

2010 COMBINED LEAGUE (with a DH) DRAFT / RULES PACKET

Welcome to *Scoresheet Baseball*. Here is the rules packet, for a **Combined League (drafting both National and American League players)**, a description of the draft by mail roster balancing procedures, information on statistics used in *Scoresheet*, additional *Scoresheet Baseball* rules, and a complete sample lineup card with explanations. Some of this packet is devoted to leagues that draft by turning ranking lists into us, and then we run the draft. **If you are in a league which is doing its own in-person draft then much of this first page, and the section on roster balancing, can be ignored** - we only have those rules so that teams which submit ranking lists for the draft do end up with a complete roster.

If you are in a league drafting thru us, your first step in building your team will be to complete and submit your ranking sheet. Using the player lists, list your player choices in the order you want them to be eligible for drafting by your team. Your number 1 listing will represent the player you want the most, and so on down the list. **Please make sure you include scoresheet player numbers on your list!** Before sending in your ranking sheet, we recommend that you make a copy of it, as we keep the sheet that you send us. And keep this draft packet for use in the next stage of the draft, and for use during the season!

Team numbers will be randomly chosen, with the draft order reversing in each later round for one year leagues. (For instance, in a ten team league, team 1 picks first in round 1, team 10 picks first in round 2, team 1 picks first in round 3, etc.) As your team's turn comes up in each round, you will be assigned your highest-ranked undrafted player, subject to our roster balancing procedures described later in this packet. (Our drafting rules are designed so that you can **list players according to how you think they'll perform in the upcoming season**, and then you'll get a balanced roster, receiving starters at every position before you begin receiving reserves.) And you do **not** need to group players by position on your ranking sheet. Players should simply be listed in the order you think they are most valuable.

The results of the draft will also include the season schedule of games to be played. You'll choose a team name when you send in your first week's lineup card.

Hint: The draft is really very simple. We just go down your list, giving you your top listed player that is still undrafted. We simultaneously keep track of the players you've already drafted, and we will skip over players that are listed at positions you have already filled, ensuring that you get a balanced team. We also suggest that you save your top picks for established quality players. We all like to gamble on young, unproven players. But for the most part they will still be available in later rounds. **Use your top picks to acquire players you are fairly certain will perform well in the upcoming season** - save your gambles for late in the draft!

We do recommend that you read the enclosed *Scoresheet Baseball* rules very carefully, especially those concerning late ranking sheets. If after reading over this packet you have any questions, please give us a call at: 530-470-1880. The best time to reach us is from 9 to 5:30, Monday thru Saturday, Pacific Time. Good luck in your *Scoresheet* season - we hope this year brings you the utmost in baseball appreciation!

Roster Balancing Procedures (for drafts by mail)

The way our draft program works is that for each round, when your turn comes up, the computer goes down your list, giving you your highest ranked available (undrafted) player, subject to the roster-balancing rules. The purpose of these rules is to give you a starter at each position before you start receiving second string players. For example, if you think a good shortstop is very important you might rank 4 of them in your top 10 choices. Once you get one shortstop we skip the next shortstops listed and draft your highest ranked non-shortstops in subsequent rounds. However, since you need 3 outfielders, and 5 pitchers to fill your rotation, we will NOT skip over outfielders until you have 3 of them, and will NOT skip over any regular pitchers you've listed until you have received 5 of them. At the end of Stage 1 you'll still have 4 starting spots to fill. **In the second stage, at the end of round 15**, or possibly later if you've used the "plus" option discussed at the end of this draft packet, **you should have one C, 1B, 2B, 3B, SS, three OF's, five regular pitchers, one short reliever, and a player from our DH list or an extra 1B or OFer to bat as a DH.** ****NOTE:** It is best to NOT try to guess how other owners will set up their lists. The best method is just to list players in the order you think they'd help your team!

During the second stage, after you have a starter at every position (including the 3 OFers and 5 regular pitchers), the computer goes back to the top of your second stage ranking sheet, and starts similar roster balancing procedures for your backups. By the end of round 30 you should have 2 players at each of: C, 1B, 2B, 3B, and SS; 6 OF's; a DH or extra 1B or OFer to bat as DH; and 13 pitchers, at least 8 of which are **not** listed as short relievers on the draft lists. (You may feel that there are not enough good first basemen left as backups. So, instead of always assigning you a second one, we allow you to draft a fourth reserve outfielder or a second DH instead of a backup first baseman.)

Once you have received a backup at every position - usually at the end of round 30 - we will once again go back to the top of your (third stage) ranking sheet and start down again. These final picks can include up to: 4 more pitchers, 3 more outfielders, or up to 2 additional players at each of the other positions.

