

# LET'S PLAY 14!: THE GAME OF COLLEGE BASEBALL

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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.
- 4. PLACE THE OUT AND EXTRAS CHARTS NEARBY FOR REFERENCE

### III. THE TEAM CARDS

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.

- i. THE USAGE COLUMN: THIS COLUMN, HIGHLIGHTED IN GRAY, APPEARS ON THE FAR RIGHT OF EACH TEAM CHART. THE 3 COLUMNS WITHIN, GP (GAMES PLAYED), GS (GAMES STARTED), AND GR (GAMES IN RELIEF) ARE PRESENT TO SERVE AS A HELPFUL INDICATOR AS TO PLAYER USAGE.
- ii. THE ERROR RATING: IN THE YELLOW BOX, THIS RANGE REFLECTS HOW OFTEN A TEAM COMMITS A FIELDING ERROR. YOU WILL CHECK THIS RANGE AFTER CERATIN OUTS AND HITS, CONSULTING THE ERROR CHART.

### C. BATTING SECTION (RED)

i: POSITION: SELF EXPLANATORY, BUT ABBREVIATIONS USED ARE: SP: STARTING PITCHER, RP: RELIEF PITCHER, 1B: FIRST BASEMAN, 2B: SECOND BASEMAN, SS: SHORTSTOP, 3B: THIRD BASEMAN, OF: OUTFIELDER, IF: INFIELDER, C: CATCHER, DH: DESIGNATED HITTER, UTIL: UTILITY PLAYER, PR: PINCH RUNNER

A NOTE ON POSITIONS: THESE POSITIONS ARE AS ACCURATE AS I COULD DETERMINE WITHOUT EXCESSIVE RESEARCH. FEEL FREE TO SUBSTITUE/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 "SP/RP". MEANING THEY SERVED AS BOTH STARTERS AND RELIEVERS. REFER TO THE "GS/GR" USAGE COLUMNS FOR A PRECISE BREAKDOWN. THOSE OF YOU WANTING TO REALISTICALLY SIMULATE A SEASON WOULD FIND THESE HANDY. I USE A RATIO. SAY A PITCHER APPEARED 11 TIMES AS A STARTER AND 3 TIMES AS A RELIEVER. I WOULD START HIM 4 TIMES, THEN USE HIM IN RELIEF ONCE. PITCHES MAY ALSO HAVE A FIELDING POSITION LISTED. FEEL FREE TO PLAY A PITCHER AT ANY POSITION, WITHIN APPEARANCE LIMITS.

ii: 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.

iii: OUT: IF THE RANDOM NUMBER DRAWN FOR THE BATTER FALLS INTO 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.

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

v: E: HOW OFTEN THE PLAYER COMMITS AN ATTACK ERROR

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

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

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

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

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

xi: 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 MAN IS ON FIRST, BEFORE RESOLVING THE PLAY. IF IT'S WITHIN JIS SBA RANFE, HE 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.

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

#### D. PITCHING SECTION (BLUE)

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 EITHER 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. DRAW AGAIN AND READ THE BATTERS CHART TO SEE WHETHER IT'S A SINGLE, DOUBLE, ETC.

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 2-SIDED CARDS, EACH SIDE WITH A TOP, MIDDLE AND BOTTOM NUMBER. THE TOP NUMBER (RANGE 1-100) IS ONLY READ FOR RESULTS FROM THE BATTING SIDE OF THE CHART. 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 INFIELD "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.

EXAMPLE:

NAME	POSITION	BR	OUT	K	1B	2B	3B	HR
Hale, Dan	C	-12	83	44	36	50	50	50

IN THIS CASE, HALE HAS 3 "50"S. IF WE DRAW A NUMBER FROM 1-36, IT'S A SINGLE. FROM 37-49 IS A DOUBLE. BUT A "50" REQUIRES AN ADDITIONAL CALCULATION. SINCE THERE ARE 3 "50"S, WE SPLIT THE NEXT CARD INTO 3 EQUAL (IF POSSIBLE) GROUPS; 1-33, 34-66, AND 67-100. DRAWING AGIN, WE GET A "45". DAN HAS 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 CHARLOTTE AGAINST DAYTON. CHARLOTTE 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 LINEUS: I TRY AND FILL OUT THE LINEUP USING PLAYERS IN THEIR LISTED POSITION, BUT YOU MAY FIND IT HARD TO DO SO. THE POSITIONS LISTED ARE TAKEN FROM THE SCHOOL'S WEBSITES, AND MANY LIST PLAYERS AS SIMPLY "INFIELDER", FOR EXAMPLE. FEEL FREE TO CHANGE THINGS AROUND, BUT FOR THE MOST PART YOU SHOULD BE ABLE TO COME UP WITH A LINEUP THAT IS FAIRLY WORKABLE.

