throws batter out at 1st, runner to 2nd; If 3B4: batter beats throw to 1st for an infield single, runner to 2nd; If 3B <= 3: ball thrown into stands, batter to 2nd, runner to 3rd [E5].
66	Wild pitch! Runner advances to 2nd [WP]. WP0 – No Wild Pitch

	POTTS RARE PLAY BOARDS - RUNNER ON 2ND
11	Wild pickoff throw into CF; runner advances to 3rd; [E1]
12	Roll dice for field (1-2 LF, 3-4 CF, 5-6 RF); If OF1: Routine single…the ball rolls under the outfielder's glove! Runner scores (RBI), batter to 2nd on the error; If OF3 or OF2: single, runner to 3rd
13	Deep fly out to CF. Runner hesitates and then breaks for third. The throw … got him! [8F, 8-5]
14	Look out! That pitch got the batter on the shoulder and we have a brawl on our hands! Pitcher and batter are ejected. Hitter due up 2nd for road team and hitter due up 5th for home team are also ejected. If 6th inning or later, HBP batter takes first, no brawl, no ejections. HB0 – no HBP, no brawl, no ejections.
15	Blooper to LF, the ball drops in for a single; the runner cautiously holds at second (*runner to 3rd)
16	Line drive in the LCF gap. CF spears ball with great running catch. Runner at 2nd caught napping as quick throw nails him getting back to 2nd. [8L; 8-4]
21	Shallow fly blooper near LF line…LF makes great diving catch. Runner tags…tries for 3rd and is out! [7F; 7-5]
22	Single to the left-center gap runner scores, batter is trying to stretch it into a double…and he's out! [8-4] (F batter safe at 2nd with a double)
23	Deep fly to RF…right fielder at wall…spectator reaches over wall and grabs the ball. Batter ruled out. [9U]
24	Dribbler in front of the plate…If C >= 8: catcher grabs the ball and throws to 3rd…runner out on a close play, batter safe at 1st [2-5] (*batter out at 1st [2-3]); If C <=7: batter out at 1st, runner to 3rd [2-3]
25	Passed ball, runner advances to third. PB0 – no passed ball
26	Deep drive to LF…If LF3: the ball is caught, runner holds at 2nd; If LF2: the ball is caught, runner tags and goes to third; If LF1: ball bounces off the wall for a double, runner scores.
31	Ground ball to SS…runner caught in rundown…throws to 2B…ball dropped, runner gets to 3rd base, batter stays at 1st [E4] [*batter thrown out at 1st, 6-3]
32	Batter takes fast ball for a strike, Catcher throws to 2nd for pickoff attempt…the throw bounces into CF and the runner goes to 3rd. [E2]
33	Hard grounder to 2B…If 2B >= 8: throws to 3rd for the out. [4-5] (*batter out at 1st [4-3]); If 2B <= 7: batter out at 1st, runner to 3rd [4-3]
34	Line drive deflected by P, 2B picks up rebound and throws batter out; runner to 3rd. [1-4-3] (If 2B5 or 2B6: single, runner to 3rd)
35	The SS is hustling for a pop fly near the 3rd base dugout…he stumbles and falls - the ball drops in foul ground and he is INJURED.
36	Wild Pitch; runner to third. WP0 – no wild pitch
41	Hard one-hopper to 2B…runner going to 3rd…he's out! batter safe at 1st. [4-5] (*batter out at 1st [4-3])
42	Grounder in the hole; SS backhands ball and throws runner out at 3rd. [6-5] (*long throw gets batter out at 1st by half a step [6-3])
43	Bloop pop fly to LF, the SS and LF collide and the ball drops for a single, runner scores. LF is INJURED.
44	Runner caught napping off 2nd! [1-4 PO]
45	Batter safe on infield single as fielder comes up lame fielding the ball and is INJURED, runner to 3rd. Roll Dice to determine injured fielder (1=P; 2=C; 3=1B; 4=2B; 5=3B; 6=SS)
46	Grounder up the middle…SS spears ball and throws batter out in bang-bang play…runner rounds 3rd and tries to catch 1B napping…the throw to the plate…Out! What a DP! [6-3-2] (F runner scores [6-3])
51	Wild pitch, the runner scampers over to third base. There's a conversation on the mound. The pitcher is INJURED. WP0 – no wild pitch, but pitcher is still injured.