If you do not list enough players at each position, you may be assigned players to your team by default. The order in which players are assigned by default is by player number (which is set by their major league playing time last season) - if you need both pitchers and position players, default drafting is based on 1 inning pitched equaling 2 plate appearances. To avoid receiving players by default, be sure to list players on your sheet from many different positions.

Playing Limits

A player in *Scoresheet Baseball* can only play roughly as much as he did in the majors that week. This is measured by plate appearances for position players, and innings pitched (and games appeared in) for pitchers. We do have adjustments to make up for the fact that some weeks your players can't play as much in *Scoresheet Baseball* as they do in the majors. In some weeks for example, 3 or more of your pitchers may start twice in the majors, but they can't all start twice in the same week on your team. Therefore we allow your players a few more at-bats or innings pitched some weeks to roughly balance things out over the course of the season. We also carry unused pitcher starts to the next week if necessary.

The playing time limitations explain why a sub may start a game, or why a pitcher may be taken out before his hook number is reached. If a player is injured or benched in the majors, he'll start playing less for you also. **This means you need to draft players at each position who you believe will play a lot in the majors in the upcoming season.** A major league player who gets virtually no at-bats will not help you much, regardless of his batting average! In general, any starting position player is more valuable than a top pinch hitter that only gets a limited number of at-bats. **You should also make sure you draft plenty of pitching** - there are a LOT of pitcher injuries every season. We strongly recommend going into the season with at least 6 pitchers who are slated to start in the majors. While many middle relievers have good ERAs, the pitchers who get more innings can often be more helpful to your *Scoresheet* team.

If you run out of eligible players at a position, we automatically shuffle positions for you. We'll move players between 2B, 3B and SS; we'll move the player on the bench with the top pinch hit rank to 1B and/or DH; and we'll take the top listed player and move him to OF. (Such shuffling changes do incur the fielding penalties discussed later in the Fielding Numbers section.) This shuffling only occurs when you have no one else on your team who qualifies at that position. If there are substitute OFers on the bench

then naturally we'll move the top listed sub OFer to the starting lineup.

If you are subject to a very large number of injuries, we assign you an anonymous replacement. These replacements, appearing as Catcher(AAA), OF(AAA), Pitcher(AAA), etc., will be roughly .200 (or worse) hitters, or pitchers with an **ERA 1.8 times the league average** (an ERA of over 8!) (AAA) players will bat differently depending on the position at which they appear. (AAA) OFers and first basemen hit about .205, with a .255 slugging percentage, catchers(AAA) hit about .150 with a .200 slugging average, and (AAA) infielders hit about .190, but with only a .220 slugging average. These are the same types of players that are called up from the minors when injuries occur on a major league club. The use of (AAA) players enables your team to continue playing, but certainly decreases your chance of winning games - you should try to get a solid backup with plenty of playing time at as many positions as possible!

Miscellaneous limits: 1) "Short relievers" (as designated by our player lists) cannot pitch more than three innings in a single game; 2) A pitcher listed as a short reliever on our lists can **not** start a *Scoresheet Baseball* game, unless/until he starts a game for his major league club in the upcoming 2006 season; 3) Any pitcher who didn't start a game in the majors **that** week can't pitch more than 4 innings in a single game for you (even if he starts for you); 4) For pitchers who pitch in more games in a week for their *Scoresheet* team than they did in the majors, an appearance in a *Scoresheet* game counts roughly as an inning pitched against their pitching limit. For those pitchers, each appearance in the majors adds an inning to the amount he can pitch in *Scoresheet* that week; each *Scoresheet* appearance costs him an inning.

Player Lists Explanation

We have listed almost every player that is on a major league team's 40-man winter roster, along with a few top prospects, and some players who have been invited to spring training with a major league club, as of January 20th. **The first number at the start of the line is each player's *Scoresheet* player number.** (The players with numbers over 1000 are from the *Scoresheet* NL player list, the ones with numbers below 1000 are from the AL player list. If for some reason your combined league is going to play without a DH then do NOT use these player numbers. If your league will not be using a DH then we need to treat your league like a National League, meaning that 1000 is not added to the NL player numbers, and 1000 IS added to all AL player numbers.)

After the player numbers, the next listing for each player is the side he bats from (hitters), or throws from (for pitchers). Following that is the player's **age** as of Opening Day (shown for players who appeared in the majors last year). The last categories represent the *Scoresheet* fielding range (described below) and the player's team.

You **ARE** allowed to draft any player that isn't listed yet on either league's *Scoresheet* draft list, as long as he is **under contract** to (or drafted by) a major league team or minor league organization. If you list such a player you must include his full name, current team affiliation, and position, for him to be added to our draft eligible lists. ***NOTE:** In early February we will be adding any remaining unsigned players to our 2010 lists. Those unsigned players will be added into the league that matches the major league they ended the 2009 MLB season playing in.

