NEW! 2002 Edition
2001 Season Statistics

The Official Rulebook
And How—To—Play Guide

"Cieslinski developed the board game Pursue the Pennant, which was an amazingly lifelike representation of baseball. DYNASTY League Baseball, which is available as both a board game and a computer game, is even better."
Michael Bauman — Milwaukee Journal Sentinel

EDITED BY Michael Cieslinski

2001 Season

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Official Rulebook

Building Your Own Baseball Dynasty

"As far as I can tell, there's only one tried and true way to build yourself a modern dynasty in sports. You find yourself one guy who knows the sport inside out, and top to bottom, and you put him in charge. You let him run the show totally." - Whitey Herzog.

That person is now you. Whether you're a veteran or rookie player of baseball simulation games, DYNASTY League Baseball™ will challenge your skills as Manager and General Manager like never before. The first section of the rulebook explains how to play including game design insights. You can then get together with a friend or have your own one game playoff with the pennant on the line the last day of the season, dramatic series, or red-hot pennant races from the current or past season. If you're interested in league play, you can move on to the DYNASTY League Baseball Official League Rules and begin your move into the hot seat as GM of your own team by starting or joining a league.

INSIDE

Spring Training: Learning The Fundamentals

DYNASTY League Baseball includes two types of player cards; hitters and pitchers. Take a look at the 1969 Lou Brock and Juan Marichal player cards. If #168 was rolled, (dice are read in the order red, white and blue), check Brock's card (#0-499 are always found on the hitter's card) and look down the "vs. Right" column (he's vs. the right-handed Marichal). You'll find the result is a ground single into right field. Baserunner advancement is always indicated inside parenthesis. On Brock's "1B", a runner on 2nd would come home. A runner on 1st would have the option to go from 1st to 3rd by going to the BASERUNNER ADVANCEMENT chart or he could hold at 2nd.

The Lineup: Laying Out The Ground Rules

DYNASTY League Baseball is played according to official baseball rules. In your Manager's office before the game, you will be using a DYNASTY League Baseball scoresheet to write in your lineup and keep track of the game as it progresses.

Ratings

If you look at the middle column of any hitter card, a player's eligible positions are listed under the abbreviation "Pos:". Most of the ratings in DYNASTY League Baseball are based on a grading system from A-F, or a numerical system from 1-10.

Designer's Note:
A+ Truly great performance ranking with best of all-time.
A   Excellent, tops in the league for the season.
B+ A notch below the best in the league.
B   Very Good, clearly above average.
C+ Slightly above average.
C   Average, middle-of-the-pack.
D   Poor, mediocre at best.
F   Bad, rock bottom.

Error ratings: Range from 5 to 100 in increments of 5, with 100 the highest possible fielding percentage.

Throwing ratings for outfielders and catchers: Range from -4 (performance ranking with best of all-time) to +4 (rock bottom).

Double Play Pivot ratings for 2b and ss: Are either -5 (tops in the league for the season), +5 (rock bottom) or blank (middle-of-the-pack).

Position ratings R/E/T/D/P/H: These ratings are Range/Error/Throwing Arm/Double Play Pivot/Passed Ball/Catcher Handling of Pitchers. There are three

types of configurations for the ratings. One each for catchers, infielders and outfielders.

Catchers: Are configured like this:
Range/Error/Throwing/Passed Ball/Catcher Handling Pitchers
A+/55/-4/A/A (Johnny Bench 1975 Cincinnati)

Infielders: Are configured like this:
Range/Error/Double Play Pivot
A/60/-5 (Robin Yount 1982 Milwaukee)

Outfielders: Are configured like this:
Range/Error/Throwing
A+/75/-4 (Dwight Evans 1975 Boston)

lf can play rf and vice versa. A player listed in cf can play all of the of positions.

Bats: Colored in green or bold type in the upper left-hand corner of each Hitter card is the side the player bats from and where he is likely to hit the ball (spray or pull).

Throws: Pitchers' cards include the way the pitcher throws located in the upper left-hand corner colored in green or bold type.

Endurance: If a pitcher has a numerical Endurance rating he is eligible to start a game. Pitchers with "Long" or "Short" Endurance ratings are eligible to pitch in relief.

Long relievers Endurance rating: 15

Short relievers Endurance rating: 7

Designer's Note: After you've finished writing in your lineup, you might also want to write in each teams bench and bullpen.

Rolling And Reading The Dice
If you take a look at the dice included with your game, you'll notice that they are ten-sided or percentile dice. The Defensive Manager will be rolling all three dice to generate a number from 0-999. Read the dice in the order **red**, **white** and **blue** with the red die representing the hundreds place, the white die representing the tens place and the blue die representing the ones place. If you rolled a white 2, a red 4 and a blue 3 the number would be read as 423.

Designer's Note: You might be asking why the Defensive Manager rolls the dice instead of the Offensive Manager. One reason is that pitchers have the predominant influence on the pace of the game — some working fast, others working more slowly and deliberately. The main reason though, is that just like in real baseball the defense must commit first with moves like bringing the infield in, giving the offense the final strategic choice. As a general rule the Offensive Manager should roll only for plays the offense initiates such as Bunting, Stealing, Baserunner advancement when taking the extra base or Deep Drive results. For plays on the INJURY chart roll for

your own players and hope you won't do too much damage!

Weather
Before the game, you can find out the weather conditions by having the home team Manager roll the dice. In this case, as with many of the outside charts you will be using, roll the white and blue dice to generate a number from 0-99 (remember the white die is the tens die and the blue die the ones die). Use this number to determine the temperature, sky and precipitation by checking the Weather chart for the region where the game is being played. Notice that results are broken down by day and night for each month during the season. You'll have to check your schedule for the month you are playing in. You can use the following rules for determining day and night games if you don't have that information on your schedule:

Four game series: First 3 games at night — last during the day.
Three game series: First 2 games at night — last during the day.
Two game series: Both games at night.
Single game: Night game.
Rescheduled doubleheaders: During the afternoon if the doubleheader will be the final games of the series.
All other doubleheaders: Twi-night.

Temperature, Sky and Precipitation: After you've determined the month and whether the game is a day or night game, look down the column for the region you are playing in to find the number you rolled and the corresponding Temperature/Sky/Precipitation results. If you are playing a day game in Wrigley Field in July and you rolled #44, look under the GREAT LAKES REGION to find that conditions are in the 80's with partly cloudy skies.

Check the Weather effects section at the top of the WEATHER chart to see if there are any additional adjustments or conditions ("Temperature", "Rain?" or "Snow?").

Wind Direction/Speed: Roll two dice and look in the wind section of the ball park you are playing in. Checking the wind in Wrigley Field, if the # rolled is 98, the wind is blowing from right to left at 20-29 mph.

