



NEW! 2016 Edition

**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



2016 Edition

Edited by

Michael Cieslinski

DYNASTY League Baseball
A Design Depot Book / October 2016

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First Edition: March, 1997

Printed in the United States of America

ISBN 0-9670323-2-6



Official Rulebook

DYNASTY League Baseball © 2016

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.

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Spring Training: Learning The Fundamentals

DYNASTY League Baseball includes two types of player cards: hitters and pitchers. Take a look at the 1982 Paul Molitor and Dennis Martinez player cards. If #168 was rolled, (dice are read in the order red, white and blue), check Molitor'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 Molitor'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

Paul Molitor Milwaukee 1982

Milwaukee			Paul Molitor 1982								
Bats:	Right-spray	Pos: R/E/T/D/P/H	G	AB	H	R					
Situation:	Clutch	3B: A/50	160	666	201	136					
Bunting/H&R:	A	SS: B/5/0	2B	3B	HR	RBI					
Baserunning:	10		26	8	19	71					
Lead 2/3/H:	6/3/1		BB	HBP	SB	CS					
Steal 2/3/H:	7/5/1		69	1	40	9					
Intangibles:	B		BA	OBP	SLG	AGE					
Durability/Use:A			302	.366	.450	26					
BA/Power:	.307/C	DYNASTY League Baseball © 2008	BA/Power:	.299/B							
vs. Left	Norm	clutch	tired	jam	in	h&r	on	off	rr	vs. Right	
0-17	ss	Line Out	3b	deep drive?	deep drive?	2b	line	dp	ss	0-17	
18-40	1b	Pop Out	3b	cf	LINE 1B	cf	(?)	cf	LINE 1B	cf	(?)
41-100				Error?						41-100	
101-115	Foul?	If 2B OFF WALL	rf	If 2B OFF WALL	rf					101-115	
116-119	cf	3B INTO GAP	RIGHT CENTER	cf						116-129	
120-148	cf	GROUND 1B	cf	(?)						130-151	
149-177	If	GROUND 1B	rf	(2-H, 1-3?)						152-173	
178-186	cf	Long Fly Out	cf	(3-H, 2-3?)						174-191	
187-198	HOME RUN	deep drive	foul?							192-213	
199-235	WALK	foul?								214-271	
236-256	Strikeout	strikeout (must steal)/A-foul?								272-350	
		HIT BY PITCH									
257-279	rf	LINE 1B	rf	(?)	2b	pop out	ss			351-368	
280-316	ss	Hard Ground out	2b	(?)	If	GROUND 1B	rf	(?)		369-409	
317-324	If	2B DOWN LINE	rf	(1-H?)						410-413	
325-332	If	2B OFF WALL	rf	(1-H?)	strikeout					414-417	
333-368	If	LINE 1B	If	(?)	strikeout					418-443	
369-447	2b	Ground Out	ss	(?)						444-477	
448-499	cf	High Fly Out	cf	(3-H?)						478-499	