We've listed most players at their primary position from last season; in general we have not tried to guess where he might move to this year. However, for players who qualify at more than one position we have tried to list them at the position we believe most *Scoresheet* owners will feel they are the **most valuable**. When judging a player's worth at a position we look at his fielding range there, and how strong that position is overall. **The position listed only matters for our roster balancing draft procedures.** Once the season starts, you may play a player at some other positions. However, only qualified catchers can play catcher in *Scoresheet*. Also, only players who qualify at any one of either 2B, SS or 3B can be used at any of those 3 positions. Please do read the following discussion of fielding statistics for out of position penalties, as it does hurt your pitchers a lot when you have fielders out of position. Under their position headings, players are listed in order of the number of major league plate appearances (or innings pitched) they had last year. Read through the entire list at each position, as it is NOT meant to be an ordering of how good we consider players to be. A better player may have been hurt last season, thus appearing near the end of the list at his position.

Fielding Numbers

For all position players there is a fielding number given, showing the player's *Scoresheet* fielding range. This fielding range will be used for that player when he is playing that position in *Scoresheet* for the **entire** upcoming season! Range can be thought of as equivalent to outs made per nine innings (**meaning larger range numbers are better**). This range number is derived from that player's performances over the past 2 seasons, including chances per 9 innings, percentage of balls hit in his zone that he got to, double plays, his amount of playing time, and some *Scoresheet* subjective analysis. **Errors are NOT included in these numbers; a player's errors in *Scoresheet* are based on what a player actually does each week of the upcoming major league season.**

While pitching and hitting stats are more important, these fielding range numbers should still influence how you rank players. The way ranges work is that pitchers for a *Scoresheet* team with a good fielding range give up less hits per week than they did in the majors; a low range team will force pitchers to give up more hits per week than they actually did in the majors. A difference of .10 in fielding range is a difference of .1 (a tenth) of a hit per nine innings that your pitchers will give up. We have come up with a fairly simple rule of thumb when comparing 2 players at the **same** position. **For a full time player, each .10 in range is worth about .025 in batting average - or another way to look at it is that each .10 in range is worth about a difference of 5 home runs if the two players have the same batting average.** To go into hundredths, a difference of .04 is worth about 10 points in batting average, or about 2 home runs. What fielding range really does is take away hits from the other team. But for comparing 2 players, it is easier to think of a bad fielding range as taking away from that player's offensive contributions to your team. Please note that a player's season-to-date errors do not factor into these range calculations; a player with a lot of errors **will** hurt you even if he has good range.

Any player listed at a position in our draft packet automatically qualifies at that position. If a player qualifies at an additional position because he played at least 20 games there in the majors last year then a range for that secondary position is also listed. If a player is not shown in this draft packet as qualifying at a position then he does NOT qualify there even if he did play some at that position in the past.

In this context, to "qualify" simply means that the player can play this position without penalty once the season starts. **For roster balancing during the draft, a player only counts at the primary position he is listed at in this draft packet.** But once the season starts, a player CAN play at positions other than where he's listed on our enclosed player lists (**except only pitchers can pitch, and only qualified catchers can be used at catcher in *Scoresheet*. Also, only players who are qualified at any one of 2B, SS or 3B can play those positions in a *Scoresheet* game**). Unless a player is shown in these draft lists as qualifying at a position, or appears in at least 10 games there in the majors in the upcoming season, we'll consider him out of position. If a player becomes qualified at a new position during the season we will indicate his eligibility and new range in the weekly results. ***NOTE:** Players who start the season at a new position **will qualify** there for the very first week's games. Rookies that are called up have league average range at their position. Finally, if an OFer switches from LF or RF to CF during the year (or vice versa), we will **not** change his OF range - the ranges for outfielders stay the same for all of the upcoming season, just as for all players.

We do have penalty formulas for a player playing out of position. These penalties increase his number of errors, and also raise opponent's batting averages due to the range limitations. Though you may not notice it directly on the game report, it is this range penalty that will hurt you the most when you play a player out of position. The severity of the penalties depend on how badly the player is out of position. **Here are some examples of out of position penalties if you move a player to a position at which he does NOT qualify.** Remember, if a player qualifies at a second position then his range at that position is listed in this packet or published in the weekly results. These examples assume the player is an **average** fielder at his listed position, and combine both the range and error penalty. A good fielder at his real position will do a little better, a poor fielder a little worse. (For players who are above or below average, if playing a 'harder' position, you take the difference from average a player has at his main position and add or subtract that difference from the numbers shown below. If moving to an 'easier' position, such as 2B to OF,

the difference added or subtracted to the numbers shown below is about half their real difference.)