52	That pitch is inside and it just brushed his jersey. That's a HBP and the batter heads to first. HB0 – no HBP
53	Batter fouls the ball off his leg and he's INJURED.
54	Deep fly out to CF. Runner tries for 3rd and a perfect peg nails him. [8-8-5] (F runner safe at third)
55	Roll one die - If even number then it is a rain delay; both pitchers grade reduced 5 points (pitchers can be removed after rain delay). If odd number and the game is official then the game is rained out; If odd number and the game is not official then the umpires decide to continue playing the game through the rain.
56	Balk! Runner to third. BK0 – no balk
61	Line drive up the middle…Speared by the P! Throw to 2nd…runner out for DP! [1-1-4]
62	Line out to the SS…who tries to double the runner off 2nd and the throw goes into RF, runner to 3rd (F runner scores) [E6]; If SS10: [6-6-4] DP!
63	Whoa! That pitch got the batter on the elbow. The batter is INJURED. HB0 – no HBP, no injury
64	Grounder to 3rd…bobbled, safe at 1st, runner holds. [E5]; if 3B>=5, batter is out at 1st, runner holds. [5-3]
65	Grounder to 2B, runner trapped in rundown and finally tagged out near 3rd. Batter safe at 1st. [4-5-4-6]; *batter out at first [4-3]
66	Grounder to SS, runner is hung up and tagged out in rundown. Batter safe at 1st. [6-5-4]; *batter out at first [6-3]

	POTTS RARE PLAY BOARDS - RUNNER ON 3RD
11	Runner steals home on high outside change-up. (S holds) (use SB chart to determine result)
12	Pitcher picks runner off 3rd, runner tagged out by C in rundown. [1-5-2 PO]
13	High fly…on the first base side in foul territory…1B under it…and it pops out of his glove, but the 2B alertly grabs it! [Foul out 3-4]
14	Pitcher distracted by dancing runner and balks, runner scores. BK0 or Pitching from stretch – no balk
15	Here's the 3-1 pitch. A wild curve ball rolls to the backstop. Runner scores on WP while batter is on at 1st with a walk. WP0 – no wild pitch, batter walks
16	Grounder to SS…the ball bounces off the glove…he picks the ball up…throws to first…and the batter is out; runner scores. The manager is upset with the lack of hustle to first base and benches the batter for the rest of the game. If 5th inning or later, the batter is also benched for the next game.
21	Fly out to CF…runner tags and safe at home. Wait! An appeal is made that he left 3rd too soon and the umpire calls the runner out for a DP! [8F; 5U]
22	Low and inside fastball deflects off catcher's glove…runner heads home…catcher flips to pitcher…and he's OUT! [2-1]; PB0 – no passed ball runner holds
23	Fly ball to the warning track…If RF1: ball dropped…batter goes to 2nd, runner scores [E9]; If RF >= 2: ball is caught, runner tags and scores [9F]
24	Fly out to CF, runner tags and is thrown out at home (F scores) [F8, 8-2]
25	Fly out to LF, runner tags and is thrown out at home (F scores) [F7, 7-2]
26	Bouncer wide of 1st fielded by 1B…flips to the pitcher and the batter is out, runner scores. Batter and pitcher collide and pitcher is INJURED. [3-1]
31	Breaking ball…that got him on the foot, batter trots down to first; HB0: no HBP
32	Grounder to P…runner trapped…toss to 3B who chases runner…toss to C, runner going back toward 3B, toss to 3B…he chases the runner…Wait! Home plate is unguarded and the 3B cannot catch runner as he crosses home plate. The pitcher is redfaced, as he failed to cover home plate, batter goes to 2nd. (* batter out at 1st [1-3])
33	Blooper to the left center gap…CF makes diving attempt and ball hits the ground for a single, runner scores; If CF1: ball bounces past fielder, batter to second with a double, runner scores.
