



Welcome to the Slow Pitch Softball Universe Dice Game!

Slow Pitch Softball and Baseball are very similar. While they are based on the same basic rules, they are two different sports! I know that there is no need to explain Baseball, but I will point out a few differences between Baseball and Slow Pitch Softball:

General Slow-Pitch Rules and Rules For This Game

Team Roster Rule

In this game, team rosters will be limited to 15 players. Obviously, these are Fictional Players on predetermined Fictional Teams. These teams are named to resemble "Local Businesses" who sponsor a local team. While I have literally hundreds of Players created, I am only including EIGHT TEAMS with FIFTEEN PLAYERS on each team for this version of the game. This will allow you to learn the game and adapt to the differences between baseball and SLOW PITCH SOFTBALL.

Players and Substitutes

In Baseball there are 9 Players in the lineup with extra Players on the Bench. In Slow Pitch Softball, each team starts with 10 players in the lineup. There is even an option for each team to have an ADDITIONAL HITTER (A.H.) in the lineup. The optional Additional Hitter will not play a defensive position. The other 10 Players in the lineup will play defense. Position 1 through 9 are the same as in Baseball. The 10th Player is a 4th Outfielder known as the Short Fielder.

If a player is lost through injury, ejection, or leaves the game for any reason, and the team does not have any available Bench Players, the team may continue with 9 players in the lineup. An out will be declared whenever the missing player's turn at bat comes around. Under no circumstances will a team be allowed to play with less than 9 players. If a team does not have 10 players or more at the start of the game, that team may start with 9 players. If there are only 9 Players, the Outfield will have only 3 positions (LF, CF, RF). NOTE: No out will be declared for a missing player in the batting lineup when a team starts with 9 players.

Player Re-Entry

One of the biggest differences between Baseball and Slow Pitch Softball is that in Baseball, once a Player is replaced in a game, that Player is not allowed to return during that game. In Slow Pitch Softball, all Players may re-enter the game one time. If removed a second time, that Player cannot return. A player removed from the pitching position can re-enter the game at any other position but cannot return to the pitching position.

Pinch Hitter

A player who is inserted in the lineup in the place of a batter. The pinch hitter will stay in the lineup until replaced by the original player or another substitute.

Additional Hitter (A.H.)

A Team may insert ONE additional hitter into its lineup to make 11 hitters. On the Scoresheets, there is a Green Shaded Batter's section. That is so you can add the extra Batter if you want the Additional Hitter. If an

A.H. is used, the team must finish with that Player. If the A.H. is lost due to injury or ejection, there will be an automatic out every time the A.H. spot comes up.

Courtesy Runner (Pinch Runner)

In Baseball, when a Pinch Runner enters the game, the Player being replaced is out for the rest of that game. In Slow Pitch Softball, the courtesy runner is a player who runs for another player on base. Any eligible player in the official lineup including substitutes may be used as a Courtesy Runner. A Courtesy Runner can only be used once per half inning. The Player that the Courtesy Runner replaces remains in the game as a defensive Player and Batter.

Player Availability

This game represents Slow Pitch Softball as more of a Recreational sport than a "Professional League". This is not a sport with salaries and professional athletes. That means that those that play, must fit real life, work, family, and life commitments into their schedules. As in real life, not every Player can be available for every game. Before every game, you will roll on the AVAILABILITY CHART to see who will have to miss the game!

Hot Player

When Rolling for Player Availability, if you Roll a "20", not only will the Player be in the game, but that Player will have a better than average game! Increase that Player's CONTACT, GAP and FOCUS Rating by "1" for that game!

Game Length

While a regulation Baseball game lasts 9 innings, a Slow Pitch Softball game consists of 7 innings. A full 7 innings need not be played if the home team scores more runs in the six- and one-half innings.

Extra Innings and Tie Breaker

If after completion of 7 innings of play, the score is tied, the game can continue through 2 extra innings or until one team leads after a complete inning has been played. If after 9 innings, the score is still tied, the game will end in a tie.

Weather

In the event of inclement weather being rolled, the game will be shortened to five innings and be officially over. If it is rolled during the 6th Inning, the game ends after the 6th Inning is completed. If it is rolled during the 7th Inning, just ignore the weather roll.

Slaughter (Mercy Rule)

The game will be stopped if a team is ahead by 12 or more runs after 4 complete innings.

Home Run Limits and Penalties

Each team is allowed to hit 7 Home Runs per game. All over-the-fence home runs hit in excess of the following limitations per game will be ruled on as an Inning Ending Out regardless of how many outs are left.

Pitching Regulations

In Slow Pitch Softball, the pitch must have a perceptible arc, having a minimum height of five (5) ft. and a maximum height of twelve (12) ft. Also, the pitcher shall not pitch the ball before the batter has taken position or in an effort to catch the batter off balance. This is known as a Quick Pitch. A Quick Pitch and/or a failure to pitch at the appropriate arc will cause the Batter to be given 1st Base.