an average 1B has an: OF range of 1.94
an average 2B has a: 3B range of 2.53; SS range of 4.40; OF range of 2.04
an average 3B has a: 2B range of 3.97; SS range of 4.33; OF range of 2.01
an average SS has a: 2B range of 4.14; 3B range of 2.61; OF range of 2.07
an average C has a: 1B range of 1.73; OF range of 1.93

In addition, any average infielder is assumed to be able to play 1B with average 1B range, and average OFers can play 1B with a range of about 1.79 (the average range for all positions this year is the same in the AL and NL). The switches above will also **automatically be done** for you by our computer before bringing in AAA players. Since the computer conducts this position switching automatically, a general rule of thumb is that you should only list players on your lineup card at positions for which they really qualify!

A numeric range difference has the same importance at all positions, (except for CF), so a .10 difference between 2 shortstops is the same as a .10 difference between 2 left fielders. A player's *Scoresheet* errors are based on what he does in the majors each week of the current season, while range is based largely on what he did the previous 2 seasons. **The range of the player in center field for you is about 1.4 times as important as either the left or right fielder when figuring your overall team range.** This means you should have at least one high range outfielder to play center field for you. The 'average' CFer has a range of about 2.15, while the 'average' LFER and RFER have ranges of about 2.07. Since the range of your CFer matters 1.4 times as much as at other positions, it is better to have a 2.16 range player in center, along with two 2.07 range players in left and right, than it is to have three 2.10 players filling your three OF spots. (Most *Scoresheet* teams have a player of at least 2.11 range playing CF for them.) (AAA) players play 3B with average range, are .09 below average at 2B, are .14 below average at SS, are average at 1B, have a 2.01 range in the OF, and have 0.83-0.17 numbers at catcher.

Catcher numbers

For catchers, the first number given corresponds to number of opposing runners stealing per nine innings, the second number is runners caught per nine innings. These are NOT percentages, but actual numbers per nine innings. **The lower the first number the better; the higher the second number the better!** For a full time catcher, we feel the way to compare these numbers is that a difference in .10 in opposition stolen bases is worth about 12 to 15 points in batting average (or 2 to 3 HRs), and a difference in .10 in caught stealing is worth about 20 to 25 points in batting average (or about 4 to 5 home runs over the course of a season). **Like all fielding ranges, these catcher numbers will be used for the entire upcoming season** - how well a catcher throws during a week in the majors during the upcoming season will **not** matter.

We apologize for the length of this fielding number information. We just want to point out then when drafting you should consider a player's fielding ability (both range and fielding percentage) to some degree. This important feature is commonly overlooked in other fantasy games, but is utilized in *Scoresheet Baseball* to reflect the value of solid fielding in the major leagues.

Statistics Used

To be successful in *Scoresheet*, an owner needs to concentrate on the more individual stats such as slugging percentage, on-base average, ERA, hits allowed, etc. Other player stats such as RBI's, runs scored, and pitcher wins, losses and saves, are greatly determined by which team that player is on in the majors. These **“team dependent” stats are far LESS important in *Scoresheet* than in other fantasy baseball games.**

Batting

The actual number of singles, doubles, triples, home runs, walks and strikeouts the batter has per plate appearance that week in the majors, modified by the opposing pitcher and fielders' performance, determines his chances at each at-bat. Other stats used include a batter's previous totals for differences in his hitting against left-handed and right-handed pitchers (we use a player's actual platoon differences from the past **two** seasons, with 1500 plate appearances worth of league average platoon differences added in). This means a player who has hit better against right handed pitchers for the last 2 years will hit righties better than lefties during the upcoming *Scoresheet* season. (A player's platoon splits from the current season is NOT used - all we get during the season are a player's weekly totals, not how he did each week against RHPs and LHPs.)

Pitching

The number of hits, walks, earned runs and strikeouts the pitcher records per inning pitched that week in the majors affects each batter's chances against him. The pitcher's ERA in his major league games that week, and to a much lesser extent his wins, losses and saves, alter the probabilities of giving up an extra base hit, clutch hit, or getting a double play ball. Like batters, team dependent stats for pitchers, such as his number of major league wins, losses and saves, are **not** nearly as important in *Scoresheet* as the individual dependent stats such as ERA and hits, walks and strikeouts per inning pitched.

Base Running

The batter's RBIs and runner's runs scored totals are used in determining how far the base runners advance on a base hit, and affect the chance of a sacrifice fly. Our *Scoresheet* game program also takes into account such subtle factors as a runner sometimes advancing farther on a hit with 2 outs, since he can run with the crack of the bat. Stolen bases are also important as you can only steal in our games up to as often, and with as much chance of success, as in the majors.

