

Scoresheet Baseball April 13th, **Week 1**, 2009

Hi All: Here is the first report of 2009. We hope you enjoy it and the 25 weekly reports to follow.

We have already had some team owners contact us saying "help! - injuries have left me without a player at a position". Injuries are one reason we have teams draft a large 35 man roster in the pre-season. In addition, every *Scoresheet* team has unlimited use of AAA batters and pitchers, though none of us likes to see them actually play for us (they hit at under a .200 clip and/or pitch with an ERA of above 8!) In addition, we do have 3 mid-season drafts, where each team picks up three more players. Next week we'll go over the exact mid-season draft rules and dates. But as a heads up, the first mid-season draft will be run the week of May 4th thru 10th.

Reminder: each league does have its own web page. If you have lost your league's web address, you can go to our page that lists all leagues: (www.scoresheet.com/list.html) and then click on your league's name/link. Complete reports, including standings, team stats, individual game reports, etc., are uploaded to the web on Monday evening each week. You can also turn in lineup changes from your league's web page.

Scoresheet Symbols: **SH** means sac hit (bunt); **F** means the batter was out while trying and failing to sacrifice (so the runner does NOT advance); **SF** means sac fly (the lead runner moving up a base.) **A + before** the main symbol means the man on base moved up on a steal. **A + after** the main symbol means one baserunner moves up an extra base on the play. For example, if a man is on first base and the batter has a 1B+, this means the batter goes to first and the runner goes to third; one base for the single and one base for the +. **++** means 2 baserunners each move up an extra base. A - sign before the main symbol means the baserunner was caught stealing, a / means the other team changed pitchers. (Actually, we have three different symbols for changing pitchers. A / means the other team's pitcher reached his hook number; a l means the pitcher was pinch hit for, and \ means the pitcher had to leave because he ran out of innings. In the NL, if your pitcher is going to run out of innings we will automatically pinch hit for him.) A * stands for how many baserunners scored during that play (not exactly a RBI since there is a star even if a run scores on an error or a DP). No star is given for the batter's run on a HR, as we figure it is obvious the batter scores on a HR. We do also keep an official total of RBI's for each of your players. An 'O' followed by a number means that corresponding fielder made an 'outstanding' play, 'p' stands for passed ball, and w stands for wild pitch. Outstanding plays are just based on a fielder's

Scoresheet fielding range, and will be discussed more in a future writing.

Down in the standings section **RS** stands for run support (runs scored per game), and **OP** stands for a team's total number of outstanding plays. Run support can help explain your pitcher's W-L record, and when we periodically print out your individual pitcher's stats we'll show the run support each of your starting pitchers has gotten. **OPS** stands for On-base + Slugging Percentage (an excellent measure of a batter's overall offensive ability.)

In Scoresheet there are different types of **errors**. A leading **+e** means a catcher made an error on a steal attempt, an **E** before the main symbol means the pitcher made an error on a pickoff attempt - in both cases the baserunner goes from first to third. An **e after** the main symbol means there was a throwing error, everyone moves up a base. An e1, e2, e3, e4, e5, or e6 means that fielder made an error on a hit ball - the batter gets to first and all baserunners move up one base. An E7, E8, or E9 means that OFer made a fielding error - the batter gets second base, and all runners move up 2 bases.

The line after your last game shows what your opponents hit and pitched **in the majors** during the week, weighted by how much they played against you. (This info shows whether you faced hot or cold teams each week.) At the bottom of each game we also have a line showing your team's 'fielding range bonus'. This is the amount your lineup's total fielding range is above or below the 'average' team fielding range. (+ is good, - is bad!) This fielding range bonus is for your whole lineup, weighted by playing time in that game - a guy who only plays half the game only counts half as much towards that total as a guy who plays the whole game. Even if you have the same starting lineup in 2 games the fielding bonus number could be different, depending on who came in late in the game as pinch hitters or defensive subs.

LINEUPS: Your lineup is printed at the top of the weekly sheets every time you make a change. On that print-out a * **stands for lefty batters/pitchers and a # for switch hitters**. Also, we do run a computer checking program, plus check every lineup by hand, to try and catch all typos. However, mistakes do occasionally happen - we are only human! If you spot a typo please give us a call, we will fix it immediately. If we are not here please just leave a message on our answering machine describing the typo. (Please understand that fixing a typo is the **only** lineup change we can accept over the phone). But, once a week's games are played they are final!