34	Dribbler in front of plate, catcher throws batter out at first runner holds at 3rd; If C5 or C6: throw pulls 1B off bag, batter safe at first runner stays at 3rd [E2]
35	Liner to the SS caught…If SS <= 8: runner holds [6]; If SS >= 9: Quick throw to 3rd…runner is OUT [6-6-5 DP]
36	High pop up…SS is under it…but the ball bounces off his glove…3B on the spot and grabs the ball in the air for the out, runner holds…that's getting an assist the hard way! [6-5]
41	Blooper to left-center field…the LF catches it…runner tags and scores, but he pulls up lame. The runner looks like he's holding his hamstring and he's INJURED. (* no injury)
42	The pitcher picks the runner off 3rd! [1-5 PO]
43	Bloop pop fly to LF near the line…SS makes great running catch, runner holds (F runner tags and scores) [6]
44	Here's the 1-1 pitch…called strike on fastball…snap throw to 3rd…runner caught napping! [2-5 PO]
45	Hot smash down the 3rd base line…it hits the runner standing on the foul line…he's out for being hit by a fair ball. Give the batter a single. [5U]
46	Hot smash down the 1B line…If 1B >= 4: ball stopped by 1B…runner heading home…the throw …OUT, batter on 1st [3-2] (*batter out at 1st [3]); If 1B <=3: 1B grabs the ball and touches 1st for the out, runner scores [3]
51	Foul ball near the stands…3B gives chase…reaches into the stands…If 3B >= 4: makes the catch, runner holds [5]; If 3B <= 3: ball drops, foul ball
52	Blast to LF…going waaay back…he catches it while crashing into the wall! Runner tags and scores [7] … the LF is still down and he's INJURED.
53	Blooper to CF, ball drops in for a single, runner scores; If CF3: CF makes diving catch, runner tags and scores [8]
54	Here's the 1-2 pitch…change-up called strike 3…the batter can't believe it and slams his helmet down…the ump's seen enough and tosses him out of the game.
55	Blooper in the gap…the CF and LF collide as the ball drops for a single, runner scores. The CF is INJURED
56	Blooper toward RCF…the CF and RF collide as the ball drops for a single, runner scores. The RF is INJURED.
61	Hot smash slowed down by the pitcher's glove…2B grabs it and throws out the batter at 1st, runner scores. [1-4-3] (If 2B <= 6: infield single, runner scores)
62	Line drive off pitcher's glove…the SS charges in and throws out the batter at 1st, runner scores [1-6-3] (If SS <= 7: infield single, runner scores)
63	Wild Pitch, runner scores. WP0 – no wild pitch
64	Line drive toward center…speared by the P…quick throw to 3rd…OUT for a DP! [1L, 1-5]
65	Line drive down the 3B line…a great backhand grab by the diving 3B…he's up quickly and tags 3B before the runner can get back for an unassisted DP! [5L, 5U]
66	Hard grounder up the middle…If P2: pitcher grabs the ball…looks the runner back to 3rd…throws to 1st for the out [1-3]; If P1: ball goes by pitcher and into center field for a single, runner scores

	POTTS RARE PLAY BOARDS - RUNNERS ON 1ST AND 2ND
11	Hard grounder to 2B…throws to 2nd for one out…and the relay to 1st is overthrown, batter motors down to 2nd, runner on 2nd scores. [4-6, E6]; If SS9 or SS10: 4-6-3 DP, runner to third.
12	Hard grounder to SS…throws to 2nd for one out…and to 1st for a DP…NO...the relay is wide of 1st and the batter goes to 2nd on the wild throw, runner on 2nd scores. [6-4, E4]; If 2B8 or 2B9: 6-4-3 DP, runner to third.
13	Balk! Runners move up a base. BK0 – no balk
14	Here's the pitch…taken for a strike…runner on 2nd trying for 3rd…he's out stealing. The runner on 1st is still standing there…did he miss a signal or did the runner on 2nd try on his own? Guess we won't know until the postgame interview. [2-5] (use SB chart to determine result)
15	The pitch is fouled off. The pitcher is holding his elbow. He's INJURED.
16	High chopper to 3B…close play at 1st…Safe! Batter is hobbling and he's INJURED beating out that infield single.
21	Hard grounder down the third base line…If 3B >= 5: nice diving stop by 3B who tags 3rd for the force out [5 FC]; If 3B4: ball knocked down by 3B to hold the batter to an infield single, bases loaded; If 3B <= 3: ball gets by 3B for a double into the corner, runners advance two bases.
22	Hard grounder down the first base line…If 1B >= 3: nice diving stop by 1B who steps on 1st for the out, runners advance one base; If 1B2: ball goes past the diving 1B and into the corner for a double, runners advance 2 bases
23	Fly ball deep to LCF, the center fielder crashes into the wall and holds onto the ball for the out [8]. Runners hold. CF is INJURED.
24	Liner to LF…If LF3: fly out, runners hold; If LF2: ball drops in for a single, runners advance 1 base; If L1: ball bounces to the wall for a double, runners advance 2 bases.