Note weather conditions and adjustments on your scoresheet.

Meeting At Home Plate
Umpire Crews are rotated from series to series. Assign a different crew to each home team for the first home series at the start of the season and rotate the crew by moving to the next numbered crew (N #8 and A #8 crews move to #1). Make sure to include only umpires from the league you are in when making the assignments. Check the UMPIRE CREW chart by having the home team roll two dice to determine the home plate umpire before each new series. The umpire listed below the home plate

umpire is the 1b umpire, next is the 2b umpire and then the 3b umpire. For each new game within each series, rotate the umpires clockwise. The 1b umpire becomes the new home plate umpire. Write in the home plate umpire on your scoresheet.

Play Ball

Hitters cards: Roll all three dice. If the number is 0-499, you'll find the result on the hitter's card. You'll need to look down the "vs. left" column if the batter is facing a left-handed pitcher or down the "vs. right" column if the batter is facing a right-handed pitcher.

Pitchers cards: The result will always be found on the pitcher's card when the number is 500-999. You'll need to look down the "vs. left" column if the pitcher is facing a left-handed batter or down the "vs. right" column if the pitcher is facing a right-handed batter.

"vs. left" or "vs. right": Once you've located whether the result is on the hitter's or pitcher's card and whether to read down the "vs. left" or "vs. right" column you'll be able to read the result of the play right from the player card.   Sometimes more than one result may appear and you may need to check the situation to determine which result to use. Most results are normal situations easily identified by their blue color or normal type and used if none of the other situations apply.

Off to either side of the result, you may have a position listed that corresponds to the fielder the ball was hit to. For results vs. right-handers, use the position listed on the right side.   For results vs. left-handers, use the position listed on the left side.
Base hits: Are indicated by 1B, 2B, 3B or HOME RUN.

Question marks: If a "?" follows a result, it indicates that you will need to go to a chart to determine the play result.

Baserunner Advancement (?)

Baserunner advancement is listed after the play result and is found inside the parenthesis to the right of the result. **Parentheses always indicate baserunner advancement.** Question marks inside a parenthesis indicate there is an option to take the extra base. For example, if the baserunner advancement was (2-H,1-3?), a runner on 2nd would come home to score and a runner on 1st would advance to 2nd and have the option to try for 3rd by going to the BASERUNNER ADVANCEMENT chart. To use this chart, make all applicable adjustments listed at the top of the BASERUNNER ADVANCEMENT chart to the players Baserunning rating and roll two dice.

Cut-off play option: If the defense decides not to throw, they can use the cut-off play option found on the BASERUNNER ADVANCEMENT chart.

No parenthesis after hit: Assume a 1 base advance for 1B and 2 base advance for 2B for all runners. On occasion you may see (1) or (2), which indicates a 1 or 2 base advance.
1B (?): Gives the Offensive Manager the choice of sending the lead runner two bases, instead of an automatic one base advance, by going to the BASERUNNER ADVANCEMENT chart. With runners on 1st and 2nd, the Offensive Manager may send both runners. The Defensive Manager would then decide which runner to try to throw out by going to the BASERUNNER ADVANCEMENT chart.

Ground Out (?), Hard Ground Out (?) or Soft Ground Out (?): indicates you should refer to the GROUND BALL BASERUNNER ADVANCEMENT chart. This chart is divided into sections depending on the base situation and also into situations such as "hit and run" and "infielder playing in". Pitcher and Catcher can't be moved in or back so they are always considered back.

Situation Key

On each player card there is a coded situation key between the green or boxed "vs. Left" and "vs. Right" columns. Depending on the year of the player cards you have, you may have either color coding or symbols and shading coding. The situation key is your guide if more than one result appears on a line. If more than one situation besides "Norm" applies, the situation furthest left in the key has priority.

NOTE on H&R: When a H&R play is on, that situation result has priority over all other situations. In the case of a strikeout on a H&R play, the runner must always attempt to steal and incur the -2 steal adjustment on all strikeout results in the game.

There are nine possible situations that may occur:

Norm: Blue or Normal type style
Occurs during a normal situation, which is any situation besides the other eight situations.

Clutch: Red or Boxed
Occurs whenever the tying or go ahead run is on base or at bat from the 7th inning on, or at anytime when there are runners in scoring position with two outs.

Clutch results are for hitters who perform especially well in clutch situations and are only used if the hitter has "clutch" listed after his Situation rating.   Situation ratings are listed near the top of the left column of the hitter's and pitcher's cards.   If the hitter has "clutch" listed after his Situation rating, you will need to check the pitcher's Situation rating.   If the pitcher on the mound has a jam Situation rating listed, it cancels out the hitter's clutch rating and you would use the "Norm" result.

Jam: Orange or Cross-Hatch Box
Occurs whenever the tying or go ahead run is on base or at bat from the 7th inning on, or at anytime when there are runners in scoring position with two outs.

Jam results are designed to be used for pitchers who are able to pitch themselves out of a jam.   If the pitcher has "jam" listed after his Situation rating, you would use the orange or cross hatch "jam" results. You will need to check the hitter's Situation rating to

see if he has a clutch Situation rating listed. If the hitter has a "clutch" rating, it cancels out the pitcher's jam rating and you would use the "Norm" result. Pitchers who become tired lose their jam rating for the remainder of the game.

Tired: Yellow or Shaded Box
A pitcher becomes tired anytime after the number of batters faced indicated by the pitcher's Endurance rating has been reached and then two batters reach base safely by a hit, walk, hit by pitch or error. Endurance ratings reflect the number of pitches thrown, converted into batters faced, before a pitcher starts to tire. For example, if a pitcher has an Endurance rating of 35 and has just faced his 35th batter and then gives up a walk and a single, he is now considered "tired" for the rest of the game. IBB do not count as a batter faced or as one of the two batters to reach base safely.

Tired — Doesn't Have Good Stuff Today: Yellow or Shaded Box
Occurs once a pitcher has allowed five earned runs. At that point the pitcher is considered not to have his good stuff and must use the "tired" situation results.

In: Dark Green or Reverse type
Occurs whenever the "infield is in" or the "corners are in" irregardless of what position is listed for the Hard Ground Out result on line 14 of the hitters card. To bring either the infield in or corners in (1st and 3rd), the Defensive Manager announces his intentions before he rolls the dice.

H&R: Magenta or Underline type
To put the hit and run play on, the Offensive Manager would do so as the Defensive Manager rolls the dice. Some hitters have special hit and run ratings that follow the Bunting rating after the /. Check the Bunting/H&R section of the hitter's card. The hit and run play can be put on whenever a runner is on 1st.

