

2009 Winter League A.L. Draft Packet

(POSTAL DRAFT, TWO STAGE, USING YEARS 1977-1980)

Welcome to *Scoresheet Baseball: the 1977-1980 Seasons*. This packet contains the material you need for drafting the first stage of your team. Included are American League player lists, a description of the roster balancing procedures used in our draft, information on the statistics we use, and additional rules used in *Scoresheet Baseball*. We will send you a complete sample lineup card and instructions along with your draft results.

Our player lists are ordered according to total playing time (plate appearances or innings pitched) from 1977 thru 1980. Using these lists, rank your first 150 choices (for a 10-team league) to assure each owner of receiving 17 players. (Every owner ends up listing different players on his list; 150 choices are usually far more than enough for 10 owners to each get 17 different players. In fact, you are likely to get most of your 17 players from your first 100 players listed. You can certainly list less than 150 players if you like - especially if the postmark deadline is fast approaching.)

On the numbered ranking sheet we've provided, list your choices in the order you want them to be eligible for drafting by your team. The number 1 listing is the player you want the most, and so on down the list. **PLEASE INCLUDE PLAYER NUMBERS** (first names are not necessary). You may also want to make a copy of your ranking sheet, as we do keep the ranking sheet that you send us. **KEEP the complete player lists and rules for use in the second stage of the draft.**

Using your ranking sheet, and those of the other owners in your league, we'll draft 17 players for each team. The order of teams picking in round 1 will be randomly chosen. Round 2 will be in the reverse order of round 1, with round 3 in the reverse order of round 2, etc. As your team's turn comes up in each round, you will be assigned your highest-ranked undrafted player, subject to the roster balancing procedures described later in this packet. We'll then send you: 1) A list showing the first 17 round's picks by each team in the order chosen. 2) Each team's rosters broken down by position. 3) A new blank ranking sheet and instructions for stage 2. You will proceed as before, ranking up to 150 more players, and sending us a list of your choices for stage 2. At the end of stage two you'll receive the results of the draft, along with blank lineup cards to fill out before the season starts. The results of the second stage will include the season schedule of games played. You'll also choose a team name when you send in your first lineup card.

We do apologize for the length of this draft packet. But we did feel it best to try and address as many of the major questions we feel you might have at this time, and so that is why this goes into so much detail. We do think it will help you to read the entire document. But do remember the 2 most important issues: **1) Players in Scoresheet are limited by how much they played in the majors.** Basically, in any one week of the winter season, a player can only play 1/11th as much as he did during the appropriate year. You will be faced with the decision whether to draft players with one big year, or players who were consistent all 4 years. **2) Our drafting procedures are designed so that you can simply list players according to how valuable you think they are, and then you'll receive a balanced roster based on your evaluations.** (Basically, you'll get a starter at every position before you start receiving reserves.) You do NOT need to group players by position on your ranking sheet. Players should be listed in the order you think they are most valuable. For instance, unless you think the 6th best 3rd baseman is really more valuable than the best 2nd baseman, you should NOT list six 3rd basemen before you list a single 2nd baseman.

***Note:** Unlike our regular season game, there is no mid-season qualifying at new positions for players. **All of the positions a player qualifies at in this year's game are shown on these player lists** - if a player is not shown as qualifying at a position on our player list then he does NOT qualify there in any segment of this season's game, even if one year he played at that position in the majors.

Good luck on your season. We hope this year gives you the utmost in baseball appreciation! (We are happy to answer any questions you may have - just give us a call. The best time to reach us is from 9 to 5:30, Pacific Time. But please, do read the whole packet before calling with questions.)

P.S. If you still owe part of your team fee you should include a check for the amount owed with your player ranking sheet - thanks!

Roster Balancing Procedures

The way our postal draft works is that each round, when your turn comes up, the computer goes down your list, giving you your highest ranked available (undrafted) player, subject to these 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 4 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 gotten 4 of them.) **At the end of round 14**, 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, four regular pitchers, one short reliever, and a player from our DH list or an extra 1B or OFer to bat as a DH. **HINT: It is best NOT to try and outguess 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!

