

Long Stick: The Game Of Pro Lacrosse

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I. Game Components

- A. Team Charts For All Pro Lacrosse Teams
- B. Action Deck (100 Cards)
- C. Foul/Injury Chart
- D. Score Sheet

II. Game Set Up

1. Select The 2 Teams You Wish To Play. Copy The Team Names To The Score Sheet, And Enter Their Respective Control Ratings (Found Next To The Team Name).
2. Shuffle The Action Deck Thoroughly.
3. Place The Foul Chart Nearby For Reference

III. The Team Cards

Each Pro Team Is Represented By A Single Card. All Players Are Rated On A Variety Of Statistics. The Team Itself Is Also Rated For The Frequency Of Various Actions That Take Place.

A. The Team Ratings

These Appear Down The Right Hand Side Of Each Team Card. Here Each Team Is Rated For Each Of The Following Actions:

- I: The Control Rating: This Appears As A Number In Parentheses To The Right The Team Name. It Is Used To Determine Initiative On Face Offs And Control After Shots.
- II: Shot: (How Often The Team Attempts A Shot)
- III: Ground Ball: (How Often The Team Scoops Up A Ground Ball)
- IV: Penalty: (How Often The Team Commits A Foul)
- V: Assist: (How Often A Team Gets An Assist On A Scored Goal)
- VI: 2 Pt. Goal: What percentage of the team's goals are 2 pointers
- VII: MAN-UP%: The Percentage Of Goals Scored When The Team Has A Power Play Advantage
- VIII: SH%: How Successful The Team Is In Killing Off A Penalty

B. The Player Ratings

Each Player Has 9 Different Ratings, (In Addition To Their Position) Read Horizontally.

- I: SHT: How Often The Player Attempts A Shot
- II: SOG%: The Player's Percentage Of Shots That Are On Goal
- III: SHT%: The Player's Goal Scoring Percentage
- IV: 2PTG: How Often The Player Scores A 2 Point Goal
- V: A: How Often The Player Is Credited With An Assist
- VI: P: How Often The Player Commits A Foul
- VII: GB: How Often The Player Scoops A Ground Ball
- VIII: FO: How Often The Player Is Involved In A Face Off
- IX: FO%: The Player's Face Off Winning Percentage

C. The Goalie Ratings

Goalies Are Listed Below The Individual Players. Each Goalie Has 2 Ratings:

I: FACED: Reflects How Often The Goalie Was Used. You May Alternatively Specify A Goalie At The Start Of The Game Or At Any Point.

II. SV: The Goalies Save Percentage

D. The Action Deck

The Action Deck Is Composed Of 100 Cards, Each With A Top And Bottom Number. The Numbers Read From The Cards Are Matched To The Ranges Appearing On The Team Cards, Producing Results. Only The Top Number Is Read, Except In Cases Of Injuries Or Penalties. 1 Trip Through The Action Is One Quarter Of Play.

If The Game Is Tied At The End Of Regulation Time, Reshuffle And Start Sudden Death Overtime. The First Team To Score In The Overtime Wins.

E. Reading The Team Ratings

The Team Ratings Are Read As A Range From The Action Deck. For Example, Let's Say Our Team Has The Following Numbers:

Shot 56

Ground Ball 96

Penalty 100

Assist 45

2 PT GOAL 3

Assuming Our Team Is In Control:

If The Card Drawn Is A "5", A Player On The Team Will Shoot.

If The Card Drawn Is A "62", A Player On The Team Scoops A Ground Ball.

If The Card Drawn Is A "98", The Team Commits A Penalty.

In Summary, If The Action Deck Number Drawn Is Within The Range Of The Different Action Categories, That Action Takes Place.

D. Reading The Individual Player Ratings

The Player Ratings Are Also Read As A Range From The Action Deck.

Example:

SHT	SOG%	SHT%	2PTG	A	P	GB	FO	FO%
11	78	44	20	32	5	5	0	0

If A Player On Our Team's Columns Look Like This, And We Draw A "3", The Player May Either Shoot, Get An Assist, Scoop A Ground Ball, Or Commit A Foul, Depending On The Team Action Taken. If The Top Player Had Been Determined To be The Shooter And We Drew A "45", His Shot Would Be On Goal (Less Than or Equal To 78). If The Shot Was On Goal And We Drew A "38", He Would Score. (Less Than or Equal To 44).

