



# SCORESHEET

## Enjoy Fantasy Baseball Like Never Before!

Are you a fantasy player who is looking for more than just a stat adding game? Would you like your fantasy baseball team to play real head-to-head, inning-by-inning baseball, instead of just accumulating 'points'? Then welcome to *Scoresheet Baseball*, the ultimate fantasy baseball game.

Like other fantasy games, in *Scoresheet Baseball* you draft players before the season starts, and then your team wins or loses based on how your players do throughout the major-league season. But rather than just adding up stats, ***Scoresheet Baseball* teams play real ballgames.** Each week of the upcoming 2009 major-league season, using a lineup card you fill out, your *Scoresheet* team will play six or seven full simulated games on our computer, based on your players' actual performances from that week's major-league games. Your team will play a complete 162 game schedule, going **head to head** against the other teams in your league. ***Scoresheet Baseball* is *\*not\** like other simulations that use past season stats, or that will play their 2009 season after the 2009 major league season is over.** Instead, *Scoresheet Baseball* games are played each week of the upcoming major league season, using player's stats from that current week.

Each weekly report will include complete scoresheets for every game your team plays. League standings, trade reports, player and team stats, league leaders, top undrafted players, team vs team records—they are all included. Each league also has its own web pages full of information. **You can even use our web interface to watch each game being played at bat by at bat.**

*Scoresheet Baseball* is also not a game like the newspaper pools or national contests, where every owner can have Albert Pujols on his team. Instead, you'll be taking part in a real draft and making real trades with other owners in your league. You can turn in a new lineup every week, or you can let your team run as is for as long as you like. **It takes no more of your time to play Scoresheet than any other fantasy game**—but the realism of *Scoresheet Baseball* makes for a much better game.

Along with our unique game system, there are many other reasons why *Scoresheet Baseball* is your best fantasy choice. At *Scoresheet* our top priority is customer service. With over 23 years of experience, we offer unmatched reliability and a record of on-time reports. Our drafting system gives you the most flexibility and control possible. **And of course, all of the games are played on the *Scoresheet* computer—you do the managing and we do all of the work!** Join the thousands of baseball fans who play *Scoresheet* each year, and take your fantasy baseball experience to a new level.

## Why Play Scoresheet?

**Because your Scoresheet team plays complete ballgames, there is more to winning than just drafting and trading. The manager who makes the best use of his players will win the crucial close games.**

**Is it worth an out to sacrifice a runner along?**

**Is it a good gamble to try to steal second?**

**These are the types of decisions you will make as a Scoresheet manager.**

**In addition, you set your batting order and pitching rotation, and you decide when to:**

- ◆ platoon
- ◆ steal
- ◆ bunt
- ◆ pinch-hit
- ◆ remove a tiring pitcher
- ◆ use each reliever
- ◆ bring in a closer
- ◆ make a defensive replacement

**You Make  
All the  
Decisions**

**As with any fantasy system, how your team does depends on how your players do in real life, each week of the major league season. But with a Scoresheet Baseball team, you get the added fun of knowing that your managerial decisions are playing a key role in your team's success.**

## WHEELIN' & DEALIN'

For many of you, the opportunity to trade is the best part of owning a fantasy team. And trading is especially fun in Scoresheet, because with realistic teams, and complete ballgames, you get to consider every element of baseball. You decide what your team needs to put it over the top—a leadoff hitter who gets on base a lot, a left-handed bat, or perhaps a deeper bullpen. You can make an unlimited number of trades, including unbalanced trades (such as three players for two). You can even trade rights to mid-season draft picks! We provide the phone numbers and/or e-mail addresses of the other owners in your league for trading purposes. We monitor all trades for fairness, and no trades are allowed after September 1st. This is your chance to talk over real trade ideas with other owners and to see the results of your deals reflected in actual games.

During the pre-season you draft 35 players. You also take part in three mid-season drafts of three players each, allowing you to acquire players like surprising rookies undrafted in the pre-season. This large roster allows you to substitute for players who are injured or sent to the minors and gives you flexibility to juggle your lineup or make trades.

## The Draft is a Blast

Join alone or with just a few friends and we will put you in a league with other individual owners. Leagues we form are 10-team leagues drafting American League players, or 12-team leagues using National League players only, or 20 team leagues drafting from both the AL and NL. Leagues are split into divisions. At the end of the season we hold playoffs involving the division winners, along with one wild card team.

You can also join with a larger group of friends and form your own complete league. With your own complete league, you can have any number of teams, and can choose to draft just AL or NL players, or can draft from both leagues if you like. With your own league, you can also choose to either hold your own draft, or you can use our web draft system, or you can send in player ranking lists and we will run your draft for you.