Intentional Base On Balls

If the pitcher desires to walk a batter intentionally, the batter is awarded 1st Base.

Questioning of Balls and Strikes

No questioning of balls or strikes called by an Official will be tolerated. One warning will be given. On all following offenses the offending player will be ejected.

Stolen Bases

No Stolen Bases are allowed in Slow Pitch Softball!

Infield Fly

The infield fly rule is designed to protect runners when a fair fly ball is hit in the infield. It applies when there are runners on first and second base, or the bases are loaded, and the ball can be caught with ordinary effort by an Infielder. In this case, the batter is automatically out, regardless of whether the ball is caught or dropped. This rule prevents fielders from intentionally dropping the ball to create a double play.

Base Line

When the Batter or Base Runner runs outside of the three-foot lane (Base Line) to avoid being tagged out, the Runner is automatically out!

Illegal Bat

An illegal bat is a bat that does not meet acceptable specifications (particular weight, length, barrel diameter, material limits). A Player found guilty of using an illegal bat will be ejected from the game! That At Bat is considered an out!

Illegal Player

A Player who participates in a game after having been declared ineligible due to ejection or illegal substitution or not on the roster. A team being found with an illegal Player will have to forfeit the game!

Interference

The act of an offensive Player that denies the defensive player a reasonable opportunity to play the ball. The act may be intentional or unintentional, and ball must have been playable. If this occurs, it is an automatic out!

Obstruction

The act of a defensive player who hinders or prevents a Batter from hitting the ball or obstructs a Base Runner from advancing to the next base. If this occurs, the Batter and all other Base Runners are considered safe with the Base Runners advancing to the next base!

Unsportsmanlike Act or Conduct

Any action (verbal or physical) made by coaches or players made toward officials or opposing coaches and players. This could include making disparaging or insulting remarks, threatening physical harm, fighting or throwing objects. PENALTY: The coach or player will be removed from the complex for the remainder of the game. The ejected player can be replaced by a substitute.

IN GAME PLAYER RATINGS and IDENTIFIERS

Every Player has a number of categories and Ratings to help identify each Player.

Player ID (ID) - So, I can keep them organized.

Bats (B) – The Player either bats Right, Left or Switch.

Name – First and Last Name.

Position - What Positions the Player can play. EVERY PLAYER CAN PITCH. They all have a “Pitcher Rating” of A to D. Every Outfielder is listed as “OF”. That means that every Outfielder can play any Outfielder position (LF, CF, RF, SF (Short Fielder)). If a Player has to play a position that is not listed as a position that they can play (except Pitcher as every Player can pitch) their DEF Rating will be a “D”.

Contact – The Player’s ability to put the ball in play and get on base.

Power – The Player’s ability to hit the ball deep.

Gap – The Player’s ability to hit the ball in the Gaps for extra bases.

Speed – The Player’s ability to run the base paths.

Pitching – The Player’s ability to be the Pitcher in the game. Every Player can pitch, but some are better than others! Every Player is Rated A to D as a Pitcher.

Defense – The Player’s defensive ability to make tough plays that others cannot make.

Arm – The Player’s ability to throw out a Runner.

Focus – The Player’s Dedication to the game. This will affect their dedication to making the games as well as turning regular plays into big plays!

GAME PLAY

What is needed?

The game comes with Game Charts, Excel Team and Players list with suggested “Lineup”, a League Schedule and two different types of Scoresheets. You will also need dice: 1d20, 2d6 of different colors, 1d12 and 1d10. Even though you may not need all 5 for every At Bat, you will Roll all 5 dice at one time for every At Bat to save time!

Game Setup

1. Choose which two teams will be playing against each other (including which team is the Visiting and Home team).
2. Fill out the Lineups for both Teams including Rolling on the Availability Chart to see which Players are available for this particular game. The game comes with suggested Lineups that you can copy and paste to the Scorecard. You need to decide if either both or neither team is going to use the Additional Hitter in their Lineup. Make sure that you mark on the Scoresheet the Opposing Pitcher’s Pitcher Rating and Control Range. This Control Range will determine how each At Bat will unfold!

HOT PLAYER: When Rolling for Player Availability, if you Roll a "20", not only is that Player Available, but this Player is going to play above their normal Rating for this game! Increase their CONTACT, GAP and FOCUS Ratings by "1" for this game only!

PLAY BALL!

Using the Opposing Pitcher's Rating and Range, Roll the 1d20, 2d6, 1d12, 1d10 at the same time!

Read the Dice as follows:

1d20 (Tells you if you check the Pitcher Chart, Batter Chart or one of the Events Charts)

If the 1d20 Roll is either a "1" or "20", ignore the Range Roll and do not check the Pitcher or Batter Chart. Go directly to the appropriate Events Chart. You will look at the 2d10 (1d10 is "Tens" and 1d10 is "Ones") and follow what the Chart dictates.