"A" H&R rating: Indicates a high success on hit and run plays of being able to protect and advance the runner. Strikeout results on either the pitcher or hitter card have a "A-foul" result for "A" rated players to foul off the pitch instead of striking out.
Note: If the pitch is fouled off the 2nd time the H&R is on, it is a "foul?" and you will need to consult the Foul Territory chart.

"1B" H&R rating: Indicates a high number of hits on hit and run plays. There is a special category on the INFIELD RANGE POSITION chart for this rating.

ON: Purple or Circle
"Runners on-base" occurs whenever a runner or runners are on-base. "ON" results are designed to reflect pitchers who give up a low percentage of their homeruns allowed with runners on-base and are only used if the pitcher has "ON" listed as a Situation rating. Pitchers who become tired lose their "ON" rating for the remainder of the game.

Designer's Note: Jim Palmer and Catfish Hunter are

classic examples of how this situation impacts pitcher performance.

OFF: Light Green or Circle
Leadoff situations occur whenever the first batter in each inning bats. Off results are designed to reflect pitchers who give up a very low percentage of their walks leading off the inning and are only used if the pitcher has off listed as a situation rating. Pitchers who become tired lose their "off" rating for the remainder of the game.

Designer's Note: Dennis Eckersley and Phil Niekro are the types of pitchers this situation impacts.

RR: Grey or Strikethru (See Optional Player Rest/Rust Rules p. 5)

Infield Range?/Outfield Range?
Whenever you roll an Infield Range or Outfield Range result, go to the RANGE chart to find the result of the play. Check which direction the hitter tends to hit the ball by looking at the Bats: section of his card. Roll two dice on the RANGE POSITION section of the chart to find out where the ball has been hit. Use the fielder's Range rating to determine the result by rolling two dice and checking the RANGE RESULTS section of the RANGE chart for the type of surface you're playing on (grass or turf). Some results refer you to the RANGE RESULT KEY below.

Ex: Robin Yount (Right-spray) is facing Tommy John and an Outfield Range result comes up. Check the OUTFIELD RANGE POSITION section of the RANGE chart and roll two dice. If the number rolled is 47, you'll see that the ball is "shot into the gap cf". California's cf is Fred Lynn who has very good range (B+). To find out if Lynn can make the play, you'll roll two dice on the OUTFIELD RANGE RESULTS chart in the ***shot into the gap*** section. If the roll is 59, Lynn makes a Diving Catch!

Error?
Error results are resolved by rolling one die on the ERROR POSITION section of the ERROR chart to determine the player who has the chance of making the error and then rolling two dice on the ERROR chart using the fielder's Error rating.

Deep Drive?
Whenever a "Deep Drive?" result occurs, use the "Bats:" section to determine the side he bats from and where he tends to hit the ball (pull or spray) and roll two dice on the DEEP DRIVE LOCATION chart found in the BALL PARK charts to determine which part of the park the ball was hit to. Next, find the hitter's Power rating vs. the type of pitcher you're facing in the "vs. left" or "vs. right". Roll two dice to determine the number of feet the ball was hit from the DISTANCE HIT chart. Go to the BALL PARK chart you're playing in and make any adjustments to the number of feet hit (Wind, Temperature and How well the ball carries) before checking the BALL PARK chart to find the result in one of the seven OF locations.

Ex: Johnny Bench is facing Luis Tiant in Fenway Park on a clear night in October, with the temperature in the 60's and the wind blowing out at 10-19 MPH. A Deep Drive result comes off Tiant's card. To resolve the play, roll two dice on the DEEP DRIVE LOCATION chart. If the roll is 20, Bench (Right-pull hitter) hits a DEEP DRIVE to left field. Bench has "A" Power vs. Tiant (found in "vs. RH" green or boxed section of Bench's card) and if the roll is 68 the ball is hit 395 feet toward left. Make your DISTANCE HIT adjustments for How well the ball carries in Fenway Park (0), temperature 60's (0) and wind out 10-19 MPH (+10) for a total of 405 feet and then check the Fenway BALL PARK chart; HOME RUN over the Green Monster into screen.

Designer's Note: Excitement and suspense will be increased dramatically by figuring out how many feet the ball needs to travel for a HR before you roll the dice.

Umpire?

"Umpire?" results include umpire strike zone judgements, effect of temperature on hitting, catcher's handling of pitcher's, ball park hitting backgrounds and the possibility of wild pitches and passed balls. Roll two dice using the UMPIRE chart and check the appropriate rating to resolve the play. The Ball Park Hitting Background rating is found in the BALL PARK charts.

Foul?

Foul? results are those foul balls that have a chance of being caught in foul territory. Check the Foul Territory rating in the BALL PARK charts and roll two dice on the FOUL TERRITORY chart. Note that foul results without a "?", indicate the ball is in the stands and you should return to normal play sequence.

Bizarre?

Usually every baseball game has at least one play that stands out as being unusual or bizarre. To find out the result of a "Bizarre?" play, roll three dice and look up the result on the BIZARRE chart. Intangible player ratings are sometimes referred to on this chart as are Team Chemistry ratings. To determine Team Chemistry, add up the individual Intangible points using the players Intangible ratings for each player on the 25 man roster. You will need to do this at the start of the season and make adjustments for any roster changes.

INTANGIBLE RATING/POINTS		TEAM CHEMISTRY RATING	
A	+30	≥45	Excellent
B	+15	(-44) — 44	Fair
C	0	≤(-45)	Bad
D	-15		
F	-30		

OTHER INTANGIBLE RATINGS

~ hot temper **BL** catcher is excellent at blocking plate

Stealing

If the Offensive Manager decides to steal he would announce his intentions before the pitcher rolls. You would then go to the ATTEMPT chart and roll two dice using the pitcher's letter "Hold" rating and runner's "Lead" rating (use appropriate 2nd, 3rd or home

rating) to determine if the runner gets a "Good jump — attempts" result or a "Poor lead — holds result".

Pitcher's Pickoff/Hold ratings: Are configured like this:
Pickoff/Hold: 1 / D (+2)   (Juan Marichal 1969 San Francisco)
Marichal's D letter grade indicates the pitcher's ability to keep the runner close to the base and prevent him from attempting to steal. The (+2) numerical hold grade reflects the SB% vs. Clemens and is used to adjust the baserunners "Steal" rating. Marichal's pickoff rating is 1.

If the runner gets a "Good jump", go to the STEAL chart and roll two dice using the runner's Steal rating (use appropriate 2nd, 3rd or home rating). Adjustments must be made for the catcher's throwing arm and pitcher's numerical Hold rating. Also make any adjustments for Artificial Turf and Strikeout on Hit & Run found at the top of the STEAL chart if they apply.

Holding runners: Runners on 1st are always considered to be held unless the Defensive Manager indicates otherwise. If a runner is not held, he gets a "Good jump — attempts" result.

