

Scoresheet Baseball May 29th, 2006

Hello Again: I hope you enjoyed the Memorial weekend holiday. Personally, I'm hoping that June brings a little warmth to my player's bats. I'm tired of opening up the morning paper to read about another 0 for 4 for every player in my starting infield.

Most Scoresheet leagues now have drafted 39 rounds of players (35 in the pre-season, and another 4 rounds during the season), with another four round draft scheduled for July. But the talent available in the July draft is generally pretty thin - you are unlikely to draft players in rounds 40 and later that will greatly improve your team's W-L record this year. So, if you have some holes to fill, or your team is simply not performing as well as you'd like, making a trade with a fellow team owner is probably your best bet to change your team's fortunes around.

Not only can making a trade help your team's won-loss record, it can also be a lot of fun. When contacting a fellow *Scoresheet* owner about a deal, even if you don't agree on a trade, you'll most likely at least have a fun conversation about baseball. That is why I prefer talking trade by phone rather than e-mail - chatting about baseball with fellow *Scoresheet* team owners is generally a pretty darn good time.

By looking at your league's roster (included with the postal results every 3 weeks or so, and updated on your league's web page every week), you can hopefully find a team whose needs fit your excesses, and who may have some players available at a position you need filled. I definitely think the most fun in trading is when both owners can walk away thinking they each helped their own teams, and **not** when one owner is simply looking to take advantage of another owner. So, when thinking of deals to propose to another owner, try to find one that helps **both** teams.

When looking for trading partners, you might also want to look at the sections we printed again this week titled **unused IP** or **unused plate appearances**. These are what we refer to as the '**trade bait**' sections, and show which players in your league are getting more playing time in the majors than in *Scoresheet*. Those stats are **not saved** for future use (except for unused pitcher starts for pitchers that were in your rotation); that info is just designed to help see which teams may have players available for trade. You can also give friends a little grief about 'why didn't you use so and so this week'?

That 'trade bait' info is also available on your league's web page, updated every week. To see those 'unused playing time' sections you should go to your league's main page and click on the link called '<your league's> rosters with major league stats'. The top sections of that 'rosters with stats' page is the trade bait info.

For a number of years we offered mid-season leagues, which were leagues that drafted in early June and played roughly a 13 week schedule. While we stopped doing that a couple years ago (the demand for teams simply was not high enough to warrant mid-season leagues), we do occasionally get requests from folks during the season asking if they can get an additional team. The answer to that is yes, we **do** still have some '**orphaned**' (ownerless) **teams** in a few of the continuing leagues that we run. (Continuing leagues are ones where teams keep 13 players from this year's team to start next year's draft.) If you'd like to see updated rosters of leagues with orphaned teams in them, please go to:

www.scoresheet.com/baseball/BB_Available_Team_List.html
If you'd like to take over one of those orphaned teams the cost is **only \$29** for the rest of the season, though we do ask that you only take a team if you plan on keeping it for at least three years. OR, you can pay next year's team fee (\$89) and have the team for the rest of this year for free. Complete continuing league rules can also be found at:

www.scoresheet.com/bb3draft/contlg.html

Have a great week! - Jeff Barton