25	Line drive to left center gap…ball drops in for a single, runners advance two bases…batter OUT trying to extend the hit into a double [single, 8-4]
26	Hot grounder right to the third baseman - he steps on third and fires to first for the double play! [5-5-3]
31	A balk is called, runners advance one base. BK0 – no balk
32	Fly out to CF; runner on second thrown out going for third. Double play! [8-5] (F safe at third)
33	Fly out to RF, runner on 2nd tags and goes to 3rd [9] (S runner on 2nd out at 3rd [9-5])
34	Hit into the RCF gap, RF grabs it on the bounce…one runner scores, the other is on his way to 3rd, batter trying for 2nd…the SS cuts off the throw to 3rd…throws to 2nd…batter is out at 2nd on a close play! [Single, 9-6-4]
35	Single to right…If C <= 8: the throw home is dropped by the catcher! Runner scores, other to 3rd, batter to 2nd on error. [E2]; If C9: runner out at home [9-2], other runner to 3rd, batter to 2nd on throw home
36	Attempted double steal (use SB chart)
41	Wild pitch! Runners advance one base. [WP]. WP0 – No Wild Pitch
42	Grounder to SS…toss to 2nd…safe at 2nd on close play, but alert 2B makes relay to 1st to nip batter on a close play, other runner to 3rd [6-4-3]
43	Line drive right at SS; both runners caught off base. The SS tags one and tosses to 1st to complete a TRIPLE PLAY! [6L, 6U, 6-3] (IF SS <= 7: DP; runner returns to 1st safely)
44	Hard one-hop grounder to 3rd…steps on 3rd for 1…over to 2nd for 2 and back to 1st for a TRIPLE PLAY! [5-5-4-3] (If 3B <= 3: DP; batter beats throw to 1st [5-5-4])
45	Grounder up the middle…2B tags the runner and fires to first for a double play! Other runner to 3rd. [4-4-3]
46	Runners off with the 3-2 pitch; Strike 3 swinging on a blazing fastball (use SB chart to determine result)
51	Line drive into the LCF gap…If CF1: ball bounces to the wall for a TRIPLE (S DOUBLE), both runners score; If CF2: makes diving catch…runner on 2nd tags and advances to 3rd; If CF3: makes the running catch, runners hold
52	Foul ball over 1B. The 1B is after it and falls in a heap! He's in pain. The trainer's out and he's INJURED.
53	Sharp grounder to RF…quick throw from the RF…If RF3: OUT at first, runners advance one base. Holy Cow!! The batter was loafing and got caught due to his lack of hustle [9-3]; If RF <= 2: single, runners advance one base.
54	Grounder up the middle, 2B steps on second and fires to first for a double play! Other runner to 3rd. [4-4-3]
55	Dribbler in front of plate…catcher pounces on ball and throws to 3rd for a force out. [2-5]
56	Quick move to second … picked him off! [1-4 PO].
61	Hot shot down the line (LHB: 1B; RHB: 3B). If 3B/1B <=3, double, one scores, other to 3rd; If 3B/1B=4, ball knocked down, batter safe on infield single, bases loaded; If 3B/1B>=5, great stop…If to 3B: runner forced out at 3rd [5 FC]; If to 1B: out at first, runners advance one base [3U]).
62	Curve ball off catcher's mitt, runners move up a base on PB. If C9 or PB0, ball is blocked - runners hold.
63	Batter hit on the elbow by a fastball. The trainer is checks on him, but he's heading for first. HB0 – no HBP
64	Curve ball in dirt; runners advance one base. [WP] WP0 – no wild pitch
65	High fast ball over C's head; runners advance one base on wild pitch. WP0 – no wild pitch
66	Single to center, runner on 2nd thrown out at home [8-4] (F scores), other runner to 3rd, batter to 2nd on throw home.