Pitchers Lead rating: Lead rating for pitchers is always 1.

Bunting

If the Offensive Manger decides to bunt, he should do so as the pitcher rolls the dice. This will prevent the Defensive Manager from changing the depth of the infield (in or back). Roll two dice on the BUNT chart and refer to the result key. You can Bunt for a Hit by calling out your intentions. Use the special *"Bunt for a Hit results"* — if none, batter out at 1st on Sacrifice Hit, Double Play?, Lead Out and Lead Runner?

Injury

If you are required to check for an injury, go to the INJURY chart and roll two dice using the player's Durability rating to determine the duration of the injury.

Designer's Note: DYNASTY League Baseball is designed to reflect both frequency and length of injuries. It's sometimes thought that if you're not playing a 162 game schedule, length of injuries should be reduced based on the % of the season you're playing. Keep in mind injuries are part of baseball. If a line drive off your ace pitcher breaks his leg, he's not going to heal any faster because your season is shorter. Also remember if the length of injury is reduced, a short season makes the chance of being injured less likely. In order to balance out the adjustment of decreasing the length of injury, the frequency of injury must be increased. That can't be done without changing the playing charts. The bottom line is the most realistic way to play is to not reduce injury length.

Pitcher Batting

On the Bats/Card section of each Pitcher card is the side the pitcher bats from and the type of hitter he is (pull or spray) along with the pitcher batting card # and Power rating. Pitchers must have at least 60 AB to be used as a pinch hitter.

Required Pitcher Rest

Starter		Short relief		Long relief	
IP	Days Rest	IP	Days Rest	IP	Days Rest
0-1	1	0-1	0*	0-2	0**
1.1-4	2	1.1-2	0**	2.1-3	1
4.1-9	3***	2.1-3	1	3.1-4	2
> 9	4	3.1-4	2	4.1-7	3
				> 7	4

*Maximum appearances in 4 consecutive days: 3
Note: Short relief pitcher's Endurance rating is reduced to 4 if he is pitching in his 2nd or 3rd consecutive day of work.
** Maximum appearances in 3 consecutive days: 2
*** Starting Pitchers Endurance ratings are reduced by 7 if pitching on 3 days rest.
Note: Short relief pitcher's Endurance rating is reduced to 4 if he is pitching his 2nd or 3rd consecutive day of work.

Short relief maximum number of IP: 4 IP

If all other pitchers have been used and you are forced to use a pitcher beyond the maximum number of IP, the rest requirement is 4 days.

Bullpen Warm-Up Rule

Prior to entering the game, relief pitchers must be properly warmed up. Pitchers may only warm-up twice during a game. If a pitcher is not used during his second warm-up, he must use the tired situation results if he enters the game. Relief pitchers may not enter the game unless they have warmed up for two batters or the pitcher on the mound is ejected or injured. The break between half innings counts as one batter. Two pitchers may warm up at the same time. When a pitcher starts warming up the half inning prior to or during the time when his team takes the field defensively, the duration of his warm-up lasts until the side is retired.

RR: Grey or Strikethru Optional Player Rest/Rust Rules

Rest/Rust results reflect deterioration of hitting skills from being tired or rusty.

Offensive Rest

1) After 6 innings of catching, with temperatures in the 90's.
2) For catchers who catch more than 12 innings in one day.
3) Day game following night game: Catchers playing in a day game if they played more than 5 innings the previous night.
4) For players who've played in the field for 5 consecutive games without a day off, with temperatures in the 80's or 90's.

Offensive Rust

When a player does not make an official plate appearance for 10 consecutive days he gets rusty at bat. Player loses rust after first game back. This includes players coming back from an injury, but not players called up from the minors.

Defensive Rest: Catcher

1) After 6 defensive innings of catching a game in the 90's.
2) Catchers catching 7 consecutive games must use the

rest adjustments starting with the 8th consecutive game played and continue with these playing reductions until they are rested defensively for a full game.
3) Catchers catching more than 12 innings per day. Use the catcher defensive rest adjustments below:
• Catcher's Passed Ball rating is reduced by 2 grades.
• Catcher's Error rating reduced by 30.
• Catcher's Throwing rating increased by 2.
• Catcher's must use the RR situation results.

Defensive Rust

Occurs when a player doesn't play in the field for 15 consecutive games. This includes players coming back from an injury, but not players called up from the minors. Player gets rusty and must reduce E rating by 30 for first game back in the field.

Use: (Minor League callup %)

Equals the percentage of games available during a 162 game season. Players caming up from the minors during the season are usually assigned a "Use" %. If a player has a % listed for his "Use" rating, this indicates the percentage of the season that he can be called up for. This is a continuous percentage, meaning that if you are playing a 44 game season and the player has a "Use" rating of 20%, he can be called up and on the roster for 9 consecutive games. You can enter the callup on the INJURY/USE REPORT. Playoffs are treated as a separate season based on the maximum possible length of each series.

Use: (Utility AB vs. LH, AB vs. RH)

Indicates player wasn't a full-time player and was used in a utility or platoon role. A player with a utility "Use" rating can only be used for the number of AB listed. For example, a player with utility (vs. LH 55, vs. RH 114) can be used for 55 AB vs. LH pitchers and 114 AB vs. RH pitchers. In order for a hitter with a utility "Use" rating to pinch hit or start a game, he must have at least 20 AB vs. the type of pitcher (LH or RH) that he is pinch hitting or starting against.

Designer's Note: Earl Weaver's 1980 Baltimore club featured a platoon in left field including John Lowenstein, Gary Roenicke and Benny Ayala. LH batting Lowenstein hit .500 in 8 AB vs. LH pitchers. In DYNASTY, Lowenstein's only possible AB vs. LH pitching would come from starting a game vs. a RH and staying in the game if a LH pitcher was brought in to pitch. Lowenstein' would be limited to 8 AB vs. LH because of his Use Utility rating of (8 AB vs. LH, 188 vs. RH).

If you're playing less than a 162 game season, you should multiply the AB listed times the percentage of a 162 game season you're playing. You can keep track of utility players AB on the INJURY/USE REPORT.

Use: Spot starter

Indicates pitcher was not a full-time starter. Pitchers that have a spot "Use" rating have a Games Started restriction indicating the number of games he can start. Keep in mind if you're playing less than a 162 game season, you should multiply the number of GS, times the percentage of a 162 game season you're playing. You will need to keep track of spot pitchers GS on the INJURY/USE REPORT.