After you have a starter at every position (including 3 OFers and 4 regular pitchers), the computer goes back to the top of your ranking sheet, and we start similar roster balancing procedures for your backup players. (In this first stage you'll get 3 backups, since you are getting 17 players total. In the second stage you'll fill out the rest of your team.) In rounds 15-30 you will get at least one reserve at every position, including 3 reserve outfielders, and 8 more pitchers (at least 5 of which are NOT short relievers), before you get your final players. (We give you 8 more pitchers because we feel a team should have at least 13 pitchers to do well in Scoresheet.) We also strongly suggest that on your second stage list you list plenty of catchers, as getting a third catcher will probably help your team! Also, you should list plenty of utility types (players who qualify at more than one position) and/or extra shortstops, as any SS can play an adequate 2B and 3B in Scoresheet. By the end of round 30 (which is in the second stage) 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 9 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 we will go back to the top of your second stage ranking sheet. Your 31st thru 36th picks can be almost anyone. After you get your backups everywhere these last picks can include up to: 4 more pitchers, 3 more outfielders, or up to 2 additional players at each other position. It is possible, if you do not list enough players at each position to ensure getting someone, that players may be assigned to your team by default. (The order players are assigned by default is by playing time. If you need both pitchers and position players, then for default drafting purposes one inning pitched is equivalent to 2 plate appearances.) Because of this, your ranking sheet should include plenty of players from every position. **Your first stage list should include at least: 35-40 regular pitchers; 25-30 OFers; 10-12 first basemen, and 8 players at each of the C, 2B, 3B, SS, and short reliever positions.** (Remember, you do NOT need to group players by position. List players in the order you'd prefer to have them on your team - we'll make sure you get a balanced roster.)

Playing Limits

A player in *Scoresheet Baseball* can only play about twice as much as he did during an average week of the year being used. (Your Scoresheet team will play 12 games per week - we estimate the average major league team plays 6 games a week.) Basically, **we are going to take the player's yearly totals and divide by 11**, and use those numbers to determine how much, and how well, a player will do each week. (This holds pretty strictly for hitters. Pitchers will get to slightly carry over innings pitched that are not used one week to the next.) 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. This means you should try to draft players who played a lot, or you should definitely trade if for example you end up with a lot of players with plenty of playing time in 1977, but you are very thin in playing time from 1979.

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 guy 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. (This shuffling only happens if you have no one on the bench or taxi squad qualifying at that position. If you have substitute OF'ers available then of course we move the top listed sub OFer to the starting lineup.) Such changes incur the fielding penalties discussed with fielding numbers. But this is a fairly realistic representation of what happens in the majors when a starter is injured.

If you are unable to field a position, 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 1.7 times the league average (roughly an ERA of about 6.5). (AAA) players will bat differently depending on what position they appear at. (AAA) OFers and first basemen hit about .205, with a .255 slugging percentage, catcher(AAA) hits 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 Triple A teams when injuries occur on a major league club. The use of (AAA) players enable your team to continue playing, but certainly do not increase your chance of winning. It is best to get plenty of playing time at all positions for all 4 years!

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. 3) Any pitcher who didn't start at least 6 games in the majors that year can't pitch more than 4 innings in a single game for you (even if he starts for you). 4) For pitchers, an appearance counts roughly as an inning pitched. (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.)