IV. The Foul Chart

This Chart Is Consulted Whenever An Action Results In A Penalty. Find The Result On The Foul Chart. The Result Will Be Either A Technical Or A Personal Foul. See The Fouls Section Of The Sample Game For Explanations.

V. Duplicate Numbers On The Player Ratings

On Some Individual Player Ratings, More Than One Player Will Have The Same Number Listed. Example:

2PTG
20
40
60
80
80

In This Case, There Are 2 Players Sharing The Action Deck Number "80". In A Situation Like This, We Need To Determine Which Of The 2 Players Is Used. Draw Another Action Deck Number. Divide 100 By The Number Of Players, And Apply The New Action Deck Number To The Resulting Range. In Our Example:

1-50

51-100

If The Action Deck Number Was "16", The First Of The 2 Players Would Score The 2 Point Goal.

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 Boston Against Chicago. Boston Will Be The Home Team. I Write The Team Names Onto The Scorecard And Shuffle The Action Card Deck. Let's Start The Game.

The Face Off

Face Offs Take Place To Start Each Quarter And After A Score. Draw An Action Card For The Home Team, Then One For The Visitor, Consulting The Numbers On Each. Add The Respective Teams' Control Rating To Each Result. The Higher Number Gets The Face Off Opportunity, With Ties Going To The Home Team. The First Number Is A "98", And The Second Is A "75". Boston Wins The Opportunity. ($98+47=137$ vs. $75+48=123$). Drawing A Card, We Get A "58". Looking Under Boston's Players "FO" Column, We See That Dave Jenkins Tries To Win The Face Off. Drawing Again, We Get A "1". Boston Is In Control. (Less Than Or Equal To His FO% Of 50) Had Jenkins Not Won The Face Off, We Would Draw For Chicago (First For A Player And Then The Percentage). If Chicago Also Failed To Win The Face Off, We Would Award It To The Player Who Got The Number Closest To His Success Range.

Control & Team Action

Boston Is In Control. An Action Card Is Drawn And The Number Is Checked Against The Team's Control Rating. If The Drawn Number Is Less Than Or Equal To The Team's Control Rating, The Team Retains Possession. Else, The Team Turns The Ball Over; The Opponent Takes Possession. Let's Assume Boston's Control Draw Is A 26, Well Within Their Control Range Of 47. Draw An Action Deck Card And Read The Result. It's A "4". Looking Under The Team Action, We See That Boston Will Shoot. Now, Let's See Who The Shooter Is. Drawing Another Action Deck Card, We Obtain A "33". Finding This Number Under The Individual Players' "SHT" Column, We See That Brett Bucktooth Will Shoot. Drawing Another Action Card, We Get A "29". Looking Under Brett's "SOG%" Player Ratings, We Find That His Shot is On Goal (Within His Range Of 27-236). Drawing Another Card, We Obtain A "31", Less Than Or Equal To His SHT% Rating Of 37.

Assists

Now We Will See If Bucktooth Was Assisted. We Draw A "38", Within Boston's Assist Range Of 1-45. Drawing Again, We Get A 70. Looking Under The Players' "A" Column, We See That DJ Andrzejewski Gets The Assist.

Boston Leads 1-0. We Go Back To The Back To The Face-Off Sequence; This Time We'll Assume That Chicago Made A Successful Control Check. Drawing A Card, We Get A "13". Chicago Will Shoot. Drawing For The Shooter, We Get A "66"; Nicholas Schmidt Will Shoot. We Get A "22"; His Shot Is On Goals. Now We Draw A "7". He Scores (Within His 39% SHT% Range.) So It's Now 1-1. Checking For An Assist, We Get A "75", So No Assist Is Awarded. (Number Is Higher Than Chicago's 53 ASSIST Rating.)

Ground Balls

Back To The Face Off Sequence. Let's Chicago Wins It. We Draw A "65"; They Have Scooped A Ground Ball. Drawing Again, We Get A "15"; Brad Heritage Has The Ground Ball. Drawing For Another Action, We Get A "7", So Chicago Will Shoot. Drawing For The Shooter, We Get A "39", Heritage Will Also Take The Shot. Now, Since This Shot Did Not Occur On The **First** Action Of The Possession (Excluding The Face Off), We Draw For The Shot Success, But We Will Use The Defending Team's Goalkeeper Save Percentage.

First We Draw To See Which Goalkeeper Is In Use. Drawing A "63", We See That Boston's Jake Coon Is The Goalkeeper. Drawing Again, We Get A "49", Within His Save Range Of "53". The Shot Was No Good.

