

DRAFTING IN PERSON

If you are in a league which is drafting in person then some of the rules outlined in the drafting packet do **NOT** apply to you. The section entitled roster balancing is only used to make sure that owners drafting by mail get a balanced team. When taking part in a live draft (or web draft) you do **not** have to follow the rules set forth in that section. For instance, if you want to draft 2 catchers before you get one second baseman, then you should feel free to do so. We do however **strongly** recommend you end up with a roster that includes AT LEAST 14 pitchers, 6 outfielders, and 2 players at all other positions. Also, you do not have to draft exactly 35 players per team; you can draft more or less. But you can **ONLY LIST** 30 players on a lineup card.

If doing your own draft another rule that your league can decide to change among yourselves is what players to make eligible in your league. In leagues we run (that draft using the web draft system or by sending lists to us) we stick by the rules as explained in the drafting packet. This means that a player is eligible in the league that he is listed in on our player lists, which were made January 19th. But, if you are in a league drafting among yourselves, and you want to draft a player who has been traded and is on the other league's player list, that is fine with us. But make sure that everyone in your league is aware who is eligible to be drafted in your league **BEFORE** you start drafting!

We will run three mid-season supplemental drafts of 3 players each for our draft by mail leagues. Even if you do your pre-season draft yourselves, you can participate in these 3 supplemental drafts thru us (the drafts are at **no** charge.) Or, you **can** agree among yourselves to meet at **any time** during the season and draft additional players. But please send us a note telling us of any roster changes made in your league, either by trade or by supplemental draft. If there is a trade we must hear from **BOTH** owners to make it valid. When you turn in rosters, lineups, or trade notices, **please include player numbers.**

We 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 'commissioner's link' to access our 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.

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 mail you back typed copies of everyone's roster, and a season schedule. We will also send you blank lineup cards, an example card, and full instructions, a couple of weeks before the season begins. To get started with the first week's games you should send in your initial lineup card (postmarked/faxed/e-mailed or sent from the web site) by/before Saturday, April 3rd. **And we would greatly appreciate it if you can finish drafting and send us your draft results at least by March 27th if possible since Opening Day in 2011 is March 31st.**

If one of your players is traded to the other league, or you decide to make a traded player eligible in your league, you should know that player stats **are** adjusted for the league he is in. For instance, the league ERA is usually about 0.40 higher in the AL, since they use a DH. But we compare a player's individual performance to his league average. Thus, the average pitcher from the AL will pitch the same for you as the average pitcher from the NL.

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.

When you turn in your draft results please tell us what you would like to name your league, and how many divisions you want. (Most of our 10 team leagues use 2 divisions, and most 12 team leagues use 3 divisions.) The default (normal) settings are: if you go with 2 divisions then all the odd numbered teams go in one division, all the even numbered teams in the other. If you go with 3 divisions then teams 1, 4, 7, 10, etc would be in one division, 2, 5, 8, 11, etc in the second division, and teams 3, 6, 9, 12, etc in the third division. If you have 4 divisions then teams 1, 5, 9, etc, go in one division, teams 2, 6, 10, etc in the second, and so on. If you want division matchups other than this please also tell us (by team number) which teams you want in each division.

You also need to decide if you want a wild card team to make the playoffs in your league. ALs that we form this year will have 10 teams, with 2 divisions, and will have one wild card making the playoffs. The division winner with the best record gets a bye in the first round while the second best division winner plays the wild card team, with the winner advancing to the finals.) The NLs that we set up will have 12 teams in them this year, with a 3 division set-up, and one wild card also making the playoffs. But if you are forming your own complete league then you can have whatever number of teams you like in your league, and can also choose however many wild cards you would like (anywhere from zero on up.)

SCHEDULES: The normal sized 10 team, 2 division leagues, and the 12 team, 3 division leagues, that we set up, play unbalanced schedules, with teams playing more games against the other teams in their own division. If your league has an even number of teams split into 2 divisions, or 12 teams with 3 divisions, then unless told otherwise we will also set up your league with an unbalanced schedule. If you want a balanced schedule instead, please instruct us to do that. (If your league played last year, with the same number of teams, then we will set up your schedule the same way as last year, unless told otherwise.)

There are a couple of other league sizes where our program can run an unbalanced schedule - an 18 team 3 division league, and a 16 or 24 team 4 division league, or a 24 team 6 division league, can choose to have an unbalanced schedule if you like - please tell us what your league wants when you turn in your draft results. All leagues with an odd number of teams in them, or with divisions that have different numbers of teams in each division, or with an odd number of teams in each division, must play a balanced schedule, where everyone plays everyone else in the league roughly the same number of times. The bottom line is that if you have your own complete league, you can choose virtually whatever number of divisions you want, and how many teams you want to make the playoffs. But to have an unbalanced schedule you need to have either: an even number of teams split into 2 divisions (and no more than 22 teams total); or a 12 or 18 team league split into 3 divisions; or a 4 division league with either 16 or 24 teams, or a 24 team 6 division league. Just let us know what you want regarding all of this, and we will set up your league that way.

If for some reason you want to UPS or Fed Ex us something, our street address is:
719 Zion St., Nevada City, CA 95959. **If you send an overnight package using the US Post Office please check the signature waiver box** so that they can just leave it in our PO Box - thanks!
Good Luck, and Have Fun!

P.S. Along with sending in your draft results all at once, we also need to have your league team fees paid in full with your draft results (or earlier). You can either pay before the draft, or collect all the team fees at the draft and mail them in with the draft results. (Note: You'll have to worry a lot less about an owner not showing for the draft if everyone is paid in advance!) After all, it only seems right that an owner pay his fees by the time he drafts his team. Thanks for your cooperation!