DYNASTY LEAGUE BASEBALL OFFICIAL LEAGUE RULES

THE IMPORTANCE OF STANDARDIZED LEAGUE RULES
The DYNASTY League Baseball Official League Rules, represent a long awaited and necessary movement to organize baseball simulation leagues.   These rules combine the best of both worlds between Fantasy leagues and baseball simulation games. Existing leagues will be encouraged to change and will be able to enjoy the benefits of standardized rules. These benefits include the ability to compare leagues against each other in order to establish benchmarks and statistical records.   It will also be much easier to get new players to join your league since they know the rules and will be more confident that the league will be well run. If you move, it will be easy to catch on with a new league and you'll know exactly how the league rules work. Standardized rules will also help to eliminate disputes.

These rules have been play-tested over the last seven years and work very well in insuring league parity, fairness and allowing expansion teams and teams taken over by new owners to have a good chance of winning.   Tips on how to win and draft information will be provided in the DYNASTY Report newsletter and everyone will benefit because they're playing by the same rules.

FRANCHISE APPLICATION
Your first step in starting a new league will be to determine how many franchises will be awarded. Each franchise consists of the team name, ball park, accompanying weather conditions, General Manager and Manager. Franchises are awarded on a first come first serve basis in the order of entry into the league.

FINDING PLAYERS FOR YOUR LEAGUE
If you wish to be a Commissioner and are looking for players for your league, the best place to start is to check with your friends.   Next you can try the DYNASTY League Baseball PLAYERS and LEAGUE LISTINGS.   These listings are continually updated with new players and leagues.   You can receive a free copy by writing or calling Design Depot. Where else should you look for players? You might know of players who play other baseball simulations or are in a fantasy league.   Tell them you are starting a league and have them come over to play a game of DYNASTY League Baseball.   Try friends at school, work, church, teammates on your softball league or anywhere else you come into contact with people interested in baseball. You can also ask your local hobby game dealer if he'll place a notice in his store or possibly even in a mailing.

Designer's Note: Each season I'll be continuing to personally conduct Tour/Tournaments to Ball Parks around the country.   This has proven to be a great way to find new players for your league or to join an existing league. Look for them in the quarterly newsletter mailed to all game owners.

RECRUITING
Recruiting is the lifeblood of any league.   Once you get your league up and running you will continue to need to recruit new players as players move away or need to be replaced for whatever reason.   If done improperly, recruiting can be a frustrating experience.   The DYNASTY League Baseball PLAYERS and LEAGUE LISTINGS helps to make recruiting easy. Everyone who is on the list already has the game, is in your area, and knows the league rules.   The best way to recruit people is to first send them a mailing explaining your league in one paragraph, followed by a phone call.   Let them know what night you play, how many times per month you play (most leagues should average 3 times per month), how long the league lasts (April through October unless you are in a Winter league), age range of players, how many games are on the schedule (see SETTING UP A SCHEDULE), where you play and if there are any fees (see FEES).   If you are an existing league rather than a new league, you can also tell them how long the league has been in existence and the number of teams in the league.

Tips for recruiting success:
1) Show enthusiasm about the league.
2) Be sincere and courteous.
3) The most common reason people will give you for not joining a league is they don't have the time.   Tell them right away you'll be playing a short schedule and emphasize that you'll be playing 2-3 times per month for about 2 hours per meeting.   Most people can fit that into their schedule.

LEAGUE SIZE
If you live in a small town, most likely you're going to have a smaller league than if you live in a big city. Don't feel like you have to have a large league to enjoy playing. Smaller leagues of 3-5 players can be as much or more fun than larger leagues. Certainly small leagues are easier to manage and you can be more selective in choosing members.

LEAGUE REGISTRATION
There are several benefits of registering your league. Your league champion will receive a free award certificate. In addition your league will be listed in the DYNASTY League Baseball PLAYERS and LEAGUE LISTINGS. This will be a big help in recruiting for your league. To register your league write to Design Depot and include your league name, age range (see below) and commissioner's name, phone and address.

JOINING AN EXISTING LEAGUE
The DYNASTY League Baseball PLAYERS and LEAGUE LISTINGS provides information on existing leagues. Don't get discouraged if you are anxious to join a league and there are presently none in your area. You can start your own league right away with as few as three owners and expand in future seasons.

CHANGING YOUR RULES WITH AN EXISTING LEAGUE

If you have an existing face-to-face league and are dead set against changing to the DYNASTY League Baseball Official League Rules, you might consider keeping your present league and starting a new league to try out the rules. With a short schedule it won't take up that much extra time.

WHERE AND WHEN TO PLAY YOUR GAMES — LEAGUE MEETINGS

It is essential to pick a day of the week and time that you will regularly play your games. You might for example pick Monday night at 6:00P. The reason this is so important is that it will be the glue that keeps your league continuity together. If you simply schedule games with no date and time to be played, it insures that players won't get league reports unless the Commissioner mails them, and you're bound to spend all kinds of time trying to coordinate people. If scheduled games are missed, they can be made up at the next league meeting or at a time both players can agree on. The Commissioner's or Co-Commissioner's home is a good place to play. You'll discover that getting everyone together and playing all at once makes it more fun by enabling you to follow how the rest of your league is doing. Having your league play at a sports bar, batting cage or other public place is a good way to attract interested people to your league and will give you a list of backup owners when an owner needs to be replaced.

FEES

If you can avoid league fees, great. If you want to reimburse the league officers for their expenses that's fine, but try to keep fees as low as possible.

MIXED LEAGUES/COMPUTER AND BOARD GAME

Mixed leagues of computer and board game players are fully compatible. The computer version of DYNASTY League Baseball is a direct translation of the board game.

NAMES OF FRANCHISES

Keep your franchise names realistic by using the actual team name of the franchise that you se-lected. It will make it much easier to remember which stadium each owner plays in as well as weather conditions, etc.

PLAYER POOL SIZE

Here's what a player pool consists of:
A player pool is the group of baseball players that are eligible to be in your league.

Ex: If five owners are in your league, with each of them selecting a franchise and respective ball park, and the franchises are Pittsburgh, St. Louis, Atlanta, San Diego and Cincinnati, the opening day rosters of each of these teams players would all be avail-able in the draft, as well as one additional team.

Teams: You can choose all American, all National or an equal split of American and National teams. Additional teams noted above are selected by a vote of all franchises. Ties are broken by the Commissioner.

Players available in the draft: Consist of the players who are on the current 40 — man official roster, including Spring Training invitees listed in the March Spring Training roster issue of USA TODAY. These teams comprise the player pool. You will see that keeping the talent in the player pool at a realistic level is very important.

Player pool size limit and ratios: It's important to limit the player pool size for several important reasons. Anyone can draft a team of All-Stars, but not everyone can determine who are the better second and third line players, upcoming rookies and where to place your emphasis when drafting scarce talent. You'll find your results and statistics will be much more realistic if you can avoid the platooning of All-Stars and throw in a few Luis Salazars. If your league expands, you'll be able to add a new team into the player pool for each expansion team, giving expansion teams a fair chance to compete rather than having all of the talent locked away. Trying to build a winning team is much more challenging and realistic using these ratios.

