

CROSSE ATTACK: THE GAME OF COLLEGE LACROSSE

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I. GAME COMPONENTS

- A. TEAM CHARTS FOR NEARLY ALL DIVISION I NCAA TEAMS
- B. ACTION DECK (100 CARDS)
- C. FOUL/INJURY CHART
- D. SCORESHEET

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 UNDER THE TEAM NAME).
- 2. SHUFFLE THE ACTION DECK THOROUGHLY.
- 4. PLACE THE FOUL CHART NEARBY FOR REFERENCE

III. THE TEAM CARDS

A. EACH NCAA 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.

B. THE TEAM RATINGS

THESE APPEAR DOWN THE LEFT 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 BELOW 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: TURNOVER: (HOW OFTEN THE TEAM COMMITS A TURNOVER)

v: CLEAR: (HOW OFTEN THE OPPOSING TEAM SUCCESSFULLY CLEARS INTO THEIR ATTACKING AREA)

vi: PENALTY: (HOW OFTEN THE TEAM COMMITS A FOUL)

vii: MAN UP%: (HOW WELL THE TEAM SHOOTS IN MAN-UP SITUATIONS)

viii: ASSIST: (HOW OFTEN A TEAM GETS AN ASSIST ON A SCORED GOAL)

C. THE PLAYER RATINGS

EACH PLAYER HAS 7 DIFFERENT RATINGS, READ HORIZONTALLY.

i: G: HOW OFTEN THE PLAYER ATTEMPTS TO SCORE A GOAL

ii: A: HOW OFTEN THE PLAYER GETS AN ASSIST

iii: GB: HOW OFTEN THE PLAYER SCOOPS A GROUND BALL

iv: FO: HOW OFTEN THE PLAYER IS INVOLVED IN A FACE-OFF

v: FO%: HOW OFTEN THE PLAYER WINS A FACE-OFF

vi: PEN: HOW OFTEN THE PLAYER COMMITS A FOUL

D. THE ACTION DECK

THE ACTION DECK IS COMPOSED OF 100 2-SIDED CARDS, EACH SIDE WITH A TOP AND BOTTOM NUMBER. THE NUMBERS READ OFF 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. 1 TRIP THROUGH THE ACTION DECK (1 SIDE ONLY) IS ONE QUARTER OF PLAY. USE THE OTHER SIDE FOR THE 2ND QUARTER. RESHUFFLE AND REPEAT FOR THE SECOND HALF. IF THE GAME IS TIED AT THE END OF REGULATION TIME, RE-SHUFFLE AND COUNT OUT 25 CARDS TO BE USED IN SUDDEN DEATH OVERTIME. THE FIRST TEAM TO SCORE WINS IN OVERTIME. TO PRINT THE CARDS, INSERT PAGE 1, AND PRINT. REMOVE THE PAGE, RE-INSERT WITH THE SIDE YOU JUST PRINTED UP. PRINT PAGE 2. RINSE AND REPEAT.

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	31
GROUND BALL	59
TURNOVER	77
CLEAR	95
PENALTY	100
MAN UP %	24
ASSIST	59

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 "42", A PLAYER ON THE TEAM SCOOPS A GROUND BALL.

IF THE CARD DRAWN IS A "65", THE TEAM COMMITS A TURNOVER.

IF THE CARD DRAWN IS AN "82", THE OPPOSING TEAM CLEARS THE BALL INTO THEIR OWN ATTACKING ZONE.

IF THE CARD DRAWN IS A "96", THE TEAM COMMITS A FOUL. (SEE THE FOUL CHART)

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:

G	A	SHT	GB	FO	FO%	PEN
		%				
26	27	58	5	0	0	3
48	46	29	10	0	0	10

IF OUR TEAM'S COLUMNS LOOK LIKE THIS, AND WE DRAW A "3", THE TOP PLAYER HAS MAY EITHER SHOOT, GET AN ASSIST, SCOOP A GROUND BALL, OR COMMIT A FOUL, DEPENDING ON THE TEAM ACTION TAKEN. IF THE TOP PLAYER WAS SHOOTING AND WE DREW A "45", HE WOULD SCORE.

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 FOUL CHART 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:

G
97
97
97
97

IN THIS CASE, THERE ARE 4 PLAYERS SHARING THE ACTION DECK NUMBER "97". IN A SITUATION LIKE THIS, WE NEED TO DETERMINE WHICH OF THE 4 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:

1-25
26-50
51-75
76-100

IF THE ACTION DECK NUMBER WAS "16", THE FIRST OF THE 4 PLAYERS WOULD SCORE THE 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 BELLARMINE AGAINST JOHNS HOPKINS. BELLARMINE WILL BE THE HOME TEAM. I WRITE THE 2 LINEUPS ONTO THE SCORECARD, FILL IN THE TEAM NAMES 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". BELLARMINE WINS THE OPPORTUNITY NARROWLY. ($98-11=87$ / $75+11=86$, A TIE)

BELLARMINE IN CONTROL. DRAW AN ACTION DECK CARD AND READ THE RESULT. IT'S A "4". LOOKING UNDER THE TEAM ACTION, WE SEE THAT BELLARMINE 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' "G" COLUMN, WE SEE THAT ADAM GARDNER WILL SHOOT. DRAWING ANOTHER ACTION CARD, WE GET A "29". LOOKING UNDER GARDNER'S "SHT%" PLAYER RATINGS, WE FIND THAT HE HAS SCORED (JUST IN HIS RANGE OF 1-29). NOW WE WILL SEE IF GARDNER WAS ASSISTED. WE DRAW A "38", WITHIN BELLARMINE'S ASSIST RANGE OF 1-59. DRAWING AGAIN, WE GET A 70. LOOKING UNDER THE PLAYERS' "A" COLUMN, WE SEE THAT RAY FINNEGAN GETS THE ASSIST.

