

2019 Winter Combined League

Web Draft Rule Packet (USING YEARS 1985-1988)

Welcome to *Scoresheet Baseball: the 1985-1988 Seasons*. This document details the process of drafting your 2019 Old Timers Baseball team on the web.

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 adjust your list before every one of your picks, giving you the same control as if you were at a live draft.

Your draft list will be password protected so that only you can see it. Trades can also be made during the draft, including trading of draft picks. And as each pick is made that pick will be posted for everyone to see, and your league roster will also be updated as the draft goes on.

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** (see below for more on this). But with web drafting **you will have an option to turn roster balancing off and back on** for your upcoming picks at any time during the web draft.

As each pick is made it will be posted to that league's web site. Ranking lists can be added to or changed as often as a team owner wants. If an owner's list runs out (has no available players left at positions needed by that owner) the program will automatically draft the player that had the most playing time during the 4 years that has not yet been drafted. 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 36 rounds) players will all be picked from the owner's ranking list. But 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.

There is a fair amount of detail in this draft packet - but to begin, there are two very important draft procedure issues to remember:

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.

If you have roster balancing on then 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.) So if on, you do **NOT** need to group players by position on your ranking list. 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. You do **NOT** need to group players by position on your ranking sheet.

Roster Balancing Procedures

For a web draft you can turn roster balancing on or off using the box at the bottom of your ranking list. If you have roster balancing on then the program will follow the roster balancing rules described below. If you turn it off then when your pick is made you will simply get your highest listed player that is still available regardless of position needs, and the roster balancing rules will not apply.

The way our draft works (with roster balancing on) 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 (please remember that you are free to turn Roster Balancing on and off throughout the draft). 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 list, and we start similar roster balancing procedures for your backup players. 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 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. Since almost anyone can field a competent 1B in Scoresheet, we do not force you to draft a backup first baseman. 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.

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. And as noted above, for a web draft you **can** choose to turn roster balancing on or off as the draft goes on. If off then you will simply get the number 1 player on your list who is still available, regardless of position needs.

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 1985, but you are very thin in playing time from 1987.

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 OF'er 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 1.8 times the league average (roughly an ERA of about 7.2). (AAA) players will bat differently depending on what position they appear at. (AAA) OF'ers 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. Also (**new in 2011**), pitchers on our short reliever list can not pitch in a game before the 4th inning. 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 (1985-1988.) 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. **You can ONLY draft players who are listed on these lists - any player not on the 'both league' (BL) 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.) In this context, to "qualify" simply means that the player can play this position without penalty once the season starts. 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**).

The fielding number shown on the player list is what will be used for that player at that position for the entire 1985-1988 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 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! Also, **only players who are qualified at any one of 2B, SS or 3B can play those positions in a Scoresheet game.** And please remember that only qualified catchers can be used at catcher in *Scoresheet*.

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 1985-1988, so this difference is the same for **all** players in this game. Generally, a right handed batter hits about 15 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 that 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

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 1985, the next 3 weeks use 1986, weeks 7-9 use stats from 1987, and the final 3 weeks are played using stats from 1988. 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 Sunday 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 cannot 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. There is a **Report a Trade** link on your league's site, which is the easiest way for teams to notify us of trades. *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.*

Drafting Option (plussing)

If you have roster balancing turned on there is also an "advanced option" you can use. If you choose, you can put a plus sign (+) next to a player's number on your ranking list. 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.

Miscellaneous Rules

- 1) Your team will not have more than 8 pitchers and 16 position players appear in a single game.
- 2) The player 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. Also (**new in 2011**), pitchers on our short reliever list can not pitch in a game before the 4th inning.
- 3) Once games are played they are final.
- 4) 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 1985 stats and the roster and lineup you

had in effect for that segment, 4 games using 1986 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.

- 5) In this winter game, you **can** trade just one or two years of a player. For instance, you could trade one player's '86 and '87 stats for all 4 years of another player's stats, meaning that in 1988 you'd still keep the player you traded for, and you'd also get the player you traded away back. However, while you can make this type of 'partial player' trade during the draft, it won't actually take effect until after the draft is complete. Our roster balancing program cannot handle a 'partial year' trade so those will be processed only after the draft is complete.

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