	POTTS RARE PLAY BOARDS - RUNNERS ON 1ST AND 3RD
11	Deep fly out to RCF… the runner on 3rd tags and scores. The runner on 1st tags and advances to 2nd! [F9]
12	Fastball in the dirt; it ricochets off the C's shin guards and rolls toward the 3rd base dugout; one runner scores and the other slides safely into 3rd as the throw is late [WP]. WP0 – no wild pitch, runners hold
13	Blooper drops in for a single to RF…If RF >= 2: one run scores, the other runner is OUT at 3rd on a great throw by RF, batter holds at 1st [9-5]; If RF1: one run scores, the other runner to 3rd, batter holds at 1st
14	Here's the 1-2 pitch; the batter steps out of the box. Called strike 3. The ump did not call time. The batter is mad… and ejected! [2U]
15	Single to LCF…one runner scores, other runner heads to 3rd and he's thrown OUT! Batter to 2nd on the throw [8-5]
16	Foul pop up…1B under it…ball dropped! Batter still alive [E3]; If 1B5: ball caught, batter out, runners hold [3]
21	Hot smash down the 1st base line…If 1B>=4: makes a diving stop, throws to the pitcher for the out at 1st, one runner scores, other to 2nd [3-1]; If 1B3: makes a diving stop to hold the batter to a single, one runner scores, other to 2nd; If 1B2: ball gets by and goes to the wall for a double, one runner scores, other to 3rd
22	Routine fly…If OF >=2: ball caught, runners hold; If OF1: ball dropped! Runners advance 1 base [Error]; Roll dice to determine fielder (1-2 LF, 3-4 CF, 5-6 RF)
23	Hard grounder up the middle…2B make diving stop…If 2B <=6: SINGLE, runners advance 1 base; If 2B7: runner forced out at 2nd; batter safe at 1st; runner on 3rd scores; If 2B >=8: 4-6-3 Double Play; runner on 3rd scores.
24	Here's the 3-2 pitch…runner on 1st goes…line-drive right back at the pitcher. Look what I found. The pitcher snared it for an out, throws to first for the DP! Runner holds 3rd [1-1-3 DP]
25	Wild Pitch! Runners advance one base. WP0 – no wild pitch
26	It's a pitchout, but the runners held. What's the ump calling? A balk! The catcher left the catcher's box too soon. Runners advance 1 base. BK0 does not apply since balk is on the catcher, not the pitcher
31	Base hit to RF, runner on 3rd scores, runner on 1st heads for 3rd…here's the throw…the slide…he's safe on a close play. The 3B is limping; spiked in the ankle and is INJURED.
32	Bouncer towards RF cut off by the 1B…toss to the pitcher at 1st…out on a close play. Runner on 3rd scores, runner on 1st is trying for 3rd…safe!, the pitcher wasn't looking (S holds 2nd). [3-1]
33	Line drive caught by the 1B, steps on 1st base for an unassisted DP! [1-1 DP]
34	The 3-1 pitch is on the corner. No call from the ump and it's a walk. The catcher is really jawing at the ump for that call. He's in his face now, and the ump has had enough. An early shower, as the C is tossed out.
35	Fly out to deep right, runner on 3rd tags and scores [F9]
36	Blooper to RCF…If CF3: CF makes diving catch, runner on 3rd tags and scores [F8]; If CF2: ball drops in for a single, runner on 3rd scores, other to 2nd; If CF1: ball goes to the wall for a double, runners advance 2 bases.
41	Fly out to left field, runner on 3rd tags and thrown out at home (F safe at home), other runner holds. [F7]
42	Blooper to LCF…If LF3: LF makes running catch, runners hold [F7]; If LF2: LF makes diving catch, runner on 3rd tags and scores [F7]; If LF1: ball drops in for a single, runner on 3rd scores, other to 2nd
43	Shallow fly to right drops for a single, runner on 3rd scores, other runner thrown out at 3rd [9-5] (F runner safe at third), batter to second on throw to 3rd.
44	Batter hit in the ribs! He glares at the mound for a second, but then heads to first. HB0 – no HBP
45	Line drive off the pitcher's leg for a single, runners advance one base. Pitcher is hobbling and INJURED.
46	Check swing roller to 3B…no play at 1st…runner on 3rd holds, infield single. *runner on 3rd scores
51	Fly to medium CF; batter out. Here's the throw and all runners hold. The CF is holding his elbow. He's INJURED on the throw. (*no injury) [8F]
52	Snap throw to 3rd by the Catcher… and it's in to left field! Runner scores and other moves up to 2nd. [E2]
53	Grounder to SS, toss to 2nd…Safe! Dropped by 2B, runner on 3rd scores [E4]; If 2B >= 8: [6-4 FC], runner scores
54	Grounder to 2B, toss to 2nd…Safe! Dropped by SS, runner on 3rd scores [E6]; If SS >= 9 [4-6 FC], runner scores
55	Grounder to 3B, throw to 2nd in the dirt…Safe! Ball dropped, runner on 3rd scores [E5]; If 3B >= 4: runner forced out at 2nd [5-4 FC], other runner scores
56	Hard grounder to 3B, around the horn for a DP, the runner on 3rd breaks late for home…the throw…he's OUT! Triple play! [5-4-3-2]
61	Shallow fly in short CF, CF in, SS out, the ball drops for a single as they collide. One run in and runners at 1st and 2nd. (*runners at 1st and 3rd). SS is INJURED.
