

## RUN RULE: THE GAME OF WOMENS' COLLEGE SOFTBALL

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#### I. GAME COMPONENTS

- A. TEAM CHARTS FOR ALL DIVISION I NCAA TEAMS
- B. ACTION DECK (100 CARDS)
- C. OUT CHART
- D. EXTRAS CHART
- E. SCORESHEET

#### II. GAME SET UP

1. SELECT THE 2 TEAMS YOU WISH TO PLAY. COPY THE PLAYER NAMES TO THE SCORE SHEET. WRITE THE TEAMS' ERROR RATING IN THE SPACE PROVIDED. WRITE IN EACH PLAYER'S POSITION, BATTING RATING, AND THE STARTER'S PITCHING RATING.
2. SHUFFLE THE ACTION DECK THOROUGHLY.
3. PLACE THE OUT AND EXTRAS CHARTS NEARBY FOR REFERENCE

#### III. THE TEAM CARDS

A. A SINGLE CARD REPRESENTS EACH NCAA TEAM. ALL PLAYERS ARE RATED ON A VARIETY OF STATISTICS. EACH PLAYER, IN ADDITION TO POSITION, HAS 14 DIFFERENT RATINGS. (SOME PLAYERS MAY NOT BE RATED IN ALL COLUMNS, I.E., A PLAYER WHO DID NOT PITCH WILL HAVE NO RATINGS UNDER THE PITCHING SECTION.

POSITION: THESE POSITIONS ARE AS ACCURATE AS I COULD DETERMINE WITHOUT EXCESSIVE RESEARCH. FEEL FREE TO SUBSTITUTE/ADD TO THEM AS NEEDED. WE WILL TRY TO CONFORM TO THE LISTED POSITIONS WHEN FILLING OUT OUR LINEUP CARD. PITCHERS DESERVE A SPECIAL MENTION. FIRST, MANY ARE LISTED AS "STARTING/RELIEF PITCHER". MEANING THEY SERVED AS BOTH STARTERS AND RELIEVERS. DO NOT FEEL BOUND TO THIS, AS MANY TEAMS' USED PITCHERS IN A VARIETY OF ROLES. POSITION PLAYERS FOR THE MOST PART ARE ACCURATE. SOME SCHOOLS SIMPLY USE THE TERM "IF" (INFIELDER). PLAY THESE GIRLS AT ANY INFIELDER POSITION. WHERE A POSITION COULD NOT BE DETERMINED, I USUALLY MADE THE PLAYER A UTILITY PLAYER.

#### B. BATTING SECTION (UNDER GRAY HEADING)

i: BR: BATTING RATING: THIS NUMBER IS ADDED TO THE RANDOM NUMBER DRAWN (SEE SAMPLE GAME) TO DETERMINE IF THE BATTING SIDE OF THE CARD IS USED DURING AN AT BAT.

i: H: (HIT) IF THE RANDOM NUMBER DRAWN FOR THE BATTER FALLS OUTSIDE OF THIS RANGE, THE BATTER, OR A RUNNER(S) IS/ARE OUT. THE OUT CHART IS THEN CONSULTED. IF THE NUMBER DRAWN IS NOT WITHIN THE OUT RANGE, THE BATTER WILL EITHER GET A HIT, A WALK, OR AN ODD RESULT.

iii: K: AFTER HAVING HER RESULT DETERMINED TO BE AN OUT, A CARD IS DRAWN. IF THE NUMBER IS WITHIN THIS RANGE, THE BATTER HAS STRUCK OUT.

iv: 1B: IF THE BATTER'S NUMBER IS WITHIN THIS RANGE, SHE HITS A SINGLE. DEPENDING ON THE NUMBER, THE ERROR CHART MAY BE NEEDED.

v: 2B: IF THE BATTER'S NUMBER IS HIGHER THAN THE 1B RANGE AND WITHIN THIS RANGE, SHE HITS A DOUBLE. DEPENDING ON THE NUMBER, THE ERROR CHART MAY BE NEEDED.