Fielding

A fielder's actual number of errors each week in the majors determines his chances of making an error in *Scoresheet*. If a player is playing a different position in the majors than that for your *Scoresheet* team, we compare the number of errors he is making to the average number a player makes at that position. Then we use that ratio to decide how many errors he should make for you, given that you are playing him at a position at which he qualifies (if he does not qualify there he will get a **large** error penalty.) For example, if Manny Ramirez starts playing DH, you could still play him in the OF. He'd make an average number of errors for an outfielder for your *Scoresheet* team (since he qualifies in the outfield), even though he is making no errors as a real life DH. We have this rule so that you don't get an unfair advantage, or get unfairly penalized, if you play a player at a position at which he qualifies in *Scoresheet*, while he plays a different position in the majors.

Additional SCORESHEET BASEBALL Rules

Late Return of Ranking Sheets

If you miss the postmark deadline for submitting your ranking sheet, you may delay your entire league's draft. Thus we ask that you do follow all of our published deadlines. In fact, we would appreciate your submitting your ranking sheet prior to your actual deadline if possible. (If you mail your initial ranking sheet before your postmark deadline, we will attempt to move you to an earlier drafting league, meaning you may receive your first results sooner.)

However, it can be a disadvantage to turn in your ranking sheet more than a few days early. There may be a key injury or other spring training development that might change the way you'd rank a player. Therefore, we suggest you mail in your sheet about 2 days before your postmark deadline. (If you choose to mail us an overnight letter, please sign the signature waiver so the Post Office can just put it in our PO Box.) If we do not get a ranking sheet from you, and we are unable to reach you, we will draft for you using the order of the player lists (again with one inning pitched being equivalent to 2 plate appearances). **Please, if you miss your deadline for any reason, give us a call as soon as possible!** We would hate to have to draft for you. After all, we're all in this to add to your baseball enjoyment.

Lineup Changes and Trades

Each week your team will play 6 or 7 games, playing a total of 162 games. The week's games are all played on Mondays, and are based on the player's performance in the majors during the previous week. Lineups are turned in **before** you see what your players are actually doing in the majors that week.

You can make unbalanced trades (for example, 3 players for 2) and trading of players is allowed until early September. There is no specific charge for trades, other than the fee for the new lineup card to include your new player(s). **NEW this year: If you turn in your new lineup using the web based lineup form on your league's web page** there is NO charge for your new lineup. However, if you want to send in lineup changes by postal mail, fax or regular e-mail then lineup card changes are \$3 if you change one side, or \$5 if you change both sides (only \$4 if you use our web based lineup form). We must hear from **both** of the teams involved in a trade before putting the trade through. *Scoresheet* does review all trades for fairness to eliminate collusion.

Questions about drafting

Each year we receive many questions regarding our draft procedures. The question most frequently asked is: "Can an owner draft a player to fill a position other than the one at which he is listed?" In other words, many of you want to do something like draft a guy we might have listed at SS to play 2B for you, and then receive another shortstop in the draft, instead of a second baseman. Once the season starts you can play a player at any position without an out of position penalty, as long as he meets our requirements to qualify at that position. **But for draft balancing purposes, a player ONLY counts at the position he is listed at on our player lists.** This firm rule has been developed to limit complications as much as possible. We also believe that your team will be more successful in *Scoresheet Baseball* if you use your players only at positions for which they qualify.

“Plus” option

To allow owners more flexibility in the draft, we do have an “advanced option” you can use. By putting a plus sign (+) next to a player's number on your ranking sheet, you may draft that player even if you already have someone at that position. For instance, you may have already received someone as your starting shortstop, but a second SS remains still undrafted when his spot on your list is reached. If you have a plus sign (+) next to the second SS's player number you will get him as a backup, even if you're still missing some starters elsewhere. **NOTE: A plus sign will only override roster balancing for one extra player at each position.** For example, you could get a second third baseman, or a 6th starting pitcher, before you get a starting catcher. However, you will NOT get more than one backup at a position before you get a starter everywhere else. Once you get a plussed player he does count at that position. We feel the number of times you should use this option is very limited - in fact we feel most of you will not use it at all. After all, our roster balancing procedures are designed to help you get a balanced team.