Teams added to player pool and # of Leagues:

1 League
3,4,5 and 6 franchises, add one additional team

2 Leagues
8, 10 and 12 franchises, add two additional teams

2 Leagues, 4 Divisions
16 franchises, add three additional teams
20, 24 franchises, add four additional teams

DRAFT

The draft is a bidding style draft with a continuous ownership system. Each owner receives $300 of fictional money to spend on his team. A total of 30 players are drafted by each team, with a 25 man active roster. The draft consists of the following three phases:

REGULAR PHASE
Salary Cap: $300

Type of draft: Bidding style

Number of players selected in this phase: 25

The Regular phase consists of open bidding for the first 25 active players on each teams roster with each teams salary cap at $300. Owners take turns announcing the player up for bid until all teams have 25 players on their active roster. Players are announced by owners in a clockwise manner starting with the franchise owner with the worst won-lost percentage from the previous year, or by choosing numbers. Note that since everyone has the opportunity to bid on each player in the draft, there

is no advantage in acquiring a player by announcing his name. Each owner must have at least $1 allocated to bid on each of the 25 players for his active roster.

Franchises are allowed to exceed the $300 salary limit after the draft and during the season when new players are acquired via trades, but must get below the $300 salary cap with at least $1 available to bid per player needed to fill out their 25 man roster before the regular phase of next years draft. Each of these drafted players are signed to three year contracts, with the fourth year being an option year for the franchise at the same salary.

MINOR LEAGUE PHASE
Type of draft: Paired picks.

Number of players selected in this phase: 5

The Minor League draft consists of paired picks (1 and 10, 2 and 9, 3 and 8 etc.) which are determined on a "draw from the hat" basis from players who were not selected in the Regular phase of the draft.

These players have a different type of contract and salary then the players selected in the Regular phase of the draft. A player selected in the Minor League draft has a salary of $0 his first year. The franchise owner has the option of inviting the player back to the team the second year for a salary of $10 or releasing him back into the draft. The third year, the player must reenter the Regular phase of the draft.

PROSPECT PHASE
Type of draft: Pick in reverse order of won-lost pct.

Number of players selected in this phase: 2

At the end of the Minor League draft, a Prospect draft consisting of two rounds is conducted. Drafting order is in reverse order of won-lost pct. Players drafted in the prospect draft are those who have not been issued player cards and are currently in the minor leagues or college. Prospects become active players the first year they receive player cards. Once this happens, the franchise owner has the choice of signing the prospect to a standard Regular phase contract for $10, or releasing him into the Regular phase draft.

Franchises can have no more than three prospects on their roster at anytime.

PLAYER CONTRACTS
Once a player has been drafted in the Regular phase, he must be kept on your DYNASTY League Baseball team for a minimum of 3 years unless one of the following occurs, which automatically releases the player from your team prior to the draft:

A PLAYER IS AUTOMATICALLY RELEASED FROM HIS CONTRACT:

1) He is traded to a real life team outside the DYNASTY League player pool.

2) He becomes a real life free agent and signs with a real life team outside of the DYNASTY League player pool.

3) He retires from Baseball.

4) He is released and is not picked up by a real life team in the DYNASTY League player pool

5) For any reason other than injury, suspension or hold out, he is not on one of the 40 — man rosters or a Spring Training invitee of one of the teams in the player pool prior to draft day.

When any one of the above occurs, the player leaves the team and the salary paid to him goes back to the franchise owner, who now can use that money for next year's draft to acquire new players.

NOTE: The five conditions for automatically releasing a player listed above also apply to players signed to guaranteed contracts.

OPTIONS TO RELEASE PLAYERS UNDER CONTRACT:

1) New Franchises:
Up to 5 players can be released outright from their contract if your franchise is entering your second year. Up to 3 players can be released outright from their contract if your franchise is entering your third year. No players can be released outright from their contract after the franchise's third year.

2) Buying Out Contracts:
Franchise owners may choose to buy out a player's contract for an amount equal to half the player's salary (rounded up to the nearest dollar) for each year remaining on the contract.

Ex: If Robin Yount was signed to a $40 contract during the regular phase of the draft (3 year contract plus option year) in 1990 and before the 1991 draft you wanted to get rid of him or had to get rid of him to get under the salary cap before the draft, it would cost you $20 (($40 x 1/ 2) = $20). The buy out amount would be subtracted from the $300 of available money for drafting players in both 1991 and 1992 since those years are still remaining on his contract. So in the above example, your salary cap before the draft in 1991 would be reduced by $20 ($300-$20=$280) to bring you to $280 available for the new draft. This would be the only situation where the salary cap would be below the $300 mark. Salary caps can never be increased above $300. Released players then re-enter the Regular phase draft.
Prior to the 2nd year draft, each franchise must submit their current roster to the commissioner and provide a list of players who they choose to release (if any). This is done in order to provide a listing of players available for the draft. Once releases and buyouts are submitted to the

Commissioner, no further releases or buyouts can take place prior to the draft.

REGULAR PHASE CONTRACT OPTION YEAR:
A player's contract lasts three years with the fourth year being an option year for the franchise. This means that upon entering the fourth year of a player's contract:

1) The franchise owner has the choice of picking up the option on the contract for a fourth year at the same salary, after which the player will automatically re-enter the Regular phase of the draft.

2) The franchise owner has the choice of not picking up the option for a fourth year of the contract making that player a free agent. The player will then reenter the Regular phase of the draft.

3) The franchise owner has the option of guaranteeing the contract for additional years. Once the guaranteed contract expires the player automatically re-enters the Regular phase of the draft. The player's salary is increased by $5 for each year the length of the contract is extended starting with the option year.

Ex: If you signed Don Mattingly originally for $30, and upon entering the 4th year of his contract, you decided to give him a 3 year guaranteed contract. His salary would be $45 ($30 + (3 yrs. x $5)) for years 4, 5 and 6.

TRADING:
Trading can occur at anytime except for the following exceptions:

1) Between the trade deadline and the end of the season. Trading deadline is July 31, 12 Midnight. It's a great idea to organize an outing and bill it as a trade meeting on July 31. Going to a baseball game is ideal - you can talk trade all night. Remember to report all trades to the Commissioner.

2) Starting 48 hours prior to the draft and continuing through the end of the draft.

EXPANSION AND NEW FRANCHISE OWNERS:
Whenever a new owner takes over a team he has the choice of taking the team "as is" or releasing his entire team into the free agent draft. The new owner will have $300 to use to bid on free agents in the Regular phase of the draft should he decide to release his entire team and will be able to release 5 players prior to his 2nd draft and 3 players prior to his 3rd draft.