****NOTE: Pitchers can get at most 3 starts in each Scoresheet week** - so if you have a pitcher who had a huge number of innings in the majors one year some of those innings may get 'wasted'. Also, if you hook pitchers early they may not get a chance to use all their innings - **because of hooks, pinch hitting, etc., you should try and get at least 1200 innings pitched for each of the 4 years. And having at least a total of 1250 to 1300 innings pitched for each of the 4 years is a very good idea if you want to avoid the dreaded PAAA.**

Player Lists Explanation

We have listed pretty much every player that had at least 200 plate appearances, or 75 innings pitched, in the 4 years (1977-1980.) Players that were traded from league to league are listed in the league for which they had the most playing time during those 4 years. All of the players on this AL list WILL stay in *Scoresheet Baseball* American Leagues for all 12 weeks of the winter season - you do get to use a player's stats for the appropriate year even if he was playing in the NL that year. **You can ONLY draft players who are listed on these lists - any player not on this AL player list is not eligible in this year's winter game.**

We've tried to list each player at the position he played the most games at during the 4 years, OR at the position he qualifies at where we feel most owners would want to play him (when taking into account how other players at that position hit, and that players' fielding abilities at that position). **For drafting purposes a player is considered only at the position he is listed under.** However, once the season begins, you can play a player either at the position he was listed under, or at any position he qualifies at, without any fielding penalty.

Under a single position, players are sorted by the number of major league plate appearances (or innings pitched) they had in the 4 years combined. Read through the entire list. It is NOT meant to be an ordering of how good we consider a player to be. A good player may have been hurt, or even not played, in a couple of the years, and not have many total at-bats, so he will be near the end of the list at his position. You will have to decide whether it is better to go for a guy who was consistent for all 4 years, or to go for a guy who had one huge year.

Fielding numbers

The first number after each position player is his **average** number of errors **per full-time year**

(550 plate appearances) at that position. **** (In the *Scoresheet* game, we actually use his actual number of major league errors in the year being used.** The number shown in the draft packet is just an average, and is only there to give you an idea of his error totals!) The next number is his fielding range - roughly outs recorded per 9 innings (**the same range number is used all 4 years**). This fielding range number is the same as in our regular summer game, taking into account both a player's actual range on batted balls, and his ability to turn the double play. In general, a bad (low) fielding number means that your pitchers will give up a few extra hits (because that player covers little ground). A good (high) fielding number will save your pitchers a few hits. Pitcher, catcher, and first basemen fielding range stats are not listed. We feel that a pitcher's fielding ability is already reflected in his ERA. Unfortunately, due to unavailability of the stats, **all catchers** in the winter game are assumed to **have the same throwing arms**. We do not list first baseman ranges because they have so much to do with the abilities of the other infielders. So, anyone qualified to play first base plays it with **equal** fielding ability in this winter game.

***** NOTE: ALL positions that Scoresheet considers a player qualified at are listed on the drafting packet!** (Roughly, we qualified a player at a position if he played a significant fraction of his playing time there.) **What is listed in the draft packet is FINAL for this winter's game!!** (If a player is not shown as qualifying at a position in this draft packet then he will not qualify there during any of the 4 segments of this year's game.)

The fielding number shown on the draft packet is what will be used for that player at that position for the entire 1977-1980 game. If we listed a guy as qualified at a position then you can play him at that position, with the listed range, all 4 years, even if he did not actually play that position that year in the majors. But, if a player is not shown on 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 majors! There are a lot of hitting and pitching stats that are not listed in the draft packet that are used in the winter game; certainly doing some additional research on players could help you win some games. But for fielding, this draft packet is the final authority on where players qualify, and what their fielding range is!

We list fielding stats because they are generally harder to come by than hitting or pitching stats, and we wanted you to get an idea of the differences in various players fielding ranges. These fielding numbers should influence how you rank players. While **we do feel hitting and pitching is more important than fielding** we believe that most baseball fans (and baseball games) do not emphasize defense enough. Warning: Just because a player qualifies at a position does not mean you will want him to play there. For instance, some players we listed under 2B or 3B also qualify at SS, but their range at SS is so low that we think most teams would be better off playing a somewhat weaker hitting but better fielding player at SS. We did try and list players at the position we felt most owners would want to play them, since that is where they will count for roster balancing in the draft.