Miscellaneous Rules

- 1) You are starting out with a 35 man roster, and it will grow during the season as you take part in supplemental drafts, or make unbalanced trades. But, you may not list more than 30 players on a lineup card. Any players not listed on a lineup card WILL stay on your team's roster, and will automatically be used before any (AAA) players are called up.
- 2) Your team will not have more than 8 pitchers and 16 position players appear in a single game.
- 3) **Pitcher stats are adjusted for the major league they play in in real life.** For instance, if the average ERA in the AL this year is .5 higher than in the NL, then a pitcher throwing in the AL with a real life ERA of 4.5 will have about the same ERA in *Scoresheet* as an NL pitcher with a real life 4.0 ERA. (However, inter-league play will have **NO** effect on *Scoresheet* statistics. If your player is on an AL team then he is treated as if he plays in the AL, even if that week his team plays against a NL team.)
- 4) Unfortunately, the Postal Service is not perfect. We can't do anything about lost or delayed draft lists and/or lineup changes - once games are played they are final.
- 5) 10 team draft-by-mail leagues are normally split into two 5 team divisions, and at the end of the regular season the 2 division winners, along with one wild card, make the playoffs. 12 team leagues are usually split into 3 divisions, with the 3 division winners, along with one wild card, making the playoffs. Leagues with 16 or 20 teams are usually split into 4 divisions, with no wild cards making the post-season. **Please do let us know how you want your league set-up regarding the division split, and if you want any wild cards in the playoffs** (the number of divisions and playoff teams you can have is flexible). Playoffs are a best of 7 series, using the whole season's stats, with September performances weighted more heavily.
- 6) The player lists are also available on our **web page**. To get links to our player lists, rules packet, message boards, etc., go to: <http://www.scoresheet.com/baseball.php>
- 7) Finally, the stats of the Sunday Night April 4th game between NY and Boston **will** count as part of our week 1 games.

All of us at *Scoresheet* hope you have a great time this year - we are looking forward to a fantastic season. Best of luck, and Have Fun!

American League Sample Lineup Card

Your Name: Jimmie Smith

Team Name: Off His Rocket

Date Sent in: **SAMPLE CARD**

<u>STARTING LINEUP vs. RHP</u>						<u>STARTERS vs. LHP</u>				
#	Name	Pos.	Steal?	Earliest Sac.	Rank or PH for	#	Name	Pos.	Earliest Sac.	Rank or PH for
1.	575 Nick Swisher	CF	Y	8	3	1.	575 Nick Swisher	CF	6	6
2.	442 R. Cano	2B	Y	7	6	2.	442 R. Cano	2B	7	7
3.	584 M. Ordonez	RF	Y	-	2	3.	584 M. Ordonez	RF	-	1
4.	410 Chris Davis	DH-1B	N	-	1	4.	403 P. Konerko	DH	-	2
5.	403 P. Konerko	1B	N	-	4	5.	410 Chris Davis	DH-1B	9	3
6.	562 Shin Choo	LF	Y	8	5	6.	478 A. Beltre	3B	8	4
7.	478 A. Beltre	3B	Y	7	8	7.	344 G. Laird	C	7	5
8.	342 A Pierzynski	C	N	7	9	8.	562 Shin Choo	LF	6	8
9.	508 J. Peralta	SS	Y	5	-	9.	508 J. Peralta	SS	5	-

Bench vs. RHP

1.	613 Coco Crisp	CF	Y	5	-
2.	574 Jack Cust	LF-RF	N	8	7
3.	593 Rajai Davis	OF	Y	7	10
4.	484 Encarnacion	3B	N	7	-
5.	459 T. Hulett	2B	N	5	-
6.	344 G. Laird	C	N	4	-
7.	513 Elvis Andrus	SS	Y	1	-
8.					

Bench vs. LHP

1.	613 Coco Crisp	OF	7	9
2.	484 Encarnacion	3B	8	10
3.	593 Rajai Davis	OF	7	-
4.	574 Jack Cust	LF-RF	6	-
5.	513 Elvis Andrus	SS	5	-
6.	459 T. Hulett	2B	4	-
7.	342 A Pierzynski	C	4	-
8.				

STARTING ROTATION

#	Name	Hook (runs + runners/2)	Out for Closer in Save Situations	prefers to face (list 0-3 teams)
1.	2 Felix Hernandez	5.5	3.5	teams 1,3,8
2.	13 Jon Lester	5	3	teams 2,6
3.	40 Ervin Santana	4.5	2.5	teams 1,3,8
4.	44 Dallas Braden	4	2.5	teams 2,6
5.	51 Jeremy Sowers	5	3	teams 2,6

BULLPEN

#	Name	Hook (runs + runners/2)	Earliest Inning to Use As a Reliever	Rank for When Used As a Reliever vs. (RHB) (LHB)
1.	47 Gil Meche	4	1	5 5
2.	63 Glen Perkins	4	1	7 6
3.	72 Phil Hughes	4	1	6 7
4.	277 Scott Downs	2.5	4	4 3
5.	228 Matt Guerrier	2.5	4	3 4
6.	305 Scot Shields	2	6	1 2
7.	264 Brian Fuentes	2	6	2 1

CLOSER (Optional - can list 0, 1, or 2. Will be used ONLY in save situations.)