vi: 3B: IF THE BATTER'S NUMBER IS HIGHER THAN THE 2B RANGE AND WITHIN THIS RANGE, SHE HITS A TRIPLE. DEPENDING ON THE NUMBER, THE ERROR CHART MAY BE NEEDED.

vii: HR: IF THE BATTER'S NUMBER IS HIGHER THAN THE 3B RANGE AND WITHIN THIS RANGE, SHE HITS A HOME RUN.

viii: BB: IF THE BATTER'S NUMBER IS HIGHER THAN THE HR RANGE AND WITHIN THIS RANGE, SHE HAS WALKED. IF THE NUMBER IS "100", AN UNUSUAL EVENT MAY OCCUR. CONSULT THE BATTER'S 100 CHART.

ix: SBA: HOW OFTEN THE PLAYER IS ATTEMPTS A STEAL OF SECOND BASE. You CAN OPTIONALLY CALL FOR STEALS YOURSELF; JUST USE THE SB COLUMN TO SEE IF IT'S SUCCESSFUL. IF YOU USE THE AUTOMATED SYSTEM, DRAW A NUMBER WHEN A RUNNER IS ON FIRST, BEFORE RESOLVING THE PLAY. IF IT'S WITHIN HER SBA RANGE, SHE TRIES THE STEAL. DRAW AGAIN, USING THE SB COLUMN FOR RESULTS. TO AUTOMATE STEALS OF THIRD BASE, DIVIDE THE SBA & THE SB NUMBERS BY 3 (DROP ANY REMAINDER). TO AUTOMATE STEALING HOME, FIRST THE PLAYER MUST HAVE A SB OF AT LEAST 80 TO STEAL HOME. THEN, DIVIDE THE SBA NUMBER BY 8 AND THE SB BY 10.

x: SB: EXPLAINED PRETTY MUCH ALREADY! THE NUMBER DRAWN MUST BE IN THIS RANGE FOR A STEAL TO OCCUR.

#### C. PITCHING SECTION (UNDER TAN HEADING)

i: OBA: IF THE RANDOM NUMBER DRAWN FOR THE PITCHER FALLS INTO THIS RANGE, THE BATTER HAS GOTTEN A HIT, A WALK, OR AN UNUSUAL RESULT. IF THE NUMBER DRAWN IS NOT WITHIN THE HIT RANGE, THE BATTER WILL GET AN OUT.

ii: K: SAME AS THE BATTER'S K, ONLY TAKEN FROM THE PITCHER'S RESULTS

iii: H: THE BATTER HAS GOTTEN A HIT OR A WALK. IF THE ORIGINAL DRAW WAS WITHIN THE OBA RANGE, DRAW AGAIN, READING THE "H" COLUMN. NUMBERS  $\leq$  THE H NUMBER: DRAW AGAIN AND READ THE BATTERS CHART TO SEE WHETHER IT'S A SINGLE, DOUBLE, ETC. NUMBERS  $>$  H NUMBER RESULT IN A WALK.

iv: PR: PITCHING RATING: THIS NUMBER IS ADDED TO THE RANDOM NUMBER DRAWN (SEE SAMPLE GAME) TO DETERMINE IF THE PITCHING SIDE OF THE CARD IS USED DURING AN AT BAT.

D. THE ACTION DECK THE ACTION DECK IS COMPOSED OF 100 CARDS, EACH WITH A TOP, MIDDLE AND BOTTOM NUMBER. YOU MAY EITHER PRINT THEM SINGLE OR DOUBLE-SIDED. TO PRINT DOUBLE SIDED, FIRST PRINT ALL OF THE CARDS. THEN REMOVE THE PAGES AND RE-INSERT THEM. DO NOT ROTATE THEM; KEEP THEM IN THE ORIENTATION IN WHICH THEY EXITED THE PRINTER. RANDOMIZE THE PAGE ORDER (WITH THE EXCEPTION OF THE PAGE WITH ONLY 1 CARD) AND PRINT THE BACK SIDES. BE SURE YOUR PRINTER OPTIONS ARE SET TO 2-SIDED (DUPLEX) PRINTING.