In general, the way a good fielding range helps you in Scoresheet is that with a team with good range your pitchers give up less hits per week than they did in the majors; a low range team will make pitchers 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 baserunner 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 per full-time year 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 I think it is simpler to think of a bad fielding range as taking away from that player's offensive contributions to your team.

For example: If you have a full time shortstop with a range of 4.85 he will save your team two tenths of a hit every game (a hit every 5 games) versus a shortstop with a range of 4.65. Over a 144 game season this translates into almost 30 hits saved - which is about the same thing as adding 50 points to the batting average of the better range shortstop! Once again, the simple rule of thumb, for full-time players, is that each .10 in range is worth about 25 points (.025) in batting average. Thus, a singles hitting second baseman with a range of 4.35 and a batting average of .240 is worth about the same as a singles hitting second baseman with a batting average of .290 and a range of 4.15.

Note: a numeric range difference has the same importance at all positions - a .10 difference

between 2 shortstops is the same as a .10 difference between 2 third basemen. This is true for everywhere except CF. The range of whomever is playing center field for you is about 1.4 times as important as either the left or right fielder when figuring your overall team range. (Meaning that for whomever is playing center field for you a difference in range of .10 is worth about 35 points in batting average, or about 7 HRs.) Thus, you should have at least one fast outfielder to play center field for you! A guy did NOT have to play CF in the majors to play CF for you - what you want is to play your highest range OFer in CF. (There is no difference between LF and RF in this game.) (AAA) players field about average when playing OF, 1B, 2B, or 3B, about .10 worse than the average SS. Also, C(AAA) has a below average throwing arm. (You are not allowed to play a non-catcher at catcher.)

We have penalty formulas for a player out of position that increase his number of errors, and also raise opposing batting averages because of range considerations. (Even though you may not notice it directly on the scoresheet, it is the range penalty that will hurt you the most when you play a player out of position. Your pitchers will give up many more hits if you try and play an outfielder in the infield; they will definitely give up more hits than the added offense will help you.) The severity of this penalty 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 he does NOT qualify at.** (Remember, if a guy qualifies at a second position then his range at that position is also listed on the draft packet.) 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.

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. (**In this winter game all qualified first basemen field with a range of 1.85.**) The above switches are the only ones you should ever use (and **will be automatically done** for you by our computer before bringing in AAA players.) Doing other out-of-position moves, i.e. playing an OFer or first baseman or catcher in the infield, will hurt your pitchers an incredible amount! Since the computer will do some position switching automatically, the general **rule of thumb** is that **on a lineup card** you should **only** list players at **positions they really qualify at!**

I apologize if all of this fielding number stuff is confusing. Fielding will be discussed again in a couple of early-season newsletters. I just want to point out then when drafting you should to some degree take into account a player's fielding ability (both range and fielding percentage.) This is commonly overlooked in other games, but is used in Scoresheet to reflect the value of fielding in the major leagues.

Hitting and Pitching Stats:

We have also listed a few hitting or pitching stats for each player, on a yearly basis. For hitters we have printed total "plate appearances" (at-bats plus walks) each year, along with batting average and HR's hit. For pitchers we have indicated innings pitched each year, and each year's ERA. (I personally feel the most important stats for a hitter in Scoresheet are on-base percentage and slugging average, with ERA and baserunners allowed per inning as the most important stats for pitching success in Scoresheet. But there is a limit to how much we can print, plus we don't want to do all of the research for you! At least printing ERA and batting average should jog your memory as to who was dominating back then.) We skipped years for players with fewer than 20 plate appearances or 10 innings pitched (the player will not play for you those years). Finally, we've given the side each pitcher throws from (L or R), and the side everyone else bats from (L, R, or B for both).

Statistics Used

We've tried to make Scoresheet *Baseball* the most realistic baseball simulation possible, using **every** available statistic. Some stats, such as RBI's, runs scored, and pitcher wins and losses and saves, are partly determined by which team a player is on in the majors. These "team dependent" stats are used less heavily than purely individual stats, such as batting average, home runs, assists, ERA, etc. More information regarding specific stats is given below. (Major league RBI's and Runs Scored, and a pitcher's major league won/loss record, are generally far less important in winning at Scoresheet than they are in other "fantasy" baseball games. A player's RBI's and Runs Scored in Scoresheet will NOT match his major league totals, since these depend on teammates' performance.)

