

## 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. (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 - 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 'save situations'. Thus, like most major league teams, you probably only need 1 designated 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.)