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 MAN FOR DAYTON IS BOBBY GETTY, WHOSE BR IS A 5. I DRAW AN 11, SO MY RESULT IS A 16. NOW DRAWING ANOTHER CARD, I REPEAT THE PROCESS, BUT USING THE PITCHER'S PR. CHARLOTTE'S ACE, ADAM MILLS, HAS A PR OF 5. I DREW A "6", SO MY RESULT IS 11. THE BATTER (GETTY) GETS CONTROL. DRAWING AGAIN TO SEE GETTY'S RESULT, WE GET AN "18". REMEMBER, WE USE THE TOP NUMBER TO OBTAIN RESULTS FROM THE BATTER. 18 FALLS WITHIN GETTY'S "OUT" RANGE OF 66. 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 MAN ON, THE MIDDLE MAN ("M") WOULD HAVE BEEN OUT. SINCE THIS DOES NOT APPLY, GETTY 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.) CHARLOTTE'S ERROR RANGE IS 1-4, SO NO ERROR OCCURS. SOCRE IT 6-3, GETTY OUT SHORT TO FIRST.

NEXT UP FOR DAYTON, MIKE MASSA, BR 4. THE DRAW IS A 13. TOTAL = 17. MILLS (PR 5) DRAWS A 7. TOTAL = 12. WE WILL AGAIN USE THE BATTING SIDE OF THE CHART. WE DRAW A "95" FOR MASSA, 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. NO NEED TO DRAW FOR RUNNER ADVANCEMENT, AS THE BASES ARE EMPTY.

ONE OUT FOR DAYTON, A MAN ON FIRST. UP NEXT BRYAN CHANDLER, BR = 0. BEFORE WE DRAW, WE CHECK TO SEE IF MASSA WILL TRY TO STEAL 2<sup>ND</sup>. WE DRAW A 97, SO HE STAYS PUT. DRAWING FOR CHANDLER, WE GET A "3"; TOTAL = 3. FOR MILLS (PR 5) WE GET A "6"; TOTAL = 11. SO THIS TIME WE USE THE PITCHING SIDE. WE DRAW A "29", OUTSIDE OF MILLS' HIT RANGE OF 1-14, SO CHANDLER MAKES AN OUT. WE DRAW A "97". CHECKING THE OUT CHART, WE SEE G1DP. CHANDLER HAS HIT INTO A DOUBLE PLAY, 1-4-3 (OR 1-6-3), HOWEVER YOU WISH TO SCORE IT. THAT'S IT FOR DAYTON IN THE TOP OF THE FIRST. NO RUNS ON ONE HIT, NO ERRORS, NO ONE LEFT ON BASE.

THE HOME TEAM CHARLOTTE 49ers COME UP TO BAT NOW. CORY LANE (BR 7) WILL HIT AGAINST DAYTON'S LUKE TRUBEE (PR 3). I DRAW A 4 THEN AN 8, FOR TOTALS OF 11 AND 11. WE HAVE A TIE. TO BREAK TIES ON THE BATTER/PITCHER DRAW, WE FIRST LOOK AT THE INITIAL BR/PR RATINGS. IN THIS CASE, LANE 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 LANE, WE GET A 71; HE HAS EITHER A HIT OR WALK. DRAWING FOR THE RESULT, WE HAVE AN 80. LANE HAS WALKED. NEXT UP IS MIKE AMBROSE (BR 8). DRAWING FOR A STEAL CHECK, WE GET A 22. LANE WILL ATTEMPT A STEAL OF SECOND BASE. DRAWING FOR HIS SB%, WE GET A 57. HE HAS STOLEN THE BASE. NOW FOR THE BR/PR, I DRAW A 9 THEN A 4, FOR TOTALS OF 12 AND 7. ONCE AGAIN WE USE THE BATTING SIDE OF THE CHART. DRAWING FOR AMBROSE, I GET A 65; HE ALSO HAS A HIT OR WALK. I DRAW A 50; IT'S A SINGLE. I NOW CHECK FOR ERRORS; I GET A 25, OUTSIDE OF DAYTON'S 1-4 RANGE. NOW WE REFER TO THE 2<sup>ND</sup> DIGIT OF THE HIT NUMBER (50), 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 AMBROSE, AS LANE CROSSES THE PLATE TO MAKE IT 1-0, CHARLOTTE.

