

2017 B.L. DRAFT and RULES PACKET

Welcome to *Scoresheet Baseball*. The following information gives the rules and procedures for *Scoresheet* leagues that draft both AL and NL players. Included is information on doing your draft.

For new leagues and all single season leagues, team numbers (draft order) will be randomly chosen, with the draft order reversing in each round. For example, in a 10 team league, team 1 picks first in round 1, team 10 picks first in round 2, team 1 picks first in round 3, etc.) For existing continuing leagues the draft in every round is done in the reverse order of the previous season's standings. So in an existing continuing league the team that finished last gets to pick first in every round in the upcoming season.

All of our public continuing leagues (public meaning that Scoresheet finds the owners for the league and sets up the draft), and also all of our public root leagues, and most of our single season leagues, now use the web draft. Though there are still a number of private leagues that hold their own drafts and send us the draft results when they are done.

For the web draft: Our web based draft is not one where you have to log on during a set time slot to make a pick, nor is it a chat room draft where you log on for hours. Instead, as each team's pick comes up our program will pick the top available player from a list that you can create, change and save to the web at any time. You will be able to make changes to your list whenever you want, but can also choose to just let it stay as is for as long as you want. But by being able to make changes at any time you can choose to adjust your list before every one of your picks if you like, giving you the same control as if you were at a live draft.

Team owners using web based drafting will start by creating their player ranking list on their league's web page. As each owner's turn to pick comes up the draft program will select the highest listed undrafted player on that team owner's ranking list, subject to our normal roster balancing procedures **if** you have roster balancing turned on. If you have it turned off then you will simply get the top available player on your list when your pick time comes up, regardless of what other players you have already drafted. (see below for more on roster balancing rules). With web drafting you do have an option to turn roster balancing off or on for your upcoming picks at any time during the web draft. You do that by setting a round number in a box at the bottom of your list, right next to the save button. NOTE: Your web draft ranking list needs to be entered on your team's ranking list page **on your specific league's web page. So you need to be entered into a specific league before you can save a draft list to the web.** Your draft list will be password protected so that only you can see it. Trades can be made during the draft, including trading of draft picks. As each pick is made that pick will be posted for everyone in your league to see, and your league roster as shown on the web will also be updated as the draft goes on.

As said above, your ranking list can be added to or changed as often you want throughout the draft. If an owner's list runs out (has no available players left at positions needed by that owner) the draft program will automatically draft the top available player as measured by playing time during the previous major league season, with one IP = 2 at-bats to distinguish between hitters and pitchers. But as long as a team owner keeps adding to his list as the draft goes on (or submits a long enough list initially to last all draft) players will all be picked from the owner's ranking list. But once again, the draft does **not** stop if your list has no players on it – a player is just assigned by the program to your team. So you should be sure to keep plenty of players on your ranking list at all times! You can use our usual trade form on the web to report trades of players and/or picks at any time. The trade will go into effect as soon as both owners involved report it. **More web draft information can be found on our site at:** http://www.scoresheet.com/BB_WebDraft.php

For Private leagues holding their own draft: When you are done with your leagues draft please have someone in the league send us the complete draft results. It is best to **not** have each owner send in their team's results individually since if you do that we can not generate the league roster until the last owner sends in his team, and it seems there is always at least one straggler. So it is best to send in the whole league's results all at once (when the draft is completed.)

We do have a feature where private leagues can report their draft results from our web site. Doing it that way enables you to compile the list of drafted players simply by clicking on player's names. If you are in a league that played last year you can simply go to your league's web page and click on the 'enter picks from a private draft' to access our private league draft reporting feature. If you are reporting results for a new league, PLEASE send us a list of team owners and your league name and we will create a league web page for you, and will send you the web address for that league, and then you can send in draft results from that league page. You can either enter all your league's picks on that 'enter picks' page at the end of your draft, or better yet, picks can be entered on that page as the draft goes on. Doing that will cause the dynamic rosters page to update as the

draft goes on, and will also have players that have been picked get grayed out on the 'undrafted players page on your league web site. If your private league keeps players from year to year then once each team has selected their keepers please send us those and we will update the rosters with the keepers, cutting all the players that have not been kept. If your league does not keep players from year to year please let us know to clear out last year's rosters so that the dynamic rosters and undrafted players page will work properly.