#	Name	Hook (runs + runners/2)	Earliest Inning to Use	Rank vs. (RHB) (LHB)
1.	245 Joe Nathan	3.5	8	1 1
2.				

DEFENSIVE SUBSTITUTIONS

#	Name	#	Name	#	Name
C	344 G. Laird	3B	-----	CF	613 Coco Crisp
1B	-----	SS	513 Elvis Andrus	RF	-----
2B	-----	LF	575 Nick Swisher		

A.L. Batting and Bench Lineup Card Explanations

Player: List your starting lineups and bench players against both Right-Handed Pitchers (RHP) and Left-Handed Pitchers (LHP). **Please list players both by player number and last name.** Those players not starting against a RHP go on the *Bench vs. RHP* side. Those players not starting against a LHP go on the *Bench vs. LHP* side. (Any player listed against RHP must also be listed against LHP, and vice versa.) Remember you can only have 30 players listed on a lineup card. (Players not listed on your lineup card form your 'taxi squad', and will play if needed.) Which column (Bunt and PH) is used depends on the pitcher that the batter **currently** faces. If the other team replaces a RHP with a LHP, the batter's bunting and PH strategies switch to the *vs. LHP* columns. (Note: there is only one steal column, which is used against either a RHP or a LHP.) List your players on the bench in the order you want them to appear in case a starter does not have enough major league at-bats to start every game that week. (The pinch hit rank has nothing to do with who comes in as a starter, it is the first listed player at that position who will come in.) We will automatically juggle your batting order slightly when a starter can't play. Basically, we will put players with the best *Rank or PH For* numbers in the third and fourth slots, while players with a good *Rank or PH For* number and a yes in their *Steal?* column will bat leadoff and second. Players listed as starters are never moved down in the order, and those listed in the 3rd through 6th spots will never bat 1st or 2nd. (This all becomes clearer when you get your first few scoresheets.) Once again, please list players by **name and player number.**

Position: Next to each player, list the position(s) you **want** him to play. We will automatically move him to other positions if necessary. (For example, if all your second basemen are out we will automatically move a backup SS to play second.) Each starting lineup must have a player at every position, including 3 outfielders and a designated DH. If your starting DH is out of available at-bats then we will take the highest ranked pinch-hitter off your bench to be your starting DH (we do not look for a player with DH as a position on the bench; we just look for the guy with the best pinch hit rank available to start). You can either designate outfielders as LF, RF, CF; or you can just put OF next to their names, meaning we'll automatically assign the best OFer then playing to play CF for you. You can list both starters and bench players at more than one position. However, since we will automatically juggle positions for you if you run out of players at a position, you should only list players at the positions they are qualified to play! **Only** qualified catchers can be listed at catcher, and also only players who qualify at one of 2B, SS or 3B can play any of those 3 positions.

Steal?: Stealing 2nd base may be attempted if you are behind by 2 runs or less through the 6th inning, and if you are behind by one run starting with the 7th inning. Your player can steal in any inning if you are tied or ahead. If you want your player to have the option to steal, put a Y in his column. An N means he will never attempt to steal. A Y just means the player has a chance to go, not that he will necessarily try to steal - he is basically limited by how many steals he has in real life. A player's chances of getting thrown out vary according to how successful he is that week in the majors, and also depend on the catcher he is facing.

Earliest Sacrifice Bunt: List the earliest inning you want the player to attempt a sacrifice bunt. Beginning with this inning, a sacrifice bunt may be attempted if there are no outs and the potential tying, go-ahead, or first or second insurance run is on base. The batter will try to bunt if the key run is on 1st with 2nd or 3rd open; or on 2nd with 3rd open if it's at least the 8th inning. Sacrifice bunts are successful about 75% of the time - when they do not work the batter is out and the runner stays where he was.

Rank or PH For: The players with a **number** in this column **can be used as pinch hitters**, while players with a **dash** (or a blank) **will be pinch hit for.** Make sure you put a number in the *PH For* column for your better hitters! For example, if you leave the *PH For* column blank for your fourth hitter he will get pinch hit for by some other player with a number in his column - something you probably do not want to happen! If you number everyone, then NO ONE will be pinch hit for. Pinch hitting only occurs if you are behind, or if you are tied with a man in scoring position, and starts in the 7th inning, or 6th inning if at least two men are on base. The numerical rank determines who will pinch hit, and also is used to juggle your batting order when substitutions occur. The *Rank or PH For* number is also important for starters since a player may not have enough at-bats to start, but still may have one left he could use as a pinch hitter. Finally, it's important to vary your ranking vs. RHPs and LHPs if you want to use mostly left-handed pinch hitters against right-handed pitchers, and vice versa.

