Scoresheet Baseball May 7th, 2007

Hi All: This week we've printed the results of the supplemental draft for the American and Combined leagues which drafted by sending ranking lists to us; next week's games will include results for NLs. The supplemental drafts we ran followed the same eligibility requirements as the pre-season *Scoresheet* run drafts, meaning players on our 2007 Scoresheet AL lists are not eligible for drafting in NLs drafting thru us, and players who are on our 2007 Scoresheet NL player list are not eligible to be drafted in Scoresheet ALs that draft thru us.

This draft was done before we played these week five games, meaning the players you received were added to your taxi squad before this week's games were played, and were used before AAA players came in. You do not have to cut any players off your team to make room for your new guys, though you can still **only** list up to 30 players on a lineup card - the rest of your players are on your taxi squad, and will automatically play if needed.

Continuing last week's discussion of **how *Scoresheet* works**: what the *Scoresheet* program does for each at-bat is set up a probability of what the batter is going to do, based on how well he hit in the majors that week, how the pitcher he is facing did in the majors that week, and the fielding range of the players on the field. Then the computer essentially 'rolls dice' to see what happens in that at-bat. Basically, the better the batter hit that week in the majors, the greater the probability each dice roll will result in a hit - the better the opposing pitcher did in the majors the smaller the probability each dice roll will result in a hit. There is some chance (luck) involved in this 'dice roll', just as there is in any game based on probabilities. If because of the '**luck of the dice**' your player is performing differently in *Scoresheet* than he should be, the computer will adjust for that difference in future at-bats or appearances (using what we call 'luck-balancing formulas'). So, if you had a player hit 3 home runs for his major league team, and even though he faced 'average' pitchers in *Scoresheet* he hit only 1 or 2 homers for you that week (in the same number of at-bats), he **will** make up for the lost home runs in future weeks. This also works the other way. If because of the computer 'dice roll' a player does better for you than he should have he will make up for that (do worse) in a later week also.

However, if a pitcher doesn't get his shutout because you had him buried in the bullpen, or if your hitter did not get all the hits for you that he did in the majors because you had him on the bench, then those stats **are lost** to you. *Scoresheet* is a game where you must predict how your players are going to do. If you **choose not to play a guy**, then his **stats that week are lost** to you.

Our 'luck-balancing formulas' are designed to correct discrepancies when your players do differently than they should **because of the 'roll of the dice' only.** If your pitchers are doing poorly because you have horrible fielders than the formulas will not force them to do better later on. And if your hitters are doing better because you platoon them, then they will not get penalized in future weeks. So these luck balancing formulas will NOT necessarily make your players perform the same as they did in the majors – your managerial decisions and the opponents you face in Scoresheet WILL effect the stats a player should have. Instead, luck balancing formulas will strive to have your player's *Scoresheet* stats match what they should be AFTER taking into account how you use them, the opponents you face in Scoresheet, and things such as the fielding range of your players and your opponents. **For instance**, if in *Scoresheet* your hitters face a pitcher who got bombed in the majors that week (or face pitcherAAA), then your hitters are supposed to hit better against that pitcher than they did in the majors that week! So, if your team faces pitcherAAA and your hitters hit a couple extra HRs then that does NOT hurt you in future games - since hitters are supposed to hit better against pitcher AAA than against an average major league pitcher those extra hits they get are just what they are supposed to get, and your hitters will not be penalized in future games for those extra hits. Also, just as the more times you flip a coin the closer to 50% percent heads and 50% tails you will get**, the longer the season goes on the more the 'dice rolls' in the computer have a chance to balance out**!

We do go into a lot of detail explaining how things such as fielding and luck balancing work in *Scoresheet* simply because we get asked a lot of questions on those subjects. But that does **not** mean those things are as important as slugging average or ERA. It is just that fielding and how the *Scoresheet* game program works are subjects less well known than the 'regular' baseball stats, and so need more discussion. But how your players do on the field in the majors, and how you use them each week, is what is truly important. And hopefully you will agree that in *Scoresheet*, pretty much everything your players do on the real ballfield does also get used by your *Scoresheet* team.

Finally, if all of your pitcher's ERAs are higher in Scoresheet than you'd expect (compared to their real life ERAs), then you should look at your player's fielding ranges. Your fielder's range can have a significant impact on your staff's ERA - having a negative fielding range bonus in each game will make your pitchers give up more hits.

Have a winning week! - Jeff Barton