Batting and Base Running:

The actual number of singles, doubles, triples, home runs and walks the batter had per plate appearance for the appropriate year, modified by the opposing pitcher and fielders as discussed below, determines his chances at each at-bat. The batter's RBI's and runners' runs scored totals are used to determine how far the baserunners advance on a base hit, and affect the chance of a sacrifice fly. The simulation 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 important as you can only steal in our games up to as often, and with as much chance of success, as in the majors. Other stats used include a batter's differences in his hitting against left-handed and right-handed pitchers. (We do not have actual lefty-righty stats for individual players for 1977-1980, so this difference is the same for **all** players in this game. Generally, a right handed batter hits about 20 points lower against a right-handed pitcher than vs. a LHP, a left-handed hitter hits about 35 points lower against left-handed pitchers than vs. RHPs.) Having left- and right-handed pinch hitters IS as important in *Scoresheet Baseball* as in the majors. When a pitcher bats we use his actual hits and general batting performance from the appropriate year.

Pitching:

The number of hits, walks and strikeouts the pitcher recorded during the appropriate year in the majors affects each batter's chances against him. For example, a hitter will hit a lot better in Scoresheet against a pitcher who gave up 10 hits per 9 innings than he will against a pitcher who only gave up 7 hits per nine innings that year. We use a pitcher's ERA (and to a much lesser extent his W-L record) to determine when he gives up the hit, as well as whether it is an extra base hit. A pitcher with a low ERA in the majors may give up a lot of his hits with the bases empty, while a high ERA pitcher will give up more of his hits in *Scoresheet* with runners on base.

Fielding:

In *Scoresheet Baseball*, fielding range will show up in your pitcher's hits allowed totals. If your overall team range is good, your pitchers will give up less hits than they did in the majors. If your team fielding range is bad, your pitchers will give up more hits than they did each week in the majors. (Fielding is discussed in detail in the fielding number section under the player list explanation.)

We believe that fielding is more important than most people realize, partly because most past statistics and simulations have ignored it. Admittedly, batting and pitching are probably more important, but consider the old baseball adage that the most important positions are up the middle: C, 2B, SS, CF. Merely perusing batting stats would lead one to the opposite conclusion: most run production comes from the corners and other OF positions.

Additional Scoresheet Baseball Rules

Late Return of Ranking Sheets or Initial Lineup Cards

If you miss the draft list submission deadlines given, you may delay your entire league's drafting and play. Thus we ask you to *please* meet the deadline given on the ranking sheet. We are allowing a couple of days leeway to get in contact with you by phone if you are late. If all else fails, we will draft for you, using the order of the player lists (by at-bats or innings pitched). We hope not to have to

implement this policy. After all, we're all in this to add to our baseball enjoyment. We do appreciate it if you try to get your ranking sheet turned in a few days before the deadline indicated - it really helps things run smoothly if we get sheets on time or early!

In addition, trading in this game is very important - as most teams will be left with a hole or two at some position during at least one of the 4 years. Getting in your ranking sheets a little early will help you finish drafting with a week or so left before opening day - giving you time for pre-season trades. Remember, charges for trades and lineup changes were part of your franchise fee - there are NO additional charges. There is no reason not to do lots of trading! A common strategy for filling a hole is to trade rights to a player for just a single year or two, if necessary. This type of trade is ok with us.

