

## Diggin Deep Baseball - Check the Deck Chart (Page 1)

Roll	Name	B / S	Description	Roll	Name	B / S	Description	Infielder Chart	
901	Infield Range Check: A+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance one base	925	Infield Error Check: A+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, one base error	0	Pitcher
902	Infield Range Check: A	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance two bases	926	Infield Error Check: A	-	Roll one die to determine fielder. If passed, routine grounder. If failed, one base error	1	Catcher
903	Infield Range Check: A-	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance two bases	927	Infield Error Check: A-	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single and one base error. Other runners advance two bases	2	First Baseman
904	Infield Range Check: B+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance one base	928	Infield Error Check: B+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, one base error	3	First Baseman
905	Infield Range Check: B	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance two bases	929	Infield Error Check: B	-	Roll one die to determine fielder. If passed, routine grounder. If failed, one base error	4	Second Baseman
906	Infield Range Check: B-	-	Roll one die to determine fielder. If passed, hard grounder. If failed, single, runners advance two bases	930	Infield Error Check: B-	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single and one base error. Other runners advance two bases	5	Second Baseman
907	Infield Range Check: C+	-	Roll one die to determine fielder. If passed, routine grounder. If failed, single, runners advance one base	931	Infield Error Check: C+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, one base error	6	Third Baseman
908	Infield Range Check: C	-	Roll one die to determine fielder. If passed, routine grounder. If failed, single, runners advance two bases	932	Infield Error Check: C	-	Roll one die to determine fielder. If passed, routine grounder. If failed, one base error	7	Third Baseman
909	Infield Range Check: C-	-	Roll one die to determine fielder. If passed, routine grounder. If failed, single, runners advance two bases	933	Infield Error Check: C-	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single and one base error. Other runners advance two bases	8	Shortstop
910	Infield Range Check: D+	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single, runners advance one base	934	Infield Error Check: D+	-	Roll one die to determine fielder. If passed, hard grounder. If failed, two base error	9	Shortstop
911	Infield Range Check: D	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single, runners advance two bases	935	Infield Error Check: D	-	Roll one die to determine fielder. If passed, routine grounder. If failed, two base error		
912	Infield Range Check: D-	-	Roll one die to determine fielder. If passed, slow grounder. If failed, single, runners advance two bases	936	Infield Error Check: A++	-	Roll one die to determine fielder. If passed, slow grounder. If failed, two base error		Outfielder Chart
913	Outfield Range Check: A+	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, double, runners advance two bases	937	Outfield Error Check: A+	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, one base error	0	Left Fielder
914	Outfield Range Check: A	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, double, runners advance two bases	938	Outfield Error Check: A	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, one base error	1	Left Fielder
915	Outfield Range Check: A-	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, double, runners advance two bases	939	Outfield Error Check: A-	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, single and one base error. Other runners advance two bases	2	Left Fielder
916	Outfield Range Check: B+	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, double, runners advance two bases	940	Outfield Error Check: B+	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, two base error	3	Center Fielder
917	Outfield Range Check: B	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, double, runners advance two bases	941	Outfield Error Check: B	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, two base error	4	Center Fielder
918	Outfield Range Check: B-	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, single, runners advance one base AND MAY TRY to advance one more	942	Outfield Error Check: B-	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, single and one base error. Other runners advance two bases	5	Center Fielder
919	Outfield Range Check: C+	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, single, runners advance one base AND MAY TRY to advance one more	943	Outfield Error Check: C+	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, two base error	6	Center Fielder
920	Outfield Range Check: C	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, single, runners advance one base AND MAY TRY to advance one more	944	Outfield Error Check: C	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, two base error	7	Right Fielder
921	Outfield Range Check: C-	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, single, runners advance one base AND MAY TRY to advance one more	945	Outfield Error Check: C-	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, two base error	8	Right Fielder
922	Outfield Range Check: D+	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, double, runners advance two bases	946	Outfield Error Check: D+	-	Roll one die to determine fielder. If passed, shallow fly ball. If failed, single and one base error. Other runners advance two bases	9	Right Fielder
923	Outfield Range Check: D	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, double, runners advance two bases	947	Outfield Error Check: D	-	Roll one die to determine fielder. If passed, routine fly ball. If failed, two base error		
924	Outfield Range Check: D-	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, double, runners advance two bases	948	Outfield Error Check: A++	-	Roll one die to determine fielder. If passed, deep fly ball. If failed, two base error		