If you join alone or with a couple of friends you will start the draft process by ranking players in whatever order you value them. In each round of the draft, as your turn comes up, you will get the highest-ranked available (undrafted) player on your list, subject to our roster balancing rules which have you pick all your starters before any backups, ensuring you will receive a balanced team. Unlike 'pools', this is a **real draft**. For instance, ARod can only be on one team in each league. The picking order in the first round will be determined randomly, and the last to pick in round one will pick first in round two.

We also offer a web based draft system where you can change your ranking list between every round of the draft, giving you the same control over the draft as if you were doing a live in-person draft. A full explanation of our drafting system is included in the drafting packet that we send you. You can also read more about our web draft at: [www.scoresheet.com/fantasybaseball/web\\_drafting.php](http://www.scoresheet.com/fantasybaseball/web_drafting.php)



### 4 Ways Scoresheet is Different from other Fantasy Baseball Games

#### Batting

- ◆ Each batter's actual number of singles, doubles, triples, home runs, walks, strikeouts and at-bats that week in the majors is used—not just his batting average and number of home runs.
- ◆ Batters hit differently against left-handed and right-handed pitchers.
- ◆ Team-dependent stats, such as the number of RBIs and runs scored a player has in the majors matter much less than individual stats such as slugging average or on-base percentage.
- ◆ Sacrifice bunts and pinch hitting only happen for batters you specify, and only if the game situation warrants it.

#### Fielding

- ◆ Errors and passed balls are based on the fielder's actual stats that week.
- ◆ Better fielders get to more balls. Each player's fielding range is included in the draft packet.
- ◆ Better catchers throw out more runners, and are run on less often.
- ◆ Players who play more than one position in the majors can also switch positions in Scoresheet.

## The Most Realism & Most Fun!

As soon as we receive your order form we will send you a complete drafting packet, including player lists and the full drafting rules. The drafting packet includes almost everyone on the AL or NL 40-man major league rosters, along with many top prospects. Players are grouped by position, and we print each player's major league team, which side he bats or pitches from, and his fielding range. We even include player's ages.

The draft is your opportunity to put together the kind of team you want to manage. Would you rather have a top pitcher like Roy Halladay, or the power of a slugger such as David Ortiz? Will you spend a top pick on a dominant closer, or settle for a bullpen by committee? These are the kinds of tough decisions you'll be making as you put together your winning team.

**Because your Scoresheet team plays actual ballgames, there is an element of realism that is lost in other fantasy systems.** Having a fast leadoff guy to score from second on a single, solid middle relievers to get to your closer, and speedy fielders to close off the gaps—all are important in real baseball, and just as important in *Scoresheet*. There is much more to a *Scoresheet* draft than just picking the guys who will have the most home runs or stolen bases!

Many other draft systems make you first rank the positions, and then rank the players within each position. In our drafts, your ranking list can mix individual players from different positions, giving you the greatest possible choice of who you want on your team. We have also found that our customers greatly prefer our draft to the complicated auction systems used by some other companies, as our draft emphasizes baseball knowledge rather than salary management. We also run perpetual leagues that allow owners to keep players from year to year. But we do suggest that you play *Scoresheet* for at least one season before committing to such a league.

The problem with other fantasy systems that just add up 'points' is that **point adding is \*not\* real baseball**. In those stat-adding games a few categories like stolen bases are overemphasized while entire areas of baseball, such as creating batting orders, sacrificing and pinch hitting, platooning, fielding, using set-up men, etc., are ignored. At *Scoresheet* we don't decide that a home run is worth 4 points, and a pitcher win is worth 2 points. Instead, each week of the season, your *Scoresheet* team will play complete ballgames based on that current week's major league box scores, and using your managerial strategies. The results are so realistic that *Baseball Weekly* asked us to simulate an entire major-league season for one of their feature articles. The *San Francisco Chronicle* said "Comparing *Scoresheet Baseball* to other fantasy games is like comparing chess to checkers." For the last twenty-three years we have constantly upgraded and fine-tuned our game program. We are proud to say that our team owners continue to praise our game's fun and realism.

Each *Scoresheet* at-bat, our computer calculates the chances of a base hit, home run, out, error, etc, based on the actual performances of your team's batter, pitcher, and fielders that week in the majors. For example, the better a batter's record that week in the majors, or the more hits per nine innings that pitcher gave up that week, the higher the probability of a hit in that *Scoresheet* at-bat. Based on those probabilities, our computer then determines the outcome of each at-bat. Similar formulas apply for extra base-hits, walks, strikeouts, etc.—virtually every official baseball statistic is used in a *Scoresheet* game.

We are avid baseball fans, and have tried to include all of the subtleties that make baseball such a great game. But the computer handles all the details; your managing is actually quite simple. For instance, since fielding range numbers are generally hard to find, we include them for every player in the draft packet we will send you. Some of the finer points that make our game the most realistic are listed in the side boxes.