THE TOP NUMBER (RANGE 1-100) IS ONLY READ FOR RESULTS FROM THE BATTING SIDE OF THE CHART; THE BOTTOM NUMBER IS FOR PITCHERS' SIDE RESULTS. THE MIDDLE NUMBER (1-20) IS DRAWN TWICE BEFORE EACH AT-BAT; FIRST FOR THE BATTER, AND THEN FOR THE PITCHER. THE NUMBERS DRAWN ARE ADDED TO THE BATTER'S AND PITCHER'S BR/PR RATINGS. THE HIGHER RESULT GETS CONTROL. MORE ON THIS IN THE SAMPLE GAME.

#### IV. THE OUT CHART AND THE EXTRAS CHART

WHEN AN OUT HAS OCCURRED, DRAW ANOTHER CARD, CONSULTING THE PROPER NUMBER, AND REFER TO THE OUT CHART. THE KEY AT THE BOTTOM SHOULD EXPLAIN THIS, BUT WE'LL LOOK AT IT MORE CLOSELY IN THE SAMPLE GAME.

THE EXTRAS CHART, FOR LACK OF A BETTER NAME, HOLDS ALL OF THE 'EXTRA INFORMATION' NEEDED TO PLAY THE GAME. BUNTS, SUICIDE SQUEEZES, ERRORS, RUNNER ADVANCING ON HITS, PLAYING THE INFELD "IN", AND LINE DRIVES ARE COVERED HERE. AS ABOVE, WE'LL PUT TIS CHART TO THE TEST IN THE SAMPLE GAME.

#### V. DUPLICATE NUMBERS ON THE PLAYER RATINGS

ON SOME INDIVIDUAL PLAYER RATINGS, A PLAYER WILL HAVE THE SAME NUMBER LISTED. FOR EXAMPLE, A PLAYER MAY HAVE A "70" UNDER HER 2B, 3B & HR COLUMNS. IN SUCH CASES, WE SPLIT THE NEXT CARD INTO 3 EQUAL (IF POSSIBLE) GROUPS; 1-33, 34-66, AND 67-100 IN THIS CASE (3 DIFFERENT RESULTS). DRAWING AGAIN, SAY WE GET A "45". THE BATTER WOULD GET A TRIPLE.

## VI. SAMPLE GAME

NOW WE WILL PLAY THROUGH A FEW TURNS OF A SAMPLE GAME. I FEEL THAT THIS METHOD IS THE BEST WAY TO EXPLAIN HOW THE GAME ENGINE WORKS. FOR OUR GAME, I HAVE CHOSEN TO PLAY ALABAMA AGAINST ARKANSAS. ALABAMA WILL BE THE HOME TEAM. I WRITE THE 2 LINEUPS ONTO THE SCORECARD, FILL IN THE TEAM NAMES AND ERROR RATINGS, AND SHUFFLE THE ACTION CARD DECK. LET'S START THE GAME.

A NOTE ABOUT THE LINEUPS: I DIDN'T INCLUDE GAMES PLAYED IN THIS EDITION, AS I FELT IT WOULD GIVE MORE OF A MANAGERIAL FEEL TO THE SIMULATION. SUFFICE IT TO SAY, AVOID STARTING PLAYERS WHO HAVE BR'S LIKE 57 OR 75. AVOID STARTING PITCHERS WITH RATINGS LIKE -57. A GOOD CLUE THAT A PLAYER WAS RARELY USED IS AN OVERABUNDANCE OF DUPLICATE NUMBERS IN HER RATINGS.

REGARDING THE DESIGNATED HITTER: AS YOU PROBABLY KNOW, YOU MAY USE A 9 OR 10-MAN LINEUP IN COLLEGE BASEBALL. MANY PITCHERS ARE ALSO GOOD HITTERS, SO YOUR STARTING PITCHER MAY ALSO BE THE DH, SERVING A DUAL ROLE.

