

Scoresheet Playoff scenarios: In leagues with **two divisions** that follow our default playoff rules, the two division winners make the playoffs, plus one wild card. In that case, the division winner with the best record gets a bye in the first round of the playoffs, while the other division winner plays the wild card team in a 7 game series. Then the winner of that series meets the division winner that had the bye in a best of 7 game playoff for the league crown.

In leagues with **three divisions** that follow our default playoff rules, the 3 division winners, along with one wild card, make the playoffs. Then, among those 4 teams, **the playoff team with the best record faces the playoff team with the worst record**, and the team with the second best record plays against the team with the third best, regardless of what team is the wild card. (Yes, a division winner **CAN** play against a wild card from his own division in round 1 if that is the way the won-loss seedings end up.) Most **4 division leagues** simply have the 4 division winners going to the post-season. In those leagues, if you played a balanced schedule (playing every team the same number of times), then in the first round the division winner with the best record plays the division winner with the worst record, with the 2 other division winners meeting in the other series. If you are in a 4 division league that played an unbalanced schedule (where odd numbered teams played more games against other odd numbered teams, and even numbered teams played more games against other even numbered teams), then winners from the 'odd-numbered team' divisions meet each other in round 1, and the 2 winners from the 'even numbered team' divisions meet in the other round 1 series.

If you are in a league with a different set-up then described above, please check your league's web page. Right above the season schedule on that page is a line saying how many wild cards are slated to make your league's playoffs. If that number is *NOT* correct please let us know! Also, if you are in a league that played last year, and you have changed your playoff system for this year (maybe changing the seeding rules) please check with us to make sure that we have your new set-up in place.

For 'private' leagues with more than 4 teams in the playoffs, our default seedings for matchups is simply based on won lost records among the playoff teams, though whenever a division winner faces a wild card team the division winner does get home field in games 1, 2, 6 and 7. **But for determining matchups**, our default is that the team with the best record gets to play the team with the worst record, even if that worst record team is a division winner (unless you have given us specific instructions otherwise.) Also, our default program is that matchups **ARE** re-seeded after round 1, so if an upset happens in round 1 the remaining playoff team with the best record gets to play the remaining playoff team with the worst record.

Finally, **each and every playoff series is played**

as if it is the only series being played. Rotations are re-set for each series, and playing time limits also **DO** start over for each series. (You can think of it as if we have a 5 day layoff between series to rest up.) In each series, the team with the better won-loss record gets to be the home team in games 1, 2, 6 and 7, and the other team is home games 3, 4 and 5, **EXCEPT** that division winners are always at home games 1, 2, 6 and 7 versus wild card teams. If the 2 teams are tied with the same won-loss record then head to head record (and run differential if necessary) will be used to determine home field advantage.

TIES: If 2 or more teams are tied at the end of the season, **but the tie only matters for playoff seeding**, then we'll use head to head records to break the tie, and will go to overall run differential if necessary. If two or more teams are tied and a playoff **berth** is at stake then a 7 game playoff will be played to break the tie. That tie-breaking series will use the same rules as our normal playoff series, and will be played at the same time as the normal playoffs (essentially adding an extra playoff round to see who makes the 'real' playoffs.)

If there are 3 teams tied for **one** playoff berth the team with the best head to head record among the three teams will get a bye while the other two teams play a best of 7 series, and then the winner of that series will play another best of 7 series against the team that had the bye. If three teams are tied for **two** playoff berths the #1 seed according to head to head records among those three teams gets one of the berths, and the other two teams play a 7 game series to determine who gets the second playoff spot. **NOTE:** The first thing the program does is figure the division winners. So, if three teams are tied, with two of them tied for a division crown, while the third is from a different division but tied with those two teams for the wild card, first the program figures who wins the division (by playing a 7 game series if the one who does not win the division is not guaranteed a wild card spot.) Then, after figuring out who wins the division, the program would play a series between the non-division winner and the team from the other division that is tied for the wild card.

We'd like to keep you all updated on the race for most wins throughout *Scoresheet*. **These leaders are thru LAST WEEKS games (games thru 9/13/09) only!** (We write and print this newsletter before all the current week's games are played, since if we waited we would never get everything mailed on time.)

AL Team Wins: Downeast Beasts (Davis Whitesell) 101; Pale Hosers (Gerry Rothrock) 101; Los BoneYard (Paul Slone) 100; Trading Post (Chad Stenerson/Leon Shahon) 98; Studio 23 (Gary Wilson) 98.

NL Team Wins: Javelinos (John Richards) 102; Ground N Pound (Paul Miramonti) 101; Al Asad Avengers (Eric Moyer) 98; Werewolves (Jeff Wong) 98; 5 tied with 96.

BL Team Wins: Ashburners (Lloyd Harrell) 98; Midwest Lumber Barons (Bobby Clarke) 97; Dirty Birds (Michael Turner / JD Wilks) 97; DK Goes Yard (Ron Engel) 97; Goers (Jim Elliott) 96.

Have Fun!

- Jeff Barton