BELLARMINE LEADS 1-0. BACK TO THE FACE-OFF SEQUENCE, BELLARMINE GET A "12". WE DRAW A "50" FOR JOHNS HOPKINS. THE MODIFIED RESULT: $12-11=1/50+11=61$: JOHNS HOPKINS HAS THE INITIATIVE. DRAWING A CARD, WE GET A "58". LOOKING UNDER JOHNS HOPKINS' PLAYERS "FO" COLUMN, WE SEE THAT STEPHEN PEYSER TRIES TO WIN THE FACE OFF. DRAWING AGAIN, WE GET A "1". JOHNS HOPKINS IS IN CONTROL. HAD PEYSER NOT WON THE FACE-OFF, WE WOULD DRAW FOR BELLARMINE (FIRST FOR A PLAYER AND THEN THE PERCENTAGE). IF BELLARMINE ALSO FAILED TO WIN THE FACE-OFF, WE WOULD AWARD IT TO THE PLAYER WHO GOT THE NUMBER CLOSEST TO HIS SUCCESS RANGE.

JOHNS HOPKINS IN CONTROL. DRAWING A CARD, WE GET A "13". JOHNS HOPKINS WILL SHOOT. DRAWING FOR THE SHOOTER, WE GET A "66"; BRIAN CHRISTOPHER WILL SHOOT. WE GET A "22"; HE SCORES, SO IT'S NOW 1-1. CHECKING FOR AN ASSIST, WE GET A "75", SO NO ASSIST IS AWARDED.

BACK TO THE FACE-OFF SEQUENCE. LET'S ASSUME JOHNS HOPKINS WINS IT. WE DRAW A "55"; THEY HAVE SCOOPED A GROUND BALL. DRAWING AGAIN, WE GET A "15"; JAKE BYRNE HAS THE GROUND BALL. DRAWING FOR ANOTHER ACTION, WE GET A "7", SO JOHNS HOPKINS WILL SHOOT. DRAWING FOR THE SHOOTER, WE GET A "39", KEVIN HUNTLEY TAKES 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 BELLARMINE'S JC HUTCHINS IS THE GOALKEEPER. DRAWING AGAIN, WE GET A "49", WITHIN HIS SAVE RANGE OF "57". 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: $29+11=40/91-11=80$). BELLARMINE HAS POSSESSION, WITH THE SCORE STILL AT 1-1.

DRAWING FOR ACTION, I GET A "70". BELLARMINE HAS TURNED THE BALL OVER.

JOHNS HOPKINS HAS POSSESSION. DRAWING FOR ACTION, I GET AN "86". THE RESULT IS A CLEAR, MEANING THE OPPONENT (BELLARMINE) HAS TAKEN POSSESSION, AND ARE IN THE ATTACKING ZONE.

BELLARMINE HAS POSSESSION. I DRAW A "99"; WE HAVE A FOUL. CONSULTING THE FOUL CHART, I DRAW A "34", SO WE HAVE A 30-SECOND TECHNICAL FOUL CALLED AGAINST BELLARMINE. LET'S SEE WHO THE FOULER IS. I DRAW A 68, SO KYLE SORENSON IS THE GUILTY PLAYER. JOHNS HOPKINS WILL NOW GET 1 POSSESSION USING THE MAN-UP SHOOTING PERCENTAGE. IN MAN-UP SITUATIONS, EVEN IF A SHOT DOES NOT OCCUR ON THE FIRST ACTION OF A POSSESSION, WE WILL USE THE TEAM'S MAN-UP % TO DETERMINE IF THE SHOT IS GOOD.

JOHNS HOPKINS IS AWARDED POSSESSION AFTER THE FOUL. DRAWING FOR ACTION, WE GET A "20". JOHNS HOPKINS WILL SHOOT. DRAWING FOR THE SHOOTER, WE GET A "15", SO PAUL RABIL IS THE SHOOTER. JOHNS HOPKINS' MAN UP % IS 39. WE DRAW A "33", SO RABIL HAS SCORED THE GOAL. DRAWING FOR AN ASSIST, WE GET A "48", SO AN ASSIST WILL BE AWARDED. WE DRAW A "100". GEEZ, LOOK AT ALL OF THOSE PLAYERS WITH A 100 RATING! IN SITUATIONS LIKE THIS, WHERE THERE ARE MORE THAN 4 OR 5 PLAYERS WHO SHARE A RATING, I GENERALLY JUST SELECT ONE RANDOMLY. I'LL GO WITH AUSTIN WALKER AS THE ASSISTER. SHOULD THIS HAPPEN AGAIN, BE SURE NOT TO AWARD ANOTHER ASSIST TO THE SAME PLAYER.

HOPEFULLY THIS SHORT SAMPLE GAME WILL GIVE YOU A GOOD IDEA OF THE GAME ENGINE.

A NOTE HERE ABOUT THE ROSTERS: COLLEGE LACROSSE ROSTERS ARE QUITE LARGE, SO I DID NOT INSTRUCT YOU TO WRITE ROSTERS DOWN ON THE SCORE SHEET DURING THE GAME STEUP. JUST ENTER THEM AS THEY PERFORM AN ACTION THAT YOU WISH TO TRACK. AN ALTERNATE SCORESHEET IS INCLUDED WHICH WILL HOLD AN ENTIRE ROSTER. YOU WOULD NEED 2 OF THESE PER GAME.

IF YOU WISH, YOU MAY CHOOSE A STARTING GOALKEEPER AND USE HIS RATINGS, RATHER THAN DRAW FOR GOALKEEPER USAGE EACH TIME IT IS NEEDED.

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