

History Maker Baseball Umpire “Chirp Chart”

Here's another idea-in-development from Joe Pritchard, Waunakee, WI. Joe's been brainstorming a way to change the texture of a game when questionable umpires take the game off the rails, so to speak. The chart below is Joe's attempt to capture the escalating sense of managerial frustration created by a series of blown umpire calls. Here's how it works: when the first change happens because of a glasses result, you roll on LEVEL ONE, which has different results depending on whether it was strike three or ball four that was called. You follow the instructions on the chart, some of which send you to the next chart the next time there's a glasses result. There are three levels of charts in all, with escalating tensions in each. Joe's undecided about whether to go back to chart ONE if an ejection is made--feel free to experiment.

LEVEL ONE

If call changed to strikeout...

- [1] Batter frozen, but is able to control his emotions this time around. Next incident stays on this chart.
- [2] Some chirping occurs from the dugout, but it's mild enough to be ignored. Next incident stays on this chart.
- [3] Batter leaves the box muttering under his breath, but doesn't directly engage the umpire. Next incident stays on this chart.
- [4] The bench gets a bit rowdy about the call, and the umpire stares over. Next incident goes to Chart 2
- [5] Batter tosses his bat to take his base, but what he thinks is ball 4 is strike 3! Umpire not amused, next incident goes to chart 2
- [6] Batter starts to argue, and manager comes out to try to save his player. Roll decider for both batter and manager.

If call changed to base on balls...

- [1] Catcher isn't amused, but doesn't show any emotion about the call. Next incident stays on this chart.
 - [2] Some chirping occurs from the dugout, but it's mild enough to be ignored. Next incident stays on this chart.
 - [3] Catcher quietly asks the umpire where that pitch missed, but doesn't make his displeasure obvious. Next incident stays on this chart.
 - [4] The bench gets a bit rowdy about the call, and the umpire stares over. Next incident goes to Chart 2
 - [5] Catcher turns his head to engage the umpire about the call. Umpire not amused, next incident goes to chart 2
 - [6] Manager gets the umpire's attention, and the umpire's mask comes off during their animated conversation. Roll decider for manager ejection.
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LEVEL TWO

If call changed to strikeout...

- [1] Some chirping occurs from the dugout, but it's mild enough to be ignored. Next incident stays on this chart.
- [2] Batter leaves the box muttering under his breath, but doesn't directly engage the umpire. Next incident stays on this chart.
- [3] The bench really lets the umpire have it. He looks at the dugout and puts up the stop sign. Next incident goes to chart 3.
- [4] Batter has some parting words for the umpire, but doesn't quite cross the line before heading back to the dugout. Next incident goes to chart 3.
- [5] Batter starts to argue, and manager comes out to try to save his player. Roll decider for both batter and manager.
- [6] Batter starts to argue, and manager comes out and really lets the umpire have it. Manager is ejected. Roll decider for batter.

If call changed to base on balls...

- [1] Some chirping occurs from the dugout, but it's mild enough to be ignored. Next incident stays on this chart.
 - [2] Catcher quietly asks the umpire where that pitch missed, but doesn't make his displeasure obvious. Next incident stays on this chart.
 - [3] The bench really lets the umpire have it. He looks at the dugout and puts up the stop sign. Next incident goes to chart 3.
 - [4] Pitcher is visibly agitated by the last call. The umpire tells the catcher to head out and quiet him down. Next incident goes to chart 3.
 - [5] Manager gets the umpire's attention, and the umpire's mask comes off during their animated conversation. Roll decider for manager ejection.
 - [6] Catcher gets upset, and stands to engage the umpire. Manager comes out to try to save his player. Roll decider for both catcher and manager.
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LEVEL THREE

If call changed to strikeout...

- [1] The tension is palpable now, but the fuse isn't lit quite yet. Next incident stays on this chart.
- [2] Batter exchanges words with the umpire on the way back to the dugout, but the manager saves him. It costs the manager an ejection, but he did what he had to do.
- [3] Manager gets animated in the dugout. Strict umpire ejects him immediately. Lenient lets this pass. Roll decider die for questionable umpire action.
- [4] Batter draws a line in the dirt where he thinks the ball went, and gets sent to the showers for this.
- [5] Manager gets the heave ho right after the third strike, and comes out to get his money's worth. He puts on a spectacular performance. Roll die for suspension length.
- [6] Batter loses his mind, and is ejected immediately. The manager also gets himself ejected. The batter tosses balls and bats onto the field. Roll die for suspension length.

If call changed to base on balls...

- [1] The tension is palpable now, but the fuse isn't lit quite yet. Next incident stays on this chart.
- [2] Pitcher exchanges words with the umpire, but the manager saves him. It costs the manager an ejection, but he did what he had to do.
- [3] Manager gets animated in the dugout. Strict umpire ejects him immediately. Lenient lets this pass. Roll decider die for questionable umpire action.
- [4] Manager gets the heave ho right after ball four, and comes out to get his money's worth. He puts on a spectacular performance. Roll die for suspension length.
- [5] Catcher gets ejected for saying the magic word. Roll decider die. If yes, he bumps the umpire in the ensuing argument. Roll die for suspension length.
- [6] Pitcher loses his mind, and is ejected immediately. The manager goes too, after letting the umpire know the top ten things he doesn't like about him.