If the 1d20 is not a "1" or "20", the number Rolled is the Range Roll. If the Roll is in the Opposing Pitcher's Range, the At Bat will come off the Pitcher Chart. If it is not in Range, the At Bat will come off the Batter Chart.

2d6 (Tells you what play took place on either the Pitcher or Batter Chart)

If the Range Roll tells you that the play is coming off the Pitcher Chart, find the Opposing Pitcher's Rating (A to D). Then find that Rating Column on the Pitcher Chart (A to D). The Roll of the 2d6 will tell you where to look in that Column. I suggest using two different colored d6! Read 1d6 as "Tens" and read the other as "Ones" (IE: If the 2d6 are a "2" and a "6", the total is "26" not "8").

If the play is coming off the Batter Chart, find the Batter's Contact Rating (A to D). Then find that Rating Column on the Batter Chart (A to D). The Roll of the 2d6 will tell you where to look in that Column. If an "A" Contact Rated Player Rolled to be a "Hot Player" during the Availability Roll, their Contact Rating will increase to "AA" for this game only!

The Pitcher and Batter Charts will often point you to another Chart to Check. The other Charts referenced are:

POWER CHART (1d12) – This will lead you to check the current Batter's Power Rating to see if there is a deep fly ball hit! You will use the 1d12 Rolled at the beginning of the At Bat.

FOCUS CHART (1d12) – This basically determines how dedicated and focused a player is. This can determine if they have the drive to push themselves to greater play or even if they care enough to show up for the game! You will use the 1d12 Rolled at the beginning of the At Bat.

DEFENSIVE CHART (1d10 and 1d12) – If DEF is Rolled for an At Bat, the Roll of the 1d10 will point you to a specific fielder (IE: 1 = Pitcher, 4 = Second Basemen, etc.). You will check their Defensive skills to see if they are able to make a tough play! You will use the 1d12 Rolled at the beginning of the At Bat to tell you the Result.

RUNNER TAGGING UP and GAP RATING CHART (2d6) – These will come into play if a player is trying to advance on to the next base when the ball is hit into a Gap in the Outfield or a Runner is thinking of Tagging Up during a Flyout. You will find the Arm of the Defensive Player and the Speed or Gap Rating of the Base Runner.

Symbols On The Charts:

BB = Batter is Walked. You can also choose to do an Intentional Walk.

SI = Batter hits a Single.

DOU = Batter hits a Double.

TR = Batter hits a Triple.

HR = Batter hits a Home Run.

FOCUS (1d12) = Check the Batter's Focus Rating and Roll on the Focus Chart.

POWER (1d12) = Check the Batter's Power Rating and Roll on Power Chart.

SI, DOU, TR with + = The number of + dictates how many bases the other Base Runners advance.

(2d6) = This is an optional opportunity. Check Gap Chart to see if Batter takes extra Bases. The number beside the # is the Defensive Position to Check. You do not have to try for the extra base.

DEF (1d12) = Check Defensive Play Chart.

G = Ground Out, The Number beside the G is the Defensive Position. If no (FC), the Batter is out and other Base Runners advance.

L = Line Out, The Number beside the L is the Defensive Position.

F = Fly Out, The Number beside the F is the Defensive Position.

P = Pop Out to the Infield.

^ = Infield Fly Rule!

~ = This is beside an AA Rating on certain Charts. A Player will only have an AA Rating if they started as an A Rated Player in CONTACT, GAP, FOCUS or POWER and that Rating was increased due to the Player being a HOT Player or due to Field Effects.

(FC) beside an Infield Position = If there is a Forced Runner, the Forced Runner is out and the Batter reaches 1st safely.

(DP) beside a G and an Infield Position = If there is a Forced Runner, there is a Double Play! If no Forced Runner, the Batter is out.

(DP) beside a L and an Infield Position = If there is a another Base Runner, there is a Double Play!

(T) beside an Outfield Position (2d6) = If there is a Base Runner, there is a possible Tag Up! Check the Base Running Chart. If more than one Base Runner, the lead Runner tags. If not the 3rd out, other Runners advance.

ERROR = The Defensive Player makes an Error. The number of + beside ERROR dictates how many bases the Base Runner advances!

FIELD EFFECTS

The location and size of the Field can change from game to game. There are Three sizes of Fields (Small, Normal, Big). The size directly affects each Player's Power Rating: On a NORMAL FIELD there is NO change. On a SMALL FIELD, Add "1" to EVERY PLAYER'S Power Rating. On a BIG FIELD, Subtract "1" from EVERY PLAYER'S Power Rating!

BEFORE THE GAME STARTS, to determine the Field size, Roll 1d6 (1 = Small, 2-5 = Normal, 6 = Big). If the Player is already an "A" Rating in Power and needs to be increased, the Player becomes "AA" Rated for this game only. If the Player is already "D" Rated and needs to be decreased, make no change to their Power Rating, they are already as low as they need to go.