## Diggin Deep Baseball - Check the Deck Chart (Page 2)

Roll	Name	B / S	Description	Roll	Name	B / S	Description
949	Lack of Concentration	Ball	For the remaining of the inning, the current pitcher cannot dig deep.	972	You got It, I got It - Left Field	Strike	Batter pops up to shallow left field. Miscommunication between the LF, CF, and SS leads to a collision. Batter safe at first with single. Runners advance one base. Check for injury to all three fielders.
950	Good Plate Discipline	Ball	The current batter can freely dig deep this plate appearance.	973	You got It, I got It - Right Field	Strike	Batter pops up to shallow left field. Miscommunication between the RF, CF, and 2B leads to a collision. Batter safe at first with single. Runners advance one base. Check for injury to all three fielders.
951	Composure on the Mound	Strike	The current pitcher can freely dig deep this plate appearance.	974	Don't Pick at It!	Ball	Pitcher on the mound develops blisters. Check for injury to pitcher. If the pitcher stays in the game, he can no longer dig deep.
952	Confidence at the Plate	Strike	The current batter adds two to their diggin deep number.	975	Barely had Time to React	Ball	Screaming line drive back at the pitcher. Pitcher must make a B+ range check. If passed line out. If failed, ball hits off the pitcher. Batter safe at first with a single. Runners advance one base. Check for injury to pitcher.
953	Minor Bolstered Concentration	Ball	The current pitcher adds two to their diggin deep number.	976	Ump Gives Warning	Ball	The umpire gives each team a warning following an inside pitch. Any hit by pitch rolled on the pitcher's card results in that pitcher being ejected from the game.
954	Bolstered Concentration	Strike	The current pitcher adds three to their diggin deep number.	977	Routine 9-3 Putout	-	Line drive falls in front of the right fielder. If the RF has any "" listed for his arm, the batter must pass a baserunning check to be safe (other runners advance one base). If failed, the batter is out 9-3.
955	Major Bolstered Concentration	Ball	The current pitcher adds four to their diggin deep number.	978	Catcher Interference	-	Catchers' glove is hit by the bat while the batter is swinging. Batter is awarded first base due to catcher interference. No at bat is credited to the batter, and the catcher is charged an error.
956	Timidness at the Plate	Strike	The current batter loses one to their diggin deep number.	979	Hidden Ball Trick	Strike	Defense attempts hidden ball trick to get the lead runner out. The lead baserunner must pass a baserunnign check in order to make it back to base safely. If failed, he is out with putout credited to closet infielder.
957	Minor Deflated Concentration	Ball	The current pitcher loses one to their diggin deep number.	980	Wide Turn at First	Strike	Batter hits a single, runners advance two bases. Batter takes too wide of a turn at first and must pass a baserunning check in order to return safely to first. If the check is failed, the batter is out at first. <b>Note</b> - Runner on second DOES NOT score if this is the third out.
958	Deflated Concentration	Ball	The current pitcher loses two to their diggin deep number.	981	Balk	Ball	Umpire call a balk on the pitcher. All baserunners advance one base.
959	Major Deflated Concentration	Strike	The current pitcher loses three to their diggin deep number.	982	Passed Ball	Strike	Catcher is crossed up, and the ball gets by him. All baserunners advance one base.
960	Dazzling Stuff	Strike	Batters cannot dig deep against the current pitcher for the remainder of the inning.	983	Strikeout - Wild Pitch	Ball	Batter swings and misses at the third strike. The ball gets by the catcher for a wild pitch. Batter must make a baserunning check. If passed, he is safe at first. Ignore this card if any runners on base.
961	Not my Day at the Plate	Strike	For the remainder of the game, pitcher can dig deep for free against the current batter.	984	Strikeout - Passed Ball	Strike	Batter swings and misses at the third strike. The ball gets by the catcher for a passed ball. Batter must make a baserunning check. If passed, he is safe at first. Ignore this card if any runners on base.
962	Looking for a Rally	Ball	This only applies if the home team is batting AND they are tied or trailing AND in the seventh inning or later. The next three batters, including the current batter can dig deep for free.	985	Bereavement List	Ball	Due to a loss in the family, the current batter is put on the bereavement list after the game. This batter will be out the next three games.
963	Stick a Form in 'em	Strike	This only applies if the road team is batting AND they are tied or trailing AND in the seventh inning or later. Opposing pitchers can dig deep for free against the next three batters.	986	Pickoff Attempt by Pitcher	Strike	If the lead baserunner has a SB rating of B or better, he is picked off by the pitcher. Otherwise, re-roll the plate appearance.
964	The Meek Shall Inherit the Earth	Strike	If the batter has zero listed on his card for diggin deep, that batter can now dig deep for free for the remainder of the game.	987	Pickoff Attempt by Catcher	Ball	If the lead baserunner has a SB rating of B or better, he is picked off by the catcher. Otherwise, re-roll the plate appearance.
965	Pitching Coach	Strike	All pitchers gain one extra diggin deep chances. This includes both pitchers currently in the game AND any relievers who may enter later in the game.	988 (1 - 5)	Pitcher Ejected for Arguing	Ball	The pitcher is ejected from the game for arguing balls and strikes.
966	It Slipped	Strike	If the pitcher was not diggin deep, the result was a hit by pitch. Check for injury to the batter. Otherwise, re-roll the plate appearance.	988 (6 - 0)	Batter Ejected for Arguing	Strike	The batter is ejected from the game for arguing balls and strikes.
967	Foul Tip of Catcher	Strike	Batted ball is fouled back off the catcher. Check for injury to catcher.	989 (1 - 3)	Catcher Ejected for Arguing	Ball	The catcher is ejected from the game for arguing balls and strikes.
968	Collision at First Base	Strike	Collision at first base after close play. Batter safe at first with a single. Other runners advance one base. Roll one die to determine fielder (1-7 1b / 8-9 p). Check for injury to both fielder and batter.	989 (4 - 7)	Blown Stop Sign	Strike	Only applies if there is a runner on second base. Batter hits a single to center field. Runner on third runs thru the stop sign and attempts to score. He must pass a baserunning check with a -3 penalty in order to score.
969	Foul Ball into Home Dugout	Strike	Batted ball is hit into the home team's dugout and strikes a bench player. Check for injury to the player on the home team with the most at bats who is NOT currently in the game.	989 (8 - 0)	I said, "Stay Put!"	Ball	If the baserunner at first has a SB rating of C or better and second base is open, he attempts to steal second. Resolve as a stolen base attempt WITHOUT a good jump.
970	Foul Ball into Visitor Dugout	Strike	Batted ball is hit into the visitor team's dugout and strikes a bench player. Check for injury to the player on the visitor team with the most at bats who is NOT currently in the game.				
971	Ignoring the 'Warning' Track	Strike	Ball hit over outfielder's head. Use the rating check chart to determine the outfielder. This OF must make a C+ range check. If passed, deep fly ball. If failed, the OF crashes into the wall and must check for injury. Batter safe at thrid with a triple and MAY TRY to stretch into an inside the Park Home Run. Consider the best remaining arm in the outfield making the relay throw.				