After All Missed Shots, We Draw For Control. Draw First For The Shooting Team And Then For The Defending Team. I Draw A 29 And A 91. (Modified: $29+48=77/91+47=138$). Boston Has Possession, With The Score Still At 1-1.

Fouls

Drawing For Boston's Action, We Draw A "99" (Within Chicago's Penalty Range Of 96-100); We Have A Foul. Any Team Action Number From 95-100 Will Require A Foul Check. Consulting The Type Of Foul Chart, I Draw A "64", So We Have A 30-Second Technical Foul Called Against Chicago. Draw A Card To Determine The Type Of Foul Committed. We Draw A 70. Looking Under The Technical Fouls Section Of The Foul Chart, We See That A Pushing Foul Has Been Called. Let's Determine Who The Foul Is. I Draw A 68, So Mike Culver Is The Guilty Player. Boston Will Now Get 1 Possession With Man-Up Shooting Percentage. Teams Then Return To Equal Strength. In The Event Of A 1 Minute Personal Foul, The Man-Up Team Gets 2 Possessions Without Losing Control. (In Other Words, Even If Their First Possession Results In A Shot Which Does Not Score, They Get Possession Again, Starting With A Team Action Draw.)

Boston Is Awarded Possession After The Foul. A Team With The Man-Up Advantage Does Not Have To Make A Control Check; Go Straight To A Team Action Draw. Drawing For Action, We Get A "20". Boston Will Shoot. Drawing For The Shooter, We Get A "15", So Mikey Powell Is The Shooter. Assume That The Shot Is On Goal. Boston's Man Up % Is 33. We Draw A "13", So Powell Has Scored The Goal. Drawing For An Assist, We Get A "28", So An Assist Will Be Awarded. We Draw A "100". Geez, Look At All Of Those Players With A 100 Rating Under Boston's A Column! In Situations Such As This, Where There Are More Than 4 Or 5 Players Who Share A Rating, I Generally Just Select One Randomly. I'll Go With Kip Turner As The Player Who Gets An Assist. Should This Happen Again, Be Sure Not To Award Another Assist To The Same Player. Also, Do Not Award An Assist To A Goalie.

In Our Man-Up Example, The Team Action Draw Was "20" (An Even Number), Which Resulted In A Shot. Had The Action Draw Been An Odd Number (21, For Example), The Result Would Still Be A Shot, But We Would Use The Short-Handed Team's SH% Rating To Determine If The Shot Was Good. In Our Example, Chicago's SH% Is 66. Any Number Greater Than 66 On The Shot Attempt Would Result In A Goal; The Shot Is Saved Otherwise.

2 Point Shots

Each team Has A 2 PT GOAL Rating. When A Team Action Calls For A Shot And The Number Is Less Than Or Equal To The 2 PT GOAL Rating, Continue With The Shot, But Use The 2PTG Column To Determine The Shooter. (Draw For Shot On Goal And Use The Shooting Player's Shooting percentage As With A Normal Shot.) When There Are Multiple Players Who Share The Same 2PTG Rating, Only The Topmost Player In A Group May Attempt A 2-Point Shot.

NAME	POS	SHT	SOG%	SHT%	2PTG
Powell, Mikey	A	15	63	29	0
Christmas, John	A	26	64	36	50
Bucktooth, Brett	M	36	53	37	50
Poskay, Matt	M	48	61	30	50
Zummo, Tom	M	53	61	30	50
Andrzejewski, DJ	M	61	59	27	50
Woodson, Chazz	A	66	73	33	50
DeFelice, Ben	M	68	64	43	50
Mitchell, David	A	74	71	31	50
Dougherty, Kevin	M	81	63	20	50
Kostolansky, Joe	A	87	47	16	100
Mucciolo, Chris	M	90	70	30	100
Myers, Pat	M	93	44	17	100
Holcomb, Hanley	M	95	50	40	100

For Example, Boston's 2PTG Scorers Are Christmas & Kostolansky. No One Else May Attempt A 2 Point Shot.

If A Player Is Indicated To Perform An Action But Is In The Penalty Box, Read The Bottom Number Of The Action Card To Select An Alternate Player.

A Note Here About The Rosters:

You May Start A Game Without Writing Rosters Down On The Score Sheet. Just Enter Player Names As They Perform An Action. A Larger Version Of The Score Sheet Is Provided If You Wish To Enter An Entire Roster Before Starting The Game.