MOVEMENT OF A FRANCHISE
An owner may not move his franchise to a new city or ballpark. The stability of your league will be improved by not having franchises pick up and leave every year.

MAKE-UP GAMES
If a series of games is not played when scheduled, it is rescheduled and made up at a later time ASAP. For weather conditions, use the month the games are actually played in.

RAINOUTS
Are considered as an off-day, with a double header scheduled the next day.

COMMISSIONER, CO-COMMISSIONER AND LEAGUE SECRETARY
The most important attributes of a Commissioner are the ability to get along with people, flexibility and patience, yet be able to earn the respect of the league members.

Responsibilities of a Commissioner:
1) League schedule
2) Recruitment of members
3) Creation and distributionof league reports (1 per month)
4) Settling disputes
5) Overseeing the operation of the league

Responsibilities of a Co-Commissioner:
1) Rosters
2) First in line of succession for Commissioner
3) Draft day duties:
    a) Creation of list of players available for the draft   b) updating of rosters and draft list during the draft

League Secretary responsibilities:
1) Draft day
    a) Running total of money remaining for each team   b) Auctioneer of players
2) Award ceremony
3) Second in line of succession for Commissioner

POST SEASON PLAY
The team with the best record plays at home for games 1-2 and 6-7 if necessary. One off day is included after the end of the Regular season and after the end of the Playoffs (if applicable) prior to the World Series. Each series also includes an off day for travel after games 2 and 5. Assume a 7 game season to determine game availability and usage.

AWARDS
An Official DYNASTY League Baseball award certificate is available for free to all registered leagues.

PLAYER ETIQUETTE OF LEAGUE MEMBERS
Win or lose, keep things in perspective and be a good sport. One of the things you should not do is play for money, it only encourages cheating and arguments. Play for the Official DYNASTY League Baseball award certificate. One of the worst things you can do as a league member is to fail to call your opponent well in advance if you can't make a

league meeting. If you have a dispute, try to settle it using the fairest and most realistic solution to actual baseball.

REASONS WHY LEAGUES FAIL - AVOID THESE PITFALLS
1) Can't find enough players to get started or replacement players to continue league.
2) Schedule too demanding and season never finishes
3) Cheating, disputes and arguments.
4) Lack of parity- League rules allows best teams to lock away and hoard talent indefinitely.

SEPTEMBER ROSTER EXPANSION
On September 1 and for the remainder of the regular season teams can expand their roster to 30 players.

SETTING UP A SCHEDULE
The DYNASTY League Baseball schedule format is designed to
simulate a pennant race, but all months are used when setting up the schedule. Depending on the number of teams in your league, each team will play between 26%-33% of a 162 game schedule. A shorter season keeps everyone interested, demands less time and makes it easier to recruit new owners. You'll find the suspense of a close pennant race building over the course of the 6 month season, making each series that much more exciting and meaningful because the season is shorter. A short season almost guarantees a close exciting finish. Keeping league records or individual stats is much easier to keep over a short season as well. If you want to play more games, great, start a new league. This will give you the chance to be in additional drafts and emphasize the GM aspect, instead of trying to get through one long season. If you're determined to play a 162 game season, you'll have a better chance of finishing the schedule with a smaller league although there are some very well run leagues that do play 162 games. Keep in mind that a 4, 6 or 8 team league is considerably easier to run than a 16 team league.

Designer's Note: It's always been my philosophy to try to get as much enjoyment out of the process of playing each and every game and avoid playing the game just to crunch numbers to look at when you are finished.

Make up games that you miss ASAP by contacting your opponent and making arrangements to play. The schedule runs from Opening Day in April just before the regular season starts to the last day of the regular season in October.   Try to schedule holidays or holiday weekends as off-days to avoid conflicts with people being out of town.

SCHEDULE BREAKDOWN BY NUMBER OF TEAMS

Organization (# of teams)	Teams per League	Series in League**	Series out of League*	Games per Team
3	(1 League)	8	0	48
4	(1 League)	6	0	54
5	(1 League)	4	0	48
6	(1 League)	4***	0	50
8	4	4	2	52
10	5	2	2	44
12	6	2	2	54
16	8****	2	0	42
20	10****	2	0	54
24	12****	2*****	0	54

* vs. each team out of league, "2 game series"
** vs. each team in league, "3 game series"
*** 2 "3 game series" and 2 "2 game series"
**** 2 Divisions per league
*****"3 game series" in Division, "2 game series" outside Division
Games per series:

Designer's Note: One of the main reasons for having 3 game series instead of 4 game series involves make-up games. During the course of the season you'll find there will be series that have to be made up. While it's possible to play six games or two series in an evening, eight games with two series is too many games to play in one night. Another reason for playing 3 game series within your division is you'll want to establish a winner of the series.

WINTER LEAGUES/FANTASY LEAGUES
If you're in a Fantasy League or don't have time during the Spring and Summer to participate in a league, a Winter league may be ideal for you. Fantasy League members can play against each other in head-to-head competition to find out who really has the best team. Fantasy League Winter Leagues should use their end of the season rosters. Initially Ballparks will need to be selected using a pick system. Picks should be determined on a draw from the hat basis. DYNASTY League Baseball Winter Leagues should schedule their draft the weekend after the end of the regular season and use end of season rosters for the player pool. Winter Leagues run December — March.

MINOR LEAGUE CALLUPS AND RELEASES
Can occur before each new series and be in effect for the entire series. Players requiring rest can't be sent down to the minors.   (i.e. you can't send down a pitcher who pitched the last game of your last series because you know he must rest and won't pitch in the next three game series).

"SCRUB" PLAYERS
Scrub players are used for emergency purposes to replace players who have been injured for 4 games or more.   Teams are able to place players from the scrub pile on their roster
(players from the player pool who were not drafted) for the length of the injury. The scrub player selected must be able to play the same position as the player

who was injured. Scrub players must be released back into the scrub pile when the player who was injured is eligible to return.

LEAGUE RULES CONCERNING PITCHER BATTING

American site: DH   National site: pitcher bats

OFFICIAL REPORTS

Are made out at the end of each month starting at the end of April. These reports will be available through the following month and will be available at each league meeting. Remember to bring your scoresheets from at least the two previous series to each meeting in order to check on pitcher availability. Report all injuries and the game number that the player was injured ASAP to the Commissioner's office.

STATISTICS

Board game leagues should make keeping statistics optional. It is useful for teams to keep statistics, but requiring them to be kept and turned into the League office will be difficult for both league members and the Commissioner to keep up with.

Designer's Note: Small leagues of 6 or less may be able to make keeping statistics mandatory.