62	Blooper in RCF, the CF and RF collide as the ball drops for a single. Runners on 1st & 3rd. RF is INJURED.
63	Pitch in the dirt gets past the C, runner on 3rd scores! Other runner to 2nd [WP]; WP0 – no wild pitch, runner holds
64	Throw to 1st, the runner is picked off! [1-3 PO]. The runner jams his wrist on the play and is INJURED.
65	Grounder to SS, the throw to 2nd is wild…goes into RF, runner on 3rd scores, other to 3rd, batter holds at 1st [E6]; If SS >=9: runner forced out at 2nd, other runner scores [6-4 FC]
66	Line drive snared by the third baseman, and the runners hold (if 3B >=5, tags third for an unassisted double play!).

	POTTS RARE PLAY BOARDS - RUNNERS ON 2ND AND 3RD
11	Balk! Lead runner trots home to score and other runner advances to third. BK0 – no balk
12	Wild pitch squirts away from the catcher, there go the runners … catcher with the quick toss to the pitcher covering home…OUT! [WP, 2-1] other runner to 3rd. WP0 – no wild pitch, runners hold
13	The 3-1 pitch is high over the catcher's head, runners advance one base on the wild pitch, batter takes 1st on the walk. WP0 – no wild pitch, runners hold, batter walks
14	The pitch is low for a ball…the runner on 3rd has a big lead…the catcher throws to 3rd…it bounces into left field, the runners move up a base. [E2]; If C >= 8, No error…runner gets back to 3rd base safely
15	Breaking ball…and it got the batter right on the knee! Bases loaded. HB0 – no HBP
16	Infield pop up near the mound. Who's got it? IT DROPS! Everyone stood around and no one took charge. Bases loaded on that single. (*runners advance 1 base)
21	The pitch is wild to the backstop. One run scores, the catcher has trouble finding it, here comes the other runner… the throw…OUT at home! [WP, 2-1] (F safe at home) WP0 – no wild pitch, runners hold
22	Hard grounder to second, If 2B >= 8, diving stop by 2B, throws to 1B…out, runners advance 1 base [4-3]; If 2B7: diving stop by 2B, throw to 1B…safe, single runners advance 1 base; If 2B <= 6, single to right, both runners score.
23	Hard grounder to 1st, runner trying to score from 3rd…got him!! [3-2] Batter safe at 1st, other runner to 3rd.
24	The umpire is heading to the mound. What's going on here? The pitcher has been ejected! There was a foreign substance on his hand. The pitcher is pleading case, but he's gone.
25	Slow grounder to 3B, who throws one in the dirt to 1st...If 1B >= 4: beautiful scoop for the out, runners hold; If 1B3: pulled off the bag, infield single, bases loaded; *runners advance 1 base; If 1B2: ball gets by 1B, both runners score, batter to 2nd [E5]
26	Hard grounder to SS, If SS >= 9: diving stop by SS, throws to 1B…OUT, runner on 3rd scores other holds [6-3]; If SS8: diving stop by SS, throw to 1B…safe, single runner on 3rd scores other holds; If SS <= 7: SS dives and ball deflects off glove into left center for a single, both runners score.
31	Fly out to LF, runner on 3rd tags and is thrown out at home. [7-2] (F runner on 3rd scores)
32	Fly out to CF, runner on 3rd tags and is thrown out at home. [8-2] (F runner on 3rd scores)
33	Fly out to RF, runner on 3rd tags and is thrown out at home. [9-2] (F runner on 3rd scores)
34	Fly ball to LF, If LF3: ball caught, runners hold; If LF2: ball caught, runner on 3rd tags and scores, runner on 2nd holds; If LF1: ball drops in for a single, runners advance 1 base.
35	Grounder to P, runner on 3rd caught in rundown but gets back to 3rd base, runner on 2nd heads back to 2nd base and is tagged out, batter holds at 1st [1-2-4]. (*batter out [1-3]).