### Pitching

- ◆ Each pitcher's complete stats are used, including the number of strikeouts, walks, hits, earned runs and innings pitched he recorded that week in the majors—even wild pitches!
- ◆ Pitchers "pitch carefully" when first base is open and a runner is in scoring position, giving up more walks but fewer big hits.
- ◆ Team-dependent stats such as wins and saves matter less than individual stats such as ERA.
- ◆ Your closer will only pitch in save situations.

### Base Running

- ◆ Runners can only steal as often, and with as much chance of success, as they did in the majors that week.
- ◆ Fast runners score more often from second on a single.
- ◆ Slow batters ground into more DPs.
- ◆ Runners sometimes advance farther on a hit with 2 outs, since they run with the crack of the bat.

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**Do you think that middle relievers, good defense, and a manager's strategies all play an important part in real baseball? Well, so do we, and that is why we designed Scoresheet Baseball so that your fantasy team plays complete games, at-bat by at-bat.**

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# GET IN ON THE FUN

Join the action! Get started by sending in your order form now.

Owning a single *Scoresheet Baseball* team costs \$89. You can pay just \$35 with your order form and the balance with your draft lists. Join with a friend, or order two teams for yourself, and the price is only \$84 per team. And for those of you joining in groups of 5 or more, the price drops to \$79 per team. We also offer an introductory price of \$39 if you have never played any *Scoresheet Sports* game in the past.

We have designed our lineup cards so that you do **not** have to turn in a new lineup every time an injury strikes. You simply list your backup players in the order you want them to appear, and then your starters are automatically

## On the Web

Each league has its own web page showing everything you'd want to know about your league. Along with a complete scoresheet for every game there is also a play by play text description of every game on your league's web page. You can also receive your weekly reports by e-mail or postal mail.

You can choose to play in a league where the draft is run on the web. With that web based draft you can change your ranking sheet as often as you like - between every round if you want. If you would like to be in one of our web based draft leagues please check that option on the order form.

If you are looking to join a league that does its own private draft—either in person, by phone or online—check out our message board at [www.scoresheet.com/wwwboard/wwwboard.html](http://www.scoresheet.com/wwwboard/wwwboard.html) where anyone can post notes about forming new leagues.

substituted for if they miss games. However, when you do want to make a strategy change, you certainly can. **As long as you use our web site's lineup card feature to make changes there is \*no\* charge for turning in new lineups.** If you want to turn in lineup changes by postal mail, fax or e-mail you can do so, but then there is a charge. Changing your entire lineup card other than by using the web form costs \$5, or you can change just one side for \$3. There is no charge for trades or for picking up players during the season; the only transaction charge is for making lineup changes by a means other than using our web site's lineup card form.

We have put 23 years into making our fantasy sports games as much fun as possible. **Considering how many hours you spend following baseball each year, you owe it to yourself to play the very best game you can.** At *Scoresheet*, we have worked very hard so that you can do just that! Our success over the years has been due to repeat business and word-of-mouth advertising from over 8,000 satisfied team owners.

*Scoresheet* does not offer the cash prizes some 'contests' do. To offer cash prizes we'd have to raise prices, and more importantly, we'd have to change our game completely. We could no longer offer a league-type game since owners would just collude—make unfair trades—to put together a super team in an effort to win the prize. (This collusion is why companies with large cash prizes use a 'pool' type format, with no real draft.) We believe the fun of playing fantasy sports is being in a real league, where a player can only be on one team in each league, where making real trades with other baseball fans is part of the fun, and where you compete directly against the other owners in your league.

To take part in a league drafting on the web you should join anytime from January thru early March. However, the earlier you join the more time you will have to enjoy the whole draft, which for many of us is the best part of the whole season. That web based draft will enable you to change your ranking list in between every round if you like. Complete instructions for web based drafting will be included with the draft packet, and you can also read more about web drafting on our website.

For those of you who want to send and receive draft lists and results by postal mail or fax, you should join (send in your order form) by/before January 24th to draft in three stages. If drafting in three stages, we will send you the complete results from each stage before you rank any players for the next one, meaning you'll know where you need the most help before filling out your next ranking sheet.

Don't spend the winter without baseball, waiting for opening day. Instead, talk to your friends and send in your order form now, and start thinking baseball as you get ready for the exciting season ahead. If your order form has been misplaced, just send us your name, address and phone number, and don't forget to indicate your choice of American or National League.

See how much fun playing fantasy baseball can be. As some of our team owners proclaim: "*Scoresheet* makes you a total baseball fan," "it just gets better every year," "far superior to rotisserie or stat games," **Every year nine out of every ten Scoresheet Baseball team owners return** for another great season. So join the thousands of other *Scoresheet* team owners and **Play the Best — Play Scoresheet!**