PENNANT RACE SCENARIO

This is a great way to play for one player, two players and even larger groups. Each player manages his favorite team down the stretch picking up the season for the final month.   This always leads to red-hot finishes as you re-live the most exciting part of the season. If you and a friend played the great San Francisco-Atlanta pennant race from 1993, one player would manage Atlanta and the other San Francisco. If a series is scheduled that does not include both teams, the manager whose team wasn't included takes over for the opposing team. For example, if an Atlanta vs. Pittsburgh series is scheduled, the San Francisco Manager would manage as the Pittsburgh Manager and try to knock off San Francisco to gain ground in the pennant race for his Atlanta team.

SAMPLE REPORT

SNBL '92 REPORT #3   **August 28, 1992**

STANDINGS

A	W	L	PCT	GB
Minnesota	19	13	.594	-
Milwaukee	17	13	.567	1
Boston	16	13	.552	1.5
Detroit	11	19	.367	7
Chicago	7	20	.259	9.5

N	W	L	PCT	GB
New York	26	9	.743	-
Chicago	23	8	.742	1
St. Louis	19	13	.594	5.5
Cincinnati	13	17	.433	10.5
San Diego	6	30	.167	20.5

TRANSACTIONS:
MINNESOTA traded Cesar Tovar and Jim Perry to DETROIT for Bill Freehan and Mickey Stanley

SCORES

June 28

Cin 5 at Bos 10	Det 5 at NY 7	Chi A 5 at SD 4 (14)
Cin 2 at Bos 1	Det 0 at NY 7	Chi A 7 at SD 3

StL 4 at Chi A 2	Chi N 0 at Mil 7
StL 6 at Chi A 0	Chi N 3 at Mil 4

July 12

Bos 2 at NY 11	StL 6 at Det 5	Cin 7 at Min 15
Bos 3 at NY 4	StL 3 at Det 5	Cin 6 at Min 5

SAMPLE LEAGUE ROSTER
LEAGUE ROSTERS

Total $ spent: $291   Team: St. Louis

PITCHERS	$	Contract Year
Gibson, Bob	46	2-4
Carlton, Steve	37	2-4
Osteen, Claude	29	3-4
Hoerner, Joe	10	4-4
Raymond, Claude	1	4-4
Grant, Mudcat	1	1-4
Arrigo, Jerry	1	1-4
Singer, Bill	8	1-4
Abernathy, Ted	1	1-4
Thigpen, Bobby	1	1-4

CATCHERS		
McCarver, Tim	2	1-4
Bocabella, John	1	1-4
Didier, Bob	1	1-4
Dyer, Duffy	1	1-4

INFIELDERS		
McCovey, Willie	32	3-4
Torre, Joe	20	4-4
Beckert, Glenn	17	3-4
Maxvill, Dal	3	3-4
Ruiz, Chico	1	3-4
Lefebvre, Jim	1	1-4

OUTFIELDERS		
Aaron, Hank	31	3-4
Brock, Lou	26	4 AR 5 (guaranteed contract with automatic release in 5th year)
Johnson, Alex	10	3-4
Tolan, Bobby	8	3-4
Gaston, Cito	2	1-4

MINORS		
P Bouton, Jim	0	1-2
P Mikkelsen, Pete	0	1-2
C Torborg, Jeff	0	1-2
IF Davanon, Jerry	0	1-2
P Robertson, Rich	0	1-2

PROSPECTS	Minor League System
C Simmons, Ted	St.L
SS Tyson, Mike	St.L
P Hrabosky, Al	St.L

BUYOUTS
None

INJURY/LIMITATION REPORT RULES

This report is required to be with you during all games. You will list AB used up on USE requirements and injuries as they occur during the game on your report. Also remember to always number your games on your scoresheet in the order you played them to determine injury length and pitcher rest. Opposing players and the Commissioner and Co-Commissioner may wish to view this report on request. It is also important to bring all of your scoresheets to check for pitcher availability due to rest requirements.

RAIN OUTS:

Rain outs are treated as an off day and count towards pitcher rest and injury duration. If more than one game remains of a series the next two games are considered as a double header. Pitchers do not receive any rest between games of a double header.

RESCHEDULED GAMES:

Games that are missed must be made up as soon as possible. Always make sure to call your opponent and either the Commisioner or Co-Commisioner if you can not play him during the scheduled date. For weather purposes, use the month that you are actually playing the rescheduled game in.

ACTIVE ROSTER:

Prior to any two, three or four game series you must determine your 25 man roster. Changes can not be made until after the series is over irregardless of injuries.

POSITIONS:

If injuries or ejections leave you with no players who can play a position, the most logical player (players who have played the position before in their careers, infielders playing other infield positions, etc.) is used for the remainder of the series and is assigned the worst possible defensive ratings. This situation must be remedied after the series either by a call-up from a teams Minor league, trade or acquiring a "scrub" player left over from the draft.

In extra innings, a pitcher may play the outfield or infield for one batter using the worst possible defensive ratings if the manager wants to make a double switch and bring in a new pitcher for one batter and keep the current pitcher in the game.

ACKNOWLEDGEMENTS

To the owners of Design Depot. Every DYNASTY needs great ownership that demonstrates faith that the team can win. DYNASTY League Baseball would not have been possible without the following owners who went into the free-agent market and paid the stars' salaries. You deserve as much applause as anyone else on the team:

Tulio (Kamikazee) Otero
Angel Gonzalez-Sanfeliu
Rosemary Cieslinski
Alex Cieslinski
Jim Vagourdes
Perry Andrus
Cary Wolfson
Rob Harrison
Bev Paulan
Tom Drenka
Bruce Barber
Sid Sun
Peter Altman
Russ Altman
Al Holmes
Jack Vetscher
Bob Kaplan
Reede Stockton
Jeff (Kamikazee) Moylan
Jeff Blumberg
Norman Blumberg
Michael Mitrione
Jack Aiello
Bill and Dolly Moylan
Robert Long
Carole Sappington
Ted Robinson
Paul Molitor
Julian Chechatka
Drew, Justin, Joshua and Jordan Barnard
Tom Burke

To John Dewan, Bill James, Dick Cramer and the rest of the crew at STATS Inc. I remember the early days when Bill James Project Scoresheet was just getting started. We've come a long way baby.

This is the most talented team of people I have ever worked with and it shows. The design goals for DYNASTY League Baseball were very ambitious. These people demonstrated the faith that nothing was impossible and rose to the challenge. This is the stuff Dynasties are made of...

Enjoy,

Michael Cieslinski

DESIGN DEPOT
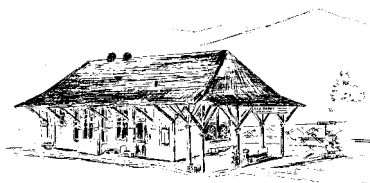
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