### HITTER VS. PITCHER (BR VS. PR)

DRAW AN ACTION CARD FOR THE BATTER, READING THE MIDDLE NUMBER. ADD THIS NUMBER TO THE BATTER'S BR. LET'S SEE, MY LEADOFF GAL FOR ARKANSAS IS MINDY O'MALLEY, WHOSE BR IS A 0. I DRAW AN 18, SO MY RESULT IS AN 18. NOW DRAWING ANOTHER CARD, I REPEAT THE PROCESS, BUT USING THE PITCHER'S PR. ALABAMA'S ACE, STEPHANIE VAN BRAKLE, HAS A PR OF 11. I DRAW A "6", SO MY RESULT IS 17. THE BATTER GETS CONTROL. DRAWING AGAIN TO SEE O'MALLEY'S RESULT, WE GET AN "88". REMEMBER, WE USE THE TOP NUMBER TO OBTAIN RESULTS FROM THE BATTER. 88 FALLS WITHIN O'MALLEY "OUT" RANGE OF 28-100. DRAWING AGAIN, WE GET A "90". CONSULTING THE OUT CHART, WE SEE "G6M". CONSULTING THE KEY, WE FIND THAT THIS WAS A GROUND BALL TO THE SHORTSTOP. HAD THERE BEEN MORE THAN ONE RUNNER ON, THE MIDDLE RUNNER ("M") WOULD HAVE BEEN OUT. SINCE THIS DOES NOT APPLY, O'MALLEY WILL BE OUT; IF THERE IS NO ERROR. DRAWING ANOTHER CARD, WE GET AN "80". (FOR ALL ERROR DRAWS WE USE THE BOTTOM (PITCHER) NUMBER.) ALABAMA'S ERROR RANGE IS 1-3, SO NO ERROR OCCURS. SCORE IT 6-3, O'MALLEY OUT SHORT TO FIRST.

NEXT UP FOR ARKANSAS, BLAIRE PERRY, BR 3. THE DRAW IS A 17. TOTAL = 20. VAN BRAKLE (PR 11) DRAWS A 2. TOTAL = 13. WE WILL AGAIN USE THE BATTING SIDE OF THE CHART. WE DRAW A "15" FOR PERRY, A HIT. DRAWING FOR THE ERROR CHECK, WE GET A "19" ON THE BOTTOM NUMBER. NO ERROR WAS MADE. NOW WE DRAW FOR THE HIT. IT'S A "14", A SINGLE. (PERRY GETS SINGLES ON 1-83.) NO NEED TO DRAW FOR RUNNER ADVANCEMENT, AS THE BASES ARE EMPTY. ONE OUT FOR ARKANSAS, A RUNNER ON FIRST.

UP NEXT RACHEL LeMASTER, BR = -1. BEFORE WE DRAW, WE CHECK TO SEE IF PERRY WILL TRY TO STEAL 2ND. WE DRAW A 97, SO HE STAYS PUT. (SHE WOULD STEAL ON A 1-27). DRAWING FOR LeMASTER, WE GET A "3"; TOTAL = 2. FOR VAN BRAKLE (PR 11) WE GET A "6"; TOTAL = 17. SO THIS TIME WE USE THE PITCHING SIDE. WE DRAW A "29", OUTSIDE OF VAN BRAKLE'S OBA RANGE OF 1-21, SO LeMASTER MAKES AN OUT. WE FIRST CHECK FOR A STRIKEOUT. WE DRAW A "67", HIGHER THAN VAN BRAKLE'S 1-50. DRAWING AGAIN, WE GET A 97. CHECKING THE OUT CHART, WE SEE G1DP. LeMASTER HAS HIT INTO A DOUBLE PLAY, 1-4-3 (OR 1-6-3), HOWEVER YOU WISH TO SCORE IT. THAT'S IT FOR ARKANSAS IN THE TOP OF THE FIRST. NO RUNS, ON ONE HIT, NO ERRORS, NO ONE LEFT ON BASE.

THE HOME TEAM CRIMSON TIDE COME UP TO BAT NOW. MANDY BURFORD (BR 5) WILL HIT AGAINST ARKANSAS' KATY HENRY (PR 4). I DRAW A 4 THEN AN 5, FOR TOTALS OF 9 AND 9. WE HAVE A TIE. TO BREAK TIES ON THE BATTER/PITCHER DRAW, WE FIRST LOOK AT THE INITIAL BR/PR RATINGS. IN THIS CASE, BURFORD HAD THE HIGHER RATING, SO WE'LL USE THE BATTING SIDE. IF BOTH BATTER AND PITCHER HAD THE SAME RATING, WE ALWAYS USE THE PITCHING SIDE. DRAWING FOR BURFORD, WE GET A 31; SHE HAS EITHER A HIT OR WALK. DRAWING FOR THE RESULT, WE HAVE AN 80. BURFORD HAS WALKED.