## Diggin Deep Baseball - Check the Deck Chart (Page 3)

Roll	Name	B / S	Description	Roll	Name	B / S	Description
990 (1 - 3)	Rain Delay	Strike	Play is suspended by rain. If the game is official, roll one die and consult the rain delay chart to the right. Pitchers who were pitching before the delay are now considered fatigued.	997 (1 - 3)	Pickoff goes Awry: Catcher	Strike	This only applies if there is a runner on first. Catcher attempts pickoff of runner at first, and the throw is wild. The catcher makes a B- Error Check. If passed, throw is on target, but late. Return to normal play. If failed, two base error. All runners advance two bases.
990 (4 - 7)	Fan Interference - Left Field	Strike	Only applies if the home team is batting. A fan interferes with a foul ball in left field, and is missed by the umpire. The left fielder becomes agitated, and can no longer dig deep for the remainder of the game.	997 (4 - 7)	Pine Tar Incident	Strike	The next batter to hit a homerun will have it overturned by the umpire because of too much pine tar on his bat. Batter is out and runners return to their base. Batter becomes enraged and is ejected.
990 (8 - 0)	Fan Interference - Right Field	Strike	Only applies if the home team is batting. A fan interferes with a foul ball in right field, and is missed by the umpire. The right fielder becomes agitated, and can no longer dig deep for the remainder of the game.	997 (8 - 0)	Staying on a Hot Streak	Strike	If the current batter has gotten a base hit this game, he can dig deep for free for the remainder of the game.
991 (1 - 3)	That Never Works!	Strike	This only applies if there are runners on first and third. Pitcher attempts 'Fake to third, throw to first move' AND IT WORKS! Runner on first is picked off. Runner on third may attempt to score with a -3 penalty to his baserunning rating.	998 (1 - 3)	Can't Find the Zone	-	Re-roll the plate appearance as normal. If the result is a walk of hit by pitch, the pitcher loses three diggin deep opportunities.
991 (4 - 7)	Batted Ball Hits Baserunner	Ball	Only applies if there are runners on base. A grounder hits the lead baserunner. That baserunner is out, give a putout to the closest fielder. Credit the batter with a single, and advance other baserunners one base.	998 (4 - 7)	Needs the Extra Rest	Ball	Pitcher becomes fatigued. After the game, pitcher is injured and misses the next five games, essentially missing his next start. (if he is a Starting Pitcher)
991 (8 - 0)	Holding a Grudge	Strike	Batter is hit by pitch. If that batter OR the pitcher while hitting is hit by a pitch later, that player charges the mound. Both batter and pitcher are ejected. The batter is suspended three more games.	998 (8 - 0)	Pickoff goes Awry: Pitcher	Strike	This only applies if there is a runner on first. Pitcher attempts pickoff of runner at first, and the throw is wild. The pitcher makes a B- Error Check. If passed, throw is on target, but late. Return to normal play. If failed, two base error. All runners advance two bases.
992 (1 - 3)	Didn't Bring the Good Stuff	Ball	The current pitcher on the mound becomes fatigued, and surrenders a deep fly to the current batter.	999 (1 - 3)	Let's Play Two	Ball	Return to normal play if playing a single game, or playing the final game of a series. Rain the day before forces a double header today. All pitching fatigue is cumulative and carries over to the second game. Both teams must start a different catcher in the second game.
992 (4 - 7)	Warm Front passes through	Ball	Due to a sudden change in the weather, pitchers have to battle harder in the warmer temperatures. Reduce each starting pitcher's fatigue by five. Reduce any incoming reliever's fatigue by two.	999 (4 - 7)	Dead Ball Era	Strike	Both current pitchers gain five diggin deep opportunities that can be used in any situation.