Pitching and Defense Lineup Card Explanations

Starting Rotation: List the five pitchers you want as a starting rotation. Please list players by both name and player number. Assuming they pitch at all in the majors that week, each pitcher listed in your rotation will start at least one game that week in *Scoresheet Baseball*. 1 or 2 pitchers who have 2 starts available may start twice for you, since 6 or 7 games are played each week in *Scoresheet*. If many pitchers have 2 starts available, first your 'Prefer to Face Team' numbers, then the order you list your pitching rotation in, is used to determine who gets the extra start(s) in *Scoresheet*, with unused 2nd starts carried over for use in future weeks. If none of your starters has a second start available, then we will use your top bullpen pitcher who started a game in the majors that week, or if there are none, we will use your top listed reliever who pitched at least 3 innings that week in the majors, as long as he is not on our short reliever list. ('Top' meaning pitcher listed on the highest line of the bullpen reading down the names.) You will use a minimum of 5 different starting pitchers each week. If one of your 5 listed starters does not play in the majors that week then we will go to your pen for your 5th starter. If a pitcher didn't start a major league game that week, he'll be limited to at most 4 innings in your *Scoresheet* game. There is no real 'rotation' among games since the entire week's *Scoresheet* games are played on the same day, in random order. However, no pitcher will start more than once against the same team in the same week.

Hook: Whenever a pitcher exceeds his hook number, he is taken out of the game. The hook number is the total number of runs he has given up that game, plus half the number of runners currently on base that he's responsible for (**unearned** runs only count as half a run in the hook number). Ties are broken by considering what side the pitcher throws from and the current batter bats from. Regular hook numbers for pitchers listed in your starting rotation must be at least 3.

Hook Number to Take Out for Closer: A starting pitcher will be replaced by a closer (if one is listed and has innings available) when the *hook number for closer* is reached. This only applies in '**Scoresheet save situations**', **defined** as when the score is tied, or when you're ahead but the other team has the potential tying run on base, batting, or on deck. Closers will only come in in tied games if they have plenty of innings left (at least one for each game remaining that week.) There is a slight fatigue factor for *Scoresheet* pitchers, meaning they tend to pitch a little worse as the game goes on. Even so, we feel that hook numbers for closers should probably not be below 2 - if your starter is pitching a great game you probably want to leave him in. (The hook number for closer to come in **CAN** be lower than 3.)

Prefer to Face Teams: Since each week you'll have different pitchers getting the 6th and 7th starts, and since we do not always want your number 1 pitcher to face another team's top pitcher, you do not set an exact rotation in *Scoresheet*. However, we do have a column in which you can list up to three teams (in order) that you'd prefer to have that pitcher face. (You can list 0, 1, 2, or 3 teams for each starter.) Probably the best use of this is to match up lefties against teams with mostly left handed hitters, or righties versus teams with predominantly right handed sluggers, though you may also want to have your better pitchers face the teams that you feel are your main competition.

Bullpen: List your pitchers in the order you want them moved to the starting rotation if necessary. When an emergency starter is needed we scan down the list of bullpen pitchers, and use the first one that had a start that week in the majors. If none started we use the first reliever listed that pitched at least 3 innings that week. Any bullpen pitcher used as a starter will take on the hook numbers listed for the 5th starter. Short relievers from our draft list can not start a *Scoresheet* game unless they become starters in the majors.

Earliest Inning to Use: This is the earliest inning each pitcher will appear in a game **AS A RELIEVER**. This column is ignored when choosing starters out of the pen; that is determined by the order you list their names in the bullpen. You might want your better relievers saved for late innings. Also, we will NOT use a reliever with an earliest inning of 6 or later (a '**set-up man**') when you are already behind by more than 3 runs or ahead by more than 7 runs - we'll try to save him for a more important situation.

Rank when used as a Reliever: This number determines the order your pitchers will appear as relievers, subject to the earliest inning used column (and their available playing time). The rank vs. Right-Handed Batters (RHB) and vs. Left-Handed Batters (LHB) is used depending on who the **FIRST** batter coming up is.

Closer: Pitchers listed in this category will **ONLY** be used in 'Scoresheet save situations'. Thus, like most major league teams, you probably only need 1 closer. Closers are always ranked higher than your other relievers, so they will be used first in a save situation, subject to their earliest inning used. Like other relievers, you can rank them differently vs. RHB's and LHB's (if you have two of them listed). A short reliever, or a pitcher listed as a closer on your lineup card, can only pitch at most 3 innings in a single game. Relief pitchers always get taken out for a closer in a save situation, starting with any available closer's earliest inning used.

Defensive Substitutions: When ahead late in the game, you may want to replace a good hitter with a better fielder. Starting with the 8th inning, if you are ahead by 2 or more runs, the listed player will take over at that position. (It doesn't make sense to list a player as the defensive sub at more than one position.)