If your printed lineup does not exactly resemble what you turned in it might be because we

had to change it to fit the rules. Along with the 30 man limit, other rules commonly not followed by team owners (meaning we had to adjust your lineup) include: a player on the batting and bench card must be listed against **BOTH** LHPers and RHPers; a pitcher you list as a closer can **not** be also listed as part of the regular bullpen; and you players listed as defensive subs must also be listed on the batting/bench side. Also, **only** a player who qualifies at one of 2B, SS or 3B can actually play 2B, SS or 3B. (For instance, a second basemen can play 3B with the appropriate fielding penalty, but an OFer or 1B simply can not play 2B, SS or 3B!) We have tried to help you out if you have misunderstood a rule, and have attempted to make sensible changes. Please, we do take a look at the rules before calling with questions, though we are happy to help out if needed. Below your lineup are the players who are on your roster but not listed on your lineup card. If they played in the majors that week, those players will come in for you before we shuffle bench players out of position, and before AAA players are used. Taxi players are used in order of this year's season-long playing time.

TRADING: To report a trade, both owners should turn in a trade note with their new lineups (with the players you have traded away off of your lineup, and with any newly acquired players that you want to use listed on your new lineup card.) We do need to receive a note confirming the trade from **BOTH** owners involved in the trade before implementing the trade; after all, we can't have the same player on two different teams the same week. And please, send in your trade note by the very first Monday morning after you make the trade.

If the trade is so minor that you do not even want to change your lineup card then you can just turn in the trade note without a new lineup. We'll just take the guys you traded away off of your team, and put your new players on your taxi squad.

FIELDING: Any player listed at a position on our draft packet qualifies at that position. If a player qualifies at an additional position because he played there in past years then he has that position listed next to his name in the drafting packet. Otherwise he did NOT qualify there! Even if a player used to play at a position, if he is **not** listed as **qualifying** at that position in the draft packet, **then he will hurt your team's fielding range** if you play him there! When we say qualify we mean that they can play this position without penalty once the season starts, with the range shown for them at that position.

Players **can** also qualify at new positions during the season. To qualify at a new position a player must first appear in 10 games there during the current season; and we **also** occasionally qualify a player at a new position before he has played 10 games there if that player has switched positions

during the off-season, and that is clearly going to be his new main (regular) position during this season. Any players we've listed as qualifying at new positions this first week were qualified at their new positions before we played the first week's *Scoresheet* games on the computer.

MAILINGS: The weekly game reports go up on the web, and are sent out by e-mail, every Monday night, and postal results are mailed out on Tuesday mornings. **Getting your results sent to you by postal mail does cost \$10 per team – if you are getting results by postal mail now but would like to save that \$10 please let us know to send you results just by e-mail.** Also, we do keep the reports on a computer disk for a few weeks - if one of your weekly results is lost in the mail please let us know, we'll be happy to send you a duplicate copy. We will also be printing your complete league rosters about once a month, and we also print a variety of stat tables on a regular basis (beginning next week).

Have Fun, and Play Ball! - Jeff Barton

P.S.: 1) Please do not forget the **Monday morning deadline** for lineup changes. The point to this game is to turn in a lineup **before** you see what your players will do in the upcoming week! If you submit (postmark, fax or e-mail) a new lineup after the first major league game begins on Monday (usually 1 PM Eastern time/10 AM Pacific time) it will not get used until the following week. **2)** If you make a trade please send in a trade notice by the very first Monday after you agree to the trade. It is really a drag for the team owner you traded with (and everyone else in the league will stop trading with you!) if you agree to a trade and then don't let us know about it. Thanks!

P.P.S.: We do have a few '**orphaned**' teams still available in our continuing leagues (teams in those leagues keep 13 players from year to year). If you'd like to take over one of those **orphaned teams** the cost is **only \$39** for the rest of this season, though we do ask that you only take a team if you plan on keeping it for future seasons also. If you have web access, you can look at rosters and first week's results of leagues with available teams in them by going to the following web page:

www.scoresheet.com/fantasybaseball/BB_Available_Team_List.php

If you can't get to the web, please give us a call or send us an e-mail if you'd like to see some available teams and we will send their rosters to you. - Jeff