36	Grounder in the hole…SS backhands…long throw to 1st…Safe! Runner on 3rd scores, here comes the other runner…the throw…OUT at home! [single, 6-3-2]
41	Pop out to the pitcher … he didn't even have to move! Runners hold. [1]
42	Wild pitch; runners advance one base. WP0 – no wild pitch
43	Deep drive to CF, If CF3 or CF2: he makes a great over the shoulder catch on the warning track. One runner scores and the other to third [8]; If CF1: the ball bounces of the wall for a double, both runners score
44	Single to RF, runner on 3rd scores, runner on 2nd thrown out at home, batter goes to 2nd on throw to home. [9-2]
45	Single to CF, runner on 3rd scores, runner on 2nd out at home [8-2] and INJURED, batter to 2nd on throw to home.
46	Single to LF, runner on 3rd scores, runner on 2nd thrown out at home, batter goes to 2nd on throw to home. [7-2]
51	Slow dribbler in front of home plate… If C8 or C9: batter out at first, runners hold [2-3]; If C7: batter beats throw to 1st! Infield single, runners hold; If C <= 6: throw bounced past 1B, runners advance 1 base, batter holds at 1st [E2]
52	Here's the 1-2 pitch. Called strike 3 with a curve ball. The batter is toe-to-toe with the ump on that call. He's gone! Ejected for arguing that one.
53	Grounder to SS, the runner on 3rd breaks for home! Throw home is perfect, but the catcher drops it and the runner is safe, other to 3rd [E2]; If C8 or C9, runner out at home, other runner to 3rd [6-2 FC]; *batter out at first [6-3]
54	Here's the 1-2 pitch; batter steps out of the box. The fastball is called strike 3. The ump did not call time. [2U]
55	Grounder to SS, throw home too late. Catcher INJURED in collision with runner. Runners on 1st and 3rd as batter safe on fielder's choice. (*batter out [6-3])
56	Line drive to left center gap…If CF >= 2: Caught, runners tag and advance one base [8]; If CF1: Single, runners advance one base
61	The ball eludes the catcher. One runner scores and the other runner goes to 3rd [PB] (C9 or PB0: ball blocked in dirt; runners hold).
62	Foul ball near the stands in LF. SS on a long run, but collides with railing and is INJURED on the play.
63	Foul ball near the stands in RF. 2B gives chase and crashes into wall; he's INJURED on the play.
64	Sharp grounder towards the 1B; If 1B2: single, both runners score; If 1B3: infield single, runners advance 1 base; If 1B4: 1B tosses the ball to the pitcher for the out, runners advance 1 base; If 1B5: quick throw home nails lead runner; batter safe at 1st on F.C.; other runner to 3rd. *If 1B5: 1B tosses the ball to pitcher for the out [3-1]
65	Deep fly to center…CF makes a spectacular catch crashing into the wall, runner on 3rd tags and scores, runner on 2nd tags and advances to 3rd base
66	Fly out to right field; both runners tag, runner out at home [9-2] (F scores), other to 3rd

	POTTS RARE PLAY BOARDS – BASES FULL
11	Roll one die - If even number then it is a rain delay; current pitchers will have their grade reduced by 5 points when play resumes. If odd number and the game is official then the game is rained out; If odd number and the game is not official then the umpires decide to continue playing the game through the rain.
12	Deep foul fly in LF, batter out. Runner on 3rd tags and scores. Runners on 1st and 2nd hold. [7F]
13	The batter leans into that one and is hit by the pitch…talk about taking one for the team! HB0 – no HBP
14	Hard grounder to SS, throws home, runner collides with catcher and is out on a close play [6-2]. Other runners advance 1 base. Catcher INJURED.