Lineup Changes and Trades

Each week your team will play 12 games, making for a 144 game season. The week's games are all played on Tuesdays, using the player's performance from the appropriate year. (The first 3 weeks of the season will use stats from 1977, the next 3 weeks use 1978, weeks 7-9 use stats from 1979, and the final 3 weeks are played using stats from 1980. We must receive any lineup changes by Monday to be able to use them for Tuesday's games. Give the Post Office plenty of time to get lineups here. We suggest you mail in lineups you want used for the upcoming week by Tuesday or Wednesday to make sure they get here by the following Monday. You can also send in your lineups and ranking sheets from our web site, by e-mail, or by fax. If sending lineups by fax or e-mail please send them by Friday so that we have time to enter them and check for errors before playing games Tuesday morning. Once games are played they are final! Lineup changes, especially when the years switch, are very important. If using postal mail give the Post Office plenty of time to get your changes here!

You can make unbalanced trades (for example, 3 players for 2), and you are starting out with a 36 man roster. But you can 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 be used before any (AAA) players are called up. Also, your team will not have more than 8 pitchers and 16 position players appear in a single game.

Trading of players is free and is allowed until the 10th week of the season. We will review all trades to avoid unfair collusion between two team owners. We must hear from **both** of the teams involved in a trade. All you have to do to report a trade is just include a note with your new lineup telling us which team you traded with, and the players involved. (When you make a trade we do need a new lineup from you, with the players you've traded away off of your lineup, and any new players that you want to use on your lineup.)

Questions about drafting

We always get many questions regarding draft procedures, and I'm sure many of the same questions will arise this year. The most asked question is: Can I draft a player to fill a position other than what he is listed at on the player lists? In other words, many of you want to do something like draft a guy we might have listed at SS to play 3B for you, and then draft another guy listed at SS to play SS for you. Once the season starts you can play a player at a position without an out of position penalty, as long as he is shown as qualifying at that position on these player lists. But for draft balancing purposes, a player can ONLY count at the position he is listed under on our player lists. (This does NOT mean a player counts for roster balancing at every position he qualifies at. **During the draft a player only counts at the position he is listed under for roster balancing purposes.**) In the past we tried listing some players at two positions, and it seemed to cause much more confusion than it was worth. Also, we really believe you will do better in Scoresheet Baseball if you stick for the most part to our recommended positions. We have found in the past that if we let owners list additional positions for players during the draft process that many teams will NOT end up with a balanced roster.

But, we have come up with an "advanced option" you can use. If you choose, you can put a plus sign (+) next to a player's number on your ranking sheet. What this means is that you want to draft that player even if you already have a player at that position. For instance, you may have already gotten someone as your third baseman, but a second 3B is still undrafted when his spot on your list is reached. If you have a plus sign (+) next to the second 3B's player number you will get him also, even though you already have a third baseman. (A plus sign will only override roster balancing for one extra player at each position. For example, you could get a second shortstop, or a 4th starting outfielder, before you get

a starting catcher. However, you will NOT get a second 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). Do not get carried away. Our roster balancing procedures are designed to help you get a balanced team. (We recommend keeping the number of plusses you use under 10!) This plus option is the reason that some teams may NOT have a starter at every position exactly at round 14, or have a starter and backup players everywhere by round 30 exactly.

Many owners write detailed notes asking if they can get a different number of players at a certain position under special circumstances. For instance, they write and say: "If a short reliever that I have listed in my top 30 picks is still available then I'd like two short relievers before I get a starting second baseman, but not before I get a starting shortstop". Unfortunately, there are limits to what can be done with a draft by mail. We do our draft with a computer (we type in player numbers, check for typos, then the computer does the actual draft.) If we tried to manually draft and included every owner's individual request for draft balancing, we would never get the season started. We want everyone in the same league to draft using the same rules, and so we WILL stick to the rules as listed in this packet.

