

Winter Pitching and Defense Lineup Card Explanations

Starting Rotation: List the **four** pitchers you want as a starting rotation. Assuming they have any innings available, each will start 1 to 3 games that week in *Scoresheet Baseball*. Remember, a pitcher can only pitch roughly 1/11 as many innings in a *Scoresheet* week as he did that year. Also, a pitcher can start at most 3 games in a week! **1)** In this winter game, a pitcher needed at least 6 complete games in that year to have a complete game available. Also, a pitcher can never go more than 10 innings in a single Scoresheet game. **2)** If a pitcher does not have a complete game available, he can still go up to 8 innings in a game if he had at least 6 starts in the majors that year. If a pitcher has less than 6 starts he can go at most 4 innings in a single Scoresheet game. **3)** We divide each pitcher's number of starts that year in the majors by 11, and if you list him in the rotation he will start at least that many times for you that week. Though he will NOT necessarily go 8 innings in each of those starts. A pitcher's innings in Scoresheet are limited by how many innings he pitched in the majors that year, divided by 11. **4)** *** If a pitcher has more innings than he could use in the number of starts determined by rule 3, then we allow him to start more times in a week for your team.

We do keep track of starts in previous weeks (for the same year), and carry over unused fractions. A guy with 32 starts that year can start 3 times each week, but a guy with 31 starts would normally only start 8 times in 3 weeks for you. If your guys in the rotation don't have enough starts to cover all 12 games, we will use a bullpen pitcher (or more than one) as a starter. The computer will automatically go down your bullpen list until it finds a pitcher with at least 6 starts that year, if you have any. A bullpen pitcher could both start and relieve in the same week, if he has extra innings available. (Pitchers listed in your rotation will **not** be used as relievers.) **NOTE: A pitcher listed as a short reliever on our player lists can not pitch before the 4th inning of a game.** This means a pitcher listed as a short reliever can NOT be listed in your rotation!

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 for this). Ties are broken by considering what side the pitcher throws from and the current batter bats from. **Hook numbers for pitchers in your rotation must be at least 3.** A bullpen pitcher used as a starter will take on the hook numbers listed for the 4th starter.

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 do tend to pitch a little worse as the game goes on. The hook number for closer to come in CAN be lower than 3.

Prefer to Face Teams: Since we do not always want your number 1 pitcher to face another team's top pitcher, we do not have 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. 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.

Bullpen: List your pitchers in the order you want them moved to the starting rotation if necessary. When you need an emergency starter we scan down the list of bullpen pitchers, and use the first one we come to that has an available start. If none qualifies to start we use the first reliever listed, if he has at least 3 innings available.

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!) Hint - you might consider saving your better relievers 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 here will ONLY be used in 'Scoresheet save situations'; most team owners list only 1 closer! Closers are always RANKED HIGHER than your other relievers, so they'll 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 or more closers listed). A short reliever, or a pitcher listed by you as a closer, can only pitch at most 3 innings in a single game. Middle relievers always get taken out for a closer in a save situation, starting with any available closer's *earliest inning used*.

Defensive Subs: Starting with the 8th inning, if you are ahead by 2 or more runs, the listed player will take over at that position.