NEXT UP IS DANI WOODS (BR 2). DRAWING FOR A STEAL CHECK, WE GET A 22. BURFORD WILL ATTEMPT A STEAL OF SECOND BASE. DRAWING FOR HER SB%, WE GET A 57. SHE HAS STOLEN THE BASE. NOW FOR THE BR/PR, I DRAW A 9 THEN A 4, FOR TOTALS OF 11 AND 8. ONCE AGAIN WE USE THE BATTING SIDE OF THE CHART. DRAWING FOR DANI, I GET A 25; SHE ALSO HAS A HIT OR WALK. I DRAW A 30; IT'S A SINGLE. I NOW CHECK FOR ERRORS; I GET A 25, OUTSIDE OF ARKANSAS' 1-4 RANGE. NOW WE REFER TO THE 2ND DIGIT OF THE HIT NUMBER (30), IN THIS CASE, 0. LOOKING AT THE "RUNNERS ADVANCING ON HITS" SECTION OF THE EXTRAS CHART, WE SEE THAT ALL RUNNERS ADVANCE 2 BASES. RBI FOR WOODS, AS BURFORD CROSSES THE PLATE TO MAKE IT 1-0, ALABAMA. RUNNER ON FIRST, NO OUTS.

UP NOW IS ALABAMA'S CATCHER, ASHLEY HOLCOMBE (BR -3). LET'S INTRODUCE SOME MANAGERIAL OPTIONS HERE; WE'LL PUT ON THE HIT-AND-RUN. DRAWING FOR BR/PR, I GET A 15 AND AN 7, TOTALS OF 12 AND 11. WE USE THE BATTING SIDE AGAIN. I DRAW A 36, SO HOLCOMBE IS OUT. DRAWING FOR THE RESULT, I GET AN 88, G6L. MAKING THE ERROR CHECK, WE GET A 39; NO ERROR COMMITTED. ORDINARILY, THE G6L WOULD MEAN A GROUNDER TO THE SHORTSTOP, WITH THE LEAD RUNNER BEING OUT. HOWEVER, LOOKING AT THE KEY ON THE OUT CHART, YOU'LL SEE THAT IF THE HIT-AND-RUN IS ON, ALL G#L'S AND G#M'S ARE CHANGED TO G#B'S. THE RESULT IS THAT THE BATTER IS OUT RATHER THAN THE LEAD RUNNER. WOODS MOVES TO 2ND, ONE OUT.

A NOTE HERE ABOUT GROUND BALLS AND LEAD & MIDDLE RUNNERS. FIRSTLY, IF RUNNERS WOULD NOT BE MOVING (SAY WITH RUNNERS ON 2ND & 3RD), IGNORE ALL G#L'S AND G#M'S. THE MIDDLE (M) RUNNER IS CONSIDERED TO BE THE RUNNER BEHIND THE LEAD RUNNER. IF THE BASES ARE LOADED, THIS IS THE RUNNER ON SECOND. WHAT ABOUT THE RUNNER ON FIRST? SHE IS ALSO CONSIDERED A MIDDLE RUNNER. ANY RESULT THAT CALLS FOR THE MIDDLE RUNNER TO BE OUT IN A BASES-LOADED SITUATION, THE DEFENSE MAY CHOOSE EITHER TO PUT OUT THE RUNNER ON 2ND OR THE ONE ON 1ST.