992 (8 - 0)	Strong Team Work Ethic	Ball	All starting positions on the batting team (including the DH, but NOT including the pitcher as a batter), gain one diggin deep opportunity.	999 (8 - 0)	He Ain't Showing Me Up!	Ball	If the batter got a base hit against the current pitcher this game, he is hit with the pitch. Pitcher is ejected. Check for injury to batter.
993 (1 - 3)	It's all Fun and Games, Until...	Strike	Only applies if the pitcher is not diggin deep. The result is a deep fly. If the result is a homerun that ends the game, resolve as such. The batter is swarmed by his teammates as he crosses the plate. Admire the celebration, the batter receives a freak injury. Check for injury to batter.	1,000 (1 - 3)	Spikes Up	Ball	Only applies if there is a runner on first. Batter hits a single to right field. Other runners score. Runner on first tries for third. Resolve this play as normal with the baserunning chart. Runner slides into third base with his spikes up, into the third baseman. Check for injury to the third baseman.
993 (4 - 7)	That's the Third Out, Right?	Ball	Only if there are runners on base and less than two outs. Fly ball caught by the LF who thinks it's the third out. He tosses the LIVE ball into the stands. All runners tag and advance two bases.	1,000 (4 - 7)	Run all Day	-	Batter hits a line drive that is misjudged by the center fielder and rolls to the wall. All runners score. Batter is safe at third and MAY attempt to stretch into an Inside the Park Home Run. Resolve using the baserunning chart.
993 (8 - 0)	Random Drug Test	Strike	After the game, the current batter and current pitcher take a drug test. Roll two dice and consult the drug test chart to the right.	1,000 (8 - 0)	He's a Workhorse	Ball	If the current pitcher on the mound is the starting pitcher, he feels like he can pitch all day. This pitcher cannot become fatigued during this game.
994 (1 - 3)	These New Parks are Smaller	Strike	Add +2 to all Deep Fly results that come from Ballpark cards for the remainder of the game.				
994 (4 - 7)	The Doctor is In	-	Re-roll the plate appearance as normal. If the result is a strikeout, the pitcher gains three diggin deep opportunities.				
994 (8 - 0)	I Didn't Know we had a Team!	Ball	Until the third out of this half inning, the home team cannot dig deep, AND the visiting team can dig deep for free.				
995 (1 - 3)	I Heard a Pop	Ball	Pitcher collapses on the mound after throwing a pitch. Check for injury to the pitcher, but double the number of games missed.				
995 (4 - 7)	Lollygagging Down to First	-	Batter hits a grounder to shortstop and does not hustle. The shortstop bobbles the ball, but has time to make the out at first. Other runners advance one base. When confronted by the manager, the player claims he is hurt, and must be removed from the game.				
995 (8 - 0)	Speed Kills	Strike	For the remainder of the game, both teams get a one grade bonus for every good jump. Give a two grade for every great jump.				
996 (1 - 3)	Learn from your Mistakes	Strike	Resolve the plate appearance as normal. If the batter reached base for any reason, he gains one diggin deep. If he does not reach base, give the pitcher two diggin deep opportunities.				
996 (4 - 7)	This is OUR Team!!	Strike	Until the third out of this half inning, the home team can dig deep for free, AND the visiting team cannot dig deep at all.				
996 (8 - 0)	Overworked Pitcher	Ball	If either starting pitcher faces any batters after becoming fatigued, that pitcher must check for injury after the game.				

### Rain Delay Chart

<b>0 - 2: Game ends now</b>
<b>3 - 9 (or if game is not yet official): Play resumes</b>

### Drug Test Chart

<b>0 - 91: Results Negative</b>
<b>92 - 96: Results Positive - Three Game Suspension</b>
<b>97 - 99: Results Positive for Steroids - Fifty Game Suspension</b>