Once again, please have someone send your entire league rosters as soon as you are done drafting! We do not need to know what order players were picked, we just need to know which players are on each team. If you are **not** using the web to report your league roster then please list each owner's name, address, and phone number, and underneath that give us his entire team. (Just tell us team #1 has players so and so, team #2 has players ..., etc. – we do not need the order players were picked in.) It is easiest if you simply designate someone at the draft to keep track of the players chosen, both by player number and name. As soon as we get your rosters we will process those picks and will upload the new rosters to the web, and will also send them to each team owner, along with the season schedule and instructions on sending in the week 1 lineup card. To get started with the first week's games everyone should send in your initial lineup card (postmarked/faxed/e-mailed or sent from the web site) by/before Sunday afternoon, April 2nd, 2017. **And we would greatly appreciate it if you can finish drafting and send us your draft results at least by/before April 1st if possible since Opening Day in 2017 is Sunday afternoon April 2nd.**

When turning in draft results please list players by NAME and PLAYER NUMBER. If you draft someone who is not on our list and does not have a player number please include his full name, position, and major league team so we can give him a number.

Roster Balancing Procedures

For a web draft you can turn roster balancing on or off for your picks as the draft goes on by using the box next to the save button at the bottom of your ranking list. For a three stage postal draft roster balancing is always in effect. And for a private league doing its own draft then of course roster balancing does not apply, since you are doing your own in-person, phone e-mail or chat room draft. **If you have roster balancing set to be on for your web draft, or you are in a three stage draft, then the roster balancing rules are as follows:**

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 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.**

After you have a starter at every position (including the 3 OFers and 5 regular pitchers), the computer 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 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. And as noted above, for a web draft you **can** choose to turn roster balancing on or off as the draft goes on. **If roster balancing is off then you will simply get the top available player on your list who is still available, regardless of position needs.**

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 a few players who have been invited to spring training with a club, **as of January 20th**. **The first number at the start of the line is each player's *Scoresheet* player number.** (Please note that the player numbers on our AL and BL player list are exactly the same – the NL player numbers have had 1000 added to the player number for BL purposes.) Next is the side he bats from (hitters), or throws from (for pitchers). Following that is the player's age as of Opening Day. The last categories represent the *Scoresheet* fielding range (described below) and the player's team.

You **ARE** allowed to draft any player that is **not** 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 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 mid February we will be adding any remaining unsigned players to our 2017 player lists. Those unsigned players will be added into the league that matches the major league they ended the 2016 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 year, thus appearing near the end of the list at his position.

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 into future weeks 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 2 times the league average** (an ERA of about 9!) (AAA) players will bat differently depending on the position at which they appear. (AAA) OFers and first basemen hit about .185, with a .230 slugging percentage, catchers(AAA) hit about .135 with a .180 slugging average, and (AAA) infielders hit about

.170, but with only a .200 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 season, and **a pitcher listed on our short reliever list can not come into a game as a reliever before the 4th inning**. 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. 5) If a pitcher did not have a complete game during the week, he will be taken out after 8IP.

Fielding Numbers

For all position players there is a fielding number given, showing the player's *ScoreSheet* fielding range. That range will be used for that player when he is playing that position in *ScoreSheet* for the **entire** 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 slightly 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 has played in at least 10 games there so far in the majors in the upcoming major league 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 depends 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 than the numbers shown below, 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. Also, a player who does not qualify at a position can not have higher than average range when playing that position.

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

finally, a DH has a: 1B range of 1.70; OF range of 1.90 (in addition to making the average number of errors for that position when playing there in Scoresheet.)

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 2.16, 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 somewhat below average steal numbers at catcher. Also, **only players who are qualified at any one of 2B, SS or 3B can play those positions in a Scoresheet game.**

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 in **the upcoming season** will **not** matter. And please remember that only qualified catchers can be used at catcher in *Scoresheet*.

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.) There is a file on our web site showing the splits that will be used for the upcoming season – that page is at: www.scoresheet.com/FOR_WWW/LR_diffs.txt

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, even if Victor Martinez is playing DH for Detroit you could still play him at 1B with his listed 1B range. He'd make an average number of errors for a first baseman for your *Scoresheet* team (since he qualifies at first base), 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

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, so that means they are due each week by/before the start of the first MLB game on Mondays.

You can make unbalanced trades (for example, 3 players for 2) and trading of players is allowed until early September. There is no charge for trades. **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. 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 can not have more than 10 pitchers or 16 position players appear in a single game..
- 3) Player stats are adjusted for the major league they play in. Since the average ERA in the AL is different than the average ERA in the NL, we will adjust his ERA accordingly. (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 major league team plays against a NL team.)
- 4) There are many players that have not yet signed with a major league team as of January 20th (when we finalized these player lists), and so are not yet on either list. We will add those players to the AL or NL list as they sign with a MLB team. Players still not signed with a team by mid-February will be added to the league's player list that they ended the previous MLB season in.
- 5) Once games are played they are final.
- 6) Playoffs are a best of 7 series, using the whole season's stats, with September performances weighted more heavily. 10 team leagues are split into two 5 team divisions. At the end of the regular season the 2 division winners, along with one wild card, make the playoffs. The division winner with the best record will get a bye in the first round, with the other division winner playing the wild-card team.
- 7) 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/BB_map.php

Best of luck, and Have Fun!