

4th Street Baseball Basic Results Chart

Code	Result	Base Runners
1	Weird play.	Consult weird play chart.
2-9	Possible error	If d20 roll is less than or equal to result code + 10, 1-base error; 2-base if d20 roll is a "1". Runners advance 1 base, 2 bases if d20 roll is a "1". (e.g. on result of "3", an 2-base error occurs on d20 roll of 1, 1-base error on d20 rolls of 2 through 13).
10	Single to defensive player called on in matchup	Add position # of defensive player to "10" and refer below (e.g., ball hit to first baseman (3) becomes a result of "13").
11-16	Single to infield	If fielder won the matchup, runners advance 1 base only. If hitter wins matchup, runners may attempt to advance 1 extra base.
17-19	Single to outfield	If fielder won the matchup, runners advance 1 base only. If hitter wins matchup, runners may attempt to advance 1 extra base.
20,23,25 27-29	Double	Runners may attempt to take extra base.
21	Ball	
22	Strike	
24	Pickoff	Strike. Lead runner is picked off base.
30,33,35 37-39	Triple	All runners score
32	Foul ball out of play. Pitcher injured	Consult injury chart to find out the extent of the injury.
40, 47-49	Homerun	All runners score
41	Wild pitch	All runners advance one base
42	Passed ball	All runners advance one base
43	Strikeout	All runners hold, unless a steal or hit & run is in progress
44	Walk	If runners are forced, they advance 1 base. If not forced, runners hold, unless a steal or send runners attempt is in progress
45	HBP	If runners are forced, they advance 1 base. Otherwise, runners hold (dead-ball).
46	Balk	All runners advance 1 base. If no runners are on, change to result 21.
50-56	Slow ground out. All runners advance 1 base.	
57-59	Medium deep fly ball out. Runner on 3rd scores. Other runners may attempt to advance 1 base.	
60-66	Hard ground out. If runner is on first, he and batter are out on a double play. Other runners advance 1 base.	
67-69	Line drive fly ball out. If there is a runner on 3 rd , he may attempt to advance. If a runner on 1 st or 2 nd is lead runner, he is doubled-off.	
70-76	Medium ground out. If runner is on first, he is forced out at second, batter reaches safely. Other runners advance 1 base. If no runner is on first, runners hold.	
77-79	Deep fly ball out. Runners on second and third advance 1 base. Runner on first may attempt to advance.	
80,81 83-86	Lineout. Runners hold. If hit and run play is on, all runners are trapped off base into as many outs as possible.	
82	Foul ball Batter injured	Consult injury chart to find out the extent of the injury.
87-89	Short fly ball out. Runners hold	
90-96	Pop out. Runners hold	
97-99	Medium deep fly ball out. Runner on 3rd may attempt to advance; other runners hold.	