BACK TO THE GAME, WE HAVE ONE OUT AND A RUNNER ON 2ND. THE CLEANUP HITTER, STACI RAMSEY, BR 3 IS NOW UP. DRAWING THE BR/PR CARDS, I GET 1 AND 8, TOTALS OF 4 AND 12. THE PITCHING SIDE OF THE CARD WILL BE USED. WE GET AN 86, SO RAMSEY HAS GOTTEN AN OUT. CHECKING FIRST FOR A STRIKEOUT, WE GET A 45, SO THERE'S NO STRIKEOUT. DRAWING FOR THE OUT RESULT, WE GET A 29. CONSULTING THE OUT CHART, WE SEE 9++, A FLY BALL TO THE RIGHT FIELDER, WITH RUNNERS ON 2ND AND 3RD ADVANCING. IT'S A RED NUMBER THOUGH, SO FIRST WE CHECK FOR AN ERROR. WE DRAW A 2; LOOKS LIKE ARKANSAS' RIGHT FIELDER HAS MADE AN ERROR. DRAWING AGAIN AND CONSULTING THE ERROR CHART UNDER THE "FLY BALLS" SECTION, WE GET A 44; THE BATTER GOES TO SECOND AND RUNNERS ADVANCE 1 BASE.

AN IMPORTANT RULE HERE; ERROR RESULTS ALWAYS OVERRIDE THE ORIGINAL RESULT. SO INSTEAD OF 2 OUTS AND A MAN ON 3RD, WE HAVE 1 OUT, RUNNERS AT 2ND & 3RD.

NEXT BATTER IS BRITTANY ROGERS, BR 16. I THINK I'LL ISSUE AN INTENTIONAL PASS HERE, SO WE'LL LOAD THE BASES IN HOPES FOR A TWIN-KILLING.

UP NEXT, KELLEY MONTALVO, WITH A BR OF 2. IF I WANTED, I COULD PLAY THE INFIELDER IN AT THIS POINT FOR ARKANSAS, IN HOPES OF CUTTING DOWN THE RUN AT THE PLATE, BUT I THINK I'LL PLAY BACK. I COULD ALSO CALL FOR THE SQUEEZE PLAY FOR ALABAMA, BUT I'LL JUST SWING AWAY. DRAWING FOR BR/PR, I GET A 15 AND AN 8, TOTALS OF 17 AND 12. WE USE THE BATTING SIDE OF THE CHART. DRAWING FOR MONTALVO'S RESULT, I GET A 49, IN HER OUT RANGE. CHECKING FOR STRIKEOUT, I GET A 91; NO WHIFF. DRAWING AGAIN AND CONSULTING THE OUT CHART, I GET A 36, A LINE DRIVE AT THE FIRST BASEMAN (3!). THIS NUMBER IS NOT IN RED, SO NO ERROR CHECK IS MADE, BUT WE DO CONSULT THE LINE DRIVE CHART. I DRAW A 10, SO THE RUNNER ON 1ST HAS BEEN DOUBLED OFF. THE INNING IS OVER, 1 RUN, 1 HIT, 1 ERROR AND 2 LEFT ON BASE.

HOPEFULLY THIS SHORT SAMPLE GAME WILL GUIDE YOU THROUGH THE WORKINGS OF THE GAME ENGINE. IF IN DOUBT, USE COMMON SENSE.

#### VII: INJURIES AND OTHER THINGS

SOME RESULTS WILL CALL FOR AN INJURY CHECK. WHEN THIS HAPPENS, DRAW A CARD, READING THE TOP NUMBER. IF THE NUMBER IS 1-80, NO INJURY OCCURS. IF 81-100, USE THIS SCHEME: DRAW ANOTHER CARD, READING THE TOP NUMBER. THE FIRST DIGIT IS THE POSITION OF THE PLAYER INJURED. (1-9 = DH, 10-19 = P, 20-29 = C, ETC.) THE SECOND DIGIT IS THE NUMBER OF GAMES THE PLAYER MUST MISS. (0 = OUT FOR REMAINDER OF CURRENT GAME ONLY.

THE 8 RUN RULE: IF A TEAM IS AHEAD BY AT LEAST 8 RUNS AT THE END OF 5 INNINGS, THEY MAY INVOKE THE 8 RUN RULE AND WIN THE GAME.

WHAT HAPPENED TO ALABAMA STATE?: THEY ONLY PLAYED 2 GAMES DURING THE SEASON; NOT ENOUGH DATA TO INCLUDE THEM.

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