

Scoresheet Baseball June 8th, 2009

Hello All: Our **second mid-season supplemental draft is coming up**. The draft will consist of three rounds, with the draft being done in reverse order of the standings at that time (standings thru June 21st) in all 3 rounds. Assuming your league drafted the normal 35 rounds in the pre-season, round numbers are called round 36-38 in the May draft, **round 39-41 in the late June draft**, and rounds 42-44 in the draft held in early August.

Drafts for leagues that are using the web draft system will run from Tuesday afternoon, June 23rd thru Friday morning June 26th, so if you are in a league using the web draft you should have a list entered on your league's web site **by/before** the afternoon of June 23rd.

For leagues that draft by sending ranking lists to the Scoresheet office, the deadline for sending in draft lists will be 4 PM Monday, June 22nd. No matter how you send in your list (e-mail, from the web, by postal mail or fax) please make sure you submit it **by/before** that deadline so we can use it, as we do feel it is only fair for everyone to have the same deadline. For 10 team leagues, please submit a list that has up to 20 players on it, and for 12 team leagues a list of 25 players should be more than enough. **PLEASE include player numbers** whenever possible. If you list a player you do not have a number for please include: his name, position, and team or major league organization he plays for.

Draft results will be included with the report showing games thru June 28th. You **can** make trades involving your draft picks. But if you are trading supplemental draft picks those trades must be turned in by the same due dates as for the lists.

This week we've included with the game results a short list of players that have not yet been picked in your league. (A complete list of undrafted players for your league is available on your league's web page – just click the 'undrafted players and ranking list' link on your league's web page to see that complete list.) Players are listed by **player number**, then **name**, and are **listed in order of major league playing time this season**. We have only listed players who are eligible in your league according to our draft-by-list rules. A player who was listed on the OTHER leagues draft sheet is **NOT** eligible for drafting. For instance, Rich Hill is on our NL list, and so is not eligible to be drafted in American League drafts. **You are NOT restricted to the players listed as 'top undrafted'**. Any player on your type of league's (AL or NL) Scoresheet player list, or any player in an organization in your major league (as long as he is **not** listed on the other league's *Scoresheet* draft list), is eligible. If you are not sure if a player you want is eligible you should list him - we'll just skip over him if he is not eligible.

***NOTE:** As stated in the draft packet, **players** that have been drafted in this year's June MLB draft **ARE eligible** to be picked in this supplemental draft (in the same type of league they were drafted in in the majors), even if they have not signed a contract yet. We will be adding all players picked in the first couple of rounds of this week's MLB draft to our player lists later this week.

We will have **rosters balancing rules for the draft**: you can get an unlimited number of pitchers, but only up to 2 position players at the same position, though a plus (+) **can** be used to get you one more player at a position than normal roster balancing allows. Owners who do not submit a list will still acquire 3 players in order of major league playing time (playing time thru June 14th, with one IP = 2 plate appearances.)

If you are in a league doing your own drafts you CAN do your mid-season drafts whenever you want. But please, have someone send us your entire league's draft results when you are done so that we can add all the drafted players to all your team's rosters at the same time - thanks!

More Stats: Every couple of weeks we include with the weekly results what we call the 'Won-Loss Breakdown' stat table. (That table is also updated on the web site **every** week.) If you notice that you are losing a lot of one run, or extra inning games, then maybe you should take a look at a couple of things. Stealing bases, along with sacrifice bunting, is a good way to manufacture one crucial run. I think sac bunting early in the game is a bad thing, as it greatly lowers your chances to have a big inning. But late in the game even your best hitters might help your team by laying down a bunt. On my team almost no hitter has an earliest inning to bunt earlier than the 6th inning, but almost every hitter bunts by the 8th (except for my absolute couple best hitters.) Stealing bases also helps keep you out of double plays, and can also greatly increase your chance of scoring one run.

Once again - **your** managerial strategies can affect your won-loss record in *Scoresheet*. If you are leaving a lot of guys on base maybe you need to juggle your lineup. Try moving speedier guys in front of your big hitters, or putting high SlgAvg guys directly behind your best on-base percentage players. Having a reliable closer can also greatly improve your record in close games; and having a top set-up man or two has become crucial in these days of most starters only lasting 6 innings. If you have a great set-up guy and a reliable closer than you can have almost a perfect record when leading after 6 or 7 innings, which often translates into a pennant contending team.

Have a great week! - Jeff Barton