15	Ball squirts away from catcher…throws to the pitcher…safe at home (S out at home [2-1]), other runners advance one base. PB0 – no passed ball
16	Here's the pitch. Whoa! A balk is called on the pitcher for a quick pitch. All runners advance. BK0 – no balk
21	Wild Pitch! Runners advance one base. WP0 – no wild pitch
22	A short foul pop up between 3rd and home. The pitcher makes a diving grab. Great hustle off the mound. [1]
23	Infield pop up…Infield fly rule called…The 2B loses it in the sun and the ball drops, batter out and runners hold. [4U] (*Single, runners advance 1 base)
24	Single to CF, one run in, runner on 2nd thrown out at home, other runner to 3rd. [8-2]
25	Line drive toward RF. Speared by the 2B; he tags the runner off 1st for 2. The runner on 2nd thought it was through for a hit and he's caught off base. The 2B steps on 2nd base for an UNASSISTED TRIPLE PLAY! [4L, 4U, 4U]
26	Line drive up the middle. Grabbed by the SS; he steps on 2nd for 2. The runner on 1st is caught flat-footed halfway to 2nd; he slips as the SS runs over to tag him for an UNASSISTED TRIPLE PLAY! [6L, 6U, 6U]
31	Liner to left center…If LF3: Caught, runners hold; If LF2: Caught, runner on 3rd tags and scores, other runners hold; If LF1: drops in for a single runners on 2nd and 3rd score, runner on first stops at 2nd
32	Single to CF, one runner in, the runner on 2nd is heading home…here is the throw…If C9 or C8: Out! Other runner to 3rd, batter to 2nd [8-2]; If C <= 7: Safe! Catcher dropped the ball [E2], other runner to 3rd, batter to 2nd
33	A balk is called, runners advance one base. BK0 – no balk
34	Dribbler in front of home plate. The C tags home and throws to 1st for DP. [2U, 2-3]
35	Fly ball to CF, If CF3: caught, runner on 3rd tags and thrown out at home [8-2] (F scores); CF2: caught, runner on 3rd tags and scores (S out at home [8-2]); CF1: ball drops for a single, runners adv 1 base (* runners adv 2 bases)
36	Grounder up the middle, If 2B>=8: Force out at 2nd, runners adv 1 base [4-6 FC] (F safe at 2nd on a close play, infield single, runners adv 1 base); If 2B7: ball knocked down for an infield single, runners advance 1 base (S forced out at 2B, runners adv 1 base [4-6 FC]); If 2B<=6: ball is through for a single, runners advance 2 bases.
41	Line shot up the middle, If SS>=9: spectacular diving catch and the runners have to stay put! If SS8: knocked down for an infield single, runners advance 1 base; If SS<=7: ball is through for a single, runners advance 2 bases;
42	Sharp grounder to 3B; he steps on 3rd and throws home; C tags runner out for DP! [5U, 5-2]
43	Line drive caught by 3B; steps on 3rd for 2; to 2nd for a TRIPLE PLAY! [5L, 5U, 5-4]
44	Line drive caught by 1B; he steps on 1st for 2; to 2nd for a TRIPLE PLAY! [3L, 3U, 3-6]
45	Wild pitch…ball ricochets off backstop and the runner is thrown out at home! [2-1], other runners advance 1 base (F runner safe at home) WP0 – no wild pitch, runners hold
46	Blooper to LF, If LF3: makes a running catch, runners hold [7]; If LF2: makes diving catch, runners on 2nd and 3rd tag and advance 1 base [7]; If LF1: single, runners advance one base
51	Blooper to CF, If CF3: he makes a running catch, runners hold [8F]; If CF2: he makes a diving catch, runner on 3rd tags and scores; If CF1: single, runners advance one base
52	Blooper to RF, If RF3: he makes a running catch, runners hold [8F]; If RF2: he makes a diving catch, runner on 3rd tags and scores; If RF1: ball bounces to the wall for a double, runners advance 2 bases
53	Hot smash up the middle, deflected by P; 2B grabs it but only play at 1st. All runners advance. [1-4-3]
54	Wild Pitch! Runners advance one base. WP0 – no wild pitch
55	Foul behind the plate; C trips on his mask and drops the ball! What a break. [E2]
56	High chopper to 2B; close play at 1st - SAFE! The 1B is hopping mad on the call and slams his glove down and is ejected!. Single and RBI to batter and bases remain loaded; If 2B >= 8: out at first, runners advance 1 base [4-3]
61	Nubbler in front of the plate; Catcher grabs it and tags home. Batter safe at 1st. [2U]
62	Slow roller to SS; only play is at 1st; The throw's in time; WAIT! The ump is ruling safe as the 1B came off the bag too soon! Bases still loaded. [E3]; If 1B4 or 1B5: out at first [6-3], runners advance 1 base.
63	Tailor made double-play grounder to SS, If SS9 or SS10: he steps on 2nd and throws to 1st for DP [6-6-3]; If SS8: he bobbles grounder, but recovers to get the force at 2nd [6-4 FC]; If SS<=7: he drops ball, safe all around [E6].
64	Passed ball; runners advance one base. PB0 – no passed ball
65	Routine fly to CF…If CF3: caught, runners hold (F runner on 3rd tags and scores); If CF2: caught, runner on 3rd tags and scores (S runner holds at 3rd); If CF1: caught, runners on 2nd and 3rd tag and advance one base
66	The 1-2 pitch; struck him out with a high, hard one. The ball was foul tipped, but the catcher held on. [strikeout; 2U];