Miscellaneous Rules

- 1) Your team will not have more than 8 pitchers and 16 position players appear in a single game.
- 2) In this winter game you can **only** draft players from the player list included with this draft packet - if a player is not on this list, but played a significant amount of time in 1977-80, then he is on the other league's player list, and so is not eligible in your league. Also, these lists are final as far as qualifying for fielding purposes - if a position is not listed for a player as one he qualifies at then he does not qualify there in any of the 4 years! The same thing is true for pitchers - if a pitcher is listed on the short reliever list then he can not start a game in *Scoresheet*, even if he may have had a couple of starts that particular year in the majors.
- 3) Once games are played they are final.
- 4) The player lists are also available on our **web** page. For links to the player list, rules packet, your league page, etc. go to: www.scoresheet.com/winterbb.php You can also create and send your ranking sheet from the web's player list. Just go to the player list and click on the link titled 'create ranking sheet' page.
- 5) 10 team leagues are split into two 5 team divisions. At the end of the regular season the 2 division winners make the playoffs (**no wild card!**) The playoffs are a best of 16 series, with 4 games being played using each segment (4 games using 1977 stats and the roster and lineup you had in effect for that segment, 4 games using 1978 stats and the roster and lineup you had in effect for that segment, etc.) If there is a tie after the 16 games the tie-breaker is run differential in the 16 game series.
- 6) In this winter game, **after both stages of the draft are completed**, you can trade just one or two years of a player. For instance, you could trade one player's '78 and '79 stats for all 4 years of another player's stats, meaning that in 1980 you'd still keep the player you traded for, and you'd also get the player you traded away back. **However, you can NOT make partial year trades in between the first and second stages of the draft.** We make those trades before we do the second stage of the draft so that they affect roster balancing, and our roster balancing program can not handle a 'partial year' trade!

Let's all have a great time - we're looking forward to a great winter season!

Ranking Sheet

You are in a 10 -team AL. Rank up to 150 players. Please **POSTMARK your draft list on or before Saturday morning Nov. 7th**, or fax or e-mail your list by/before Wednesday, **morning** November 11th.

Please write each player's **PLAYER NUMBER and LAST NAME** as they appear on our player lists. (The player number is the first number printed on our player lists.) Don't forget to put your name at the bottom of this sheet. And you do **NOT** have to use this sheet of paper for your ranking sheet. If it becomes too messy, any piece of paper you care to use is fine.

If you are **sending your list by e-mail** you **do NOT** need to **use this form**. And if you have web access, there is a **feature on our web site** where you can **create your ranking list by simply clicking on player's names**. To get to that 'create ranking' web page, simply go to the AL player list on the web, and then click on the link to the 'create ranking' page. **Or, if you want to create your draft list on your computer and e-mail that to us**, please **list players in a SINGLE column** (NOT 2 or 3 columns as shown on this sheet).

#	Name	#	Name
1.		34.	
2.		35.	
3.		36.	
4.		37.	
5.		38.	
6.		39.	
7.		40.	
8.		41.	
9.		42.	
10.		43.	
11.		44.	
12.		45.	
13.		46.	
14.		47.	
15.		48.	
16.		49.	
17.		50.	
18.		51.	
19.		52.	
20.		53.	
21.		54.	
22.		55.	
23.		56.	
24.		57.	
25.		58.	
26.		59.	
27.		60.	
28.		61.	
29.		62.	
30.		63.	
31.		64.	
32.		65.	
33.		66.	

Your Name:

Phone Number: ()

(OVER)

#	Name	#	Name
67.		109.	
68.		110.	
69.		111.	
70.		112.	
71.		113.	
72.		114.	
73.		115.	
74.		116.	
75.		117.	
76.		118.	
77.		119.	
78.		120.	
79.		121.	
80.		122.	
81.		123.	
82.		124.	
83.		125.	
84.		126.	
85.		127.	
86.		128.	
87.		129.	
88.		130.	
89.		131.	
90.		132.	
91.		133.	
92.		134.	
93.		135.	
94.		136.	
95.		137.	
96.		138.	
97.		139.	
98.		140.	
99.		141.	
100.		142.	
101.		143.	
102.		144.	
103.		145.	
104.		146.	
105.		147.	
106.		148.	
107.		149.	
108.		150.	

Your Name:

Phone Number: ()