MAN ON FIRST, NO OUTS. UP NOW IS CHARLOTTE'S CATCHER, CHRIS TAYLOR (BR 5). LET'S INTRODUCE SOME MANAGERIAL OPTIONS HERE; WE'LL PUT ON THE HIT-AND-RUN. DRAWING FOR BR/PR, I GET A 12 AND AN 8, TOTALS OF 17 AND 13. WE USE THE BATTING SIDE AGAIN. I DRAW A 36, SO TAYLOR 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 GOUNDER 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. AMBROSE MOVES TO 2<sup>ND</sup>, ONE OUT.

A NOTE HERE ABOUT GROUND BALLS AND LEAD & MIDDLE RUNNERS. FIRSTLY, IF RUNNERS WOULD NOT BE MOVING (SAY WITH RUNNERS ON 2<sup>ND</sup> & 3<sup>RD</sup>), 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 MAN ON SECOND. WHAT ABOUT THE MAN ON FIRST? HE 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 2<sup>ND</sup> OR THE ONE ON 1<sup>ST</sup>.

BACK TO THE GAME, WE HAVE ONE OUT AND A MAN ON 2<sup>ND</sup>. THE CLEANUP MAN, SPENCER STEEDLEY, BR 3 IS NOW UP. DRAWING THE BR/PR CARDS, I GET 1 AND AN 8, TOTALS OF 4 AND 13. THE PITCHING SIDE OF THE CARD WILL BE USED. WE GET AN 86, SO TRUBEE HAS GOTTEN AN OUT. DRAWING FOR THE RESULT, WE GET A 29. CONSULTING THE OUT CHART, WE SEE 9++, A FLY BALL TO THE RIGHT FIELDER, WITH RUNNERS ON 2<sup>ND</sup> AND 3<sup>RD</sup> ADVANCING. IT'S A RED NUMBER THOUGH, SO FIRST WE CHECK FOR AN ERROR. WE DRAW A 2; LOOKS LIKE DAYTON'S 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 3<sup>RD</sup>, WE HAVE 1 OUT, RUNNERS AT 2<sup>ND</sup> & 3<sup>RD</sup>.

NEXT BATTER IS TAYLOR O'BRIEN, BR 3. I THINK I'LL ISSUE AN INTENTIONAL PASS HERE, SO WE'LL LOAD THE BASES IN HOPES FOR A TWIN-KILLING. UP NEXT, AARON BRAY, WITH A BR OF 8. IF I WANTED, I COULD PLAY THE INFIELDR IN AT THIS POINT FOR DAYTON, 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 CHARLOTTE, BUT I'LL JUST SWING AWAY. DRAWING FOR BR/PR, I GET A 15 AND AN 8, TOTALS OF 18 AND 13. WE USE THE BATTING SIDE OF THE CHART. DRAWING FOR O'BRIEN'S RESULT, I GET A 49, IN HIS OUT RANGE. 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 1<sup>ST</sup> HAS BEEN DOUBLED OFF. THE INNING IS OVER, 1 RUN, 1 HIT, 1 ERROR AND 2 MEN 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.

DOUBLE HEADERS: COLLEGE BASEBALL TWIN BILLS MAY BE EITHER 2 9 INNING GAMES, OR 2 7 INNING GAMES (HENCE THE TITLE OF THIS OFFERING). YOU MAY EITHER PICK ONE FORMAT RANDOMLY, OR DRAW A CARD, USING A 1-50/51-100 SPLIT TO DETERMINE YOUR GAME LENGTH.