Dennis Martinez Baltimore 1982

Baltimore		Dennis Martinez 1982								
Throws:	Right	Range:	C+	W	L	Sv	ERA			
Endurance:	40/Long	Error:	90	16	12	0	4.21			
Pickoff/Hold:	3/C(+2)	Balk:	B	G	GS	IP	DP/9			
Situation:	jam	Wild Pitch	B	40	39	252.0	0.7			
Bats/Power:	Right spray/F	Bunting:	F	H	HR	BB	SO			
Baserunning/Steal:	3/1	Age:	27	262	30	87	111			
Intangibles:	C	Per 9 IP:	9.4	1.1	3.1	4.0				
Durability/Use:A		BA:	.000	AB:	0					
BA:	.248	DYNASTY League Baseball © 2008	BA:	.285						
vs. Left	Norm	clutch	tired	jam	in	h&r	on	off	rr	vs. Right
500-513		Bizarre?								500-513
514-540	Umpire?	WALK	strikeout							514-540
541-573		Infield Range?								541-573
574-603		Outfield Range?								574-603
604-637	2b	Hard Ground Out	ss	(?)	cf	long fly out	cf	(3-H)		604-648
638-669	If	High Fly Out	rf	(3-H?)						649-673
		HIT BATTER								674-683
670-682	cf	GROUND 1B	cf	(2-H, 1-3?)						684-705
683-695	rf	GROUND 1B	If	(?)						706-727
696-713	2b	Soft Ground Out	ss	(?)	cf	LINE 1B	cf	(?)		728-741
714-749		Deep Drive?	foul?							742-773
750-789	Strikeout	strikeout (must steal)/A-foul?								774-809
790-816	cf	LINE 1B	cf	(?)	strikeout					810-852
817-848	rf	High Fly Out	If	(3-H?)						853-877
849-866	1b	Soft Ground Out	3b	(?)						878-891
867-883	cf	2B INTO GAP	LEFT CENTER	cf	(all score)					892-899
884-920	WALK	foul?								900-937
921-963	cf	High Fly Out	cf	(3-H?)						938-971
964-999	1b	Ground Out	3b	(?)						972-999

types of configurations for the fielding 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)

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

Bats: Colored in green 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.

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, it's a strategic help to also 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 percentile dice. The Defensive Manager rolls 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 roll a white 2, a red 4 and a blue 3 the number is 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 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 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.

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 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 "vs. Left" and "vs. Right" columns. 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 -3 steal adjustment on all strikeout results in the game.

There are nine possible situations that may occur:

Norm: Blue

Occurs during a normal situation, which is any situation besides the other eight situations.

Clutch: Red

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

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 "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

A pitcher becomes tired anytime after the number of batters faced indicated by the pitcher's Endurance rating has been reached and then two subsequent 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 subsequent batters to reach base safely.

HIGH STRESS INNING: Starting with the 7th BFP in any inning, reduce pitchers Endurance rating by (-5).

Tired — Doesn't Have Good Stuff Today: Yellow

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

Occurs whenever the "infield is in" or the "corners are in" regardless 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

To put the hit and run play on, the Offensive Manager can do so as the Defensive Manager rolls the dice. The hit and run play can be put on whenever a runner is on 1st, **but only one time per AB.**

H&R with 2 out: You can't put H&R play on with two out.

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.

"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 in which case 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

"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 (never allowed a grand slam) and Catfish Hunter are classic examples of how this situation impacts pitcher performance.

OFF: Light Green

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 Curt Schilling are the types of pitchers this situation impacts.

RR: Grey (See Optional Player Rest/Rust Rules p. 9)

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, the ball is "shot into the gap cf". California's cf Fred Lynn has very good range (B+). To find out if Lynn makes 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 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: Suspense will be increased by determining how many feet the ball needs to travel for a HR before you roll the dice.

Umpire?

"Umpire?" results include umpire strike zones, effect of temperature on hitting, catcher's handling of pitcher's, ball park hitting backgrounds and 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.

Tired Situation result injury check: If you roll 514-540 and pitcher is tired or has No Stuff, use the yellow situation walk result and check for injury to pitcher.

CONTROL chart injury check: Check for injury to pitcher if pitching with Low "reduced" Endurance (Starters on 3 days rest or Relievers pitching in 2nd or 3rd consecutive day of work).

Foul?

"Foul?" results are 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 announces his intentions before the pitcher rolls. 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. Marichal and is used to adjust the baserunners "Steal" rating. Marichal's pickoff rating is 1 (10 is the best pick off rating).

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. 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.

Pitcher Batting

On the Bats/Card section of each Pitcher card is the side the pitcher bats from and if he is a pull or spray hitter along with the pitcher batting card # and Power rating.

Pitchers must have at least 60 AB to be used as a pinch hitter. When facing a pitcher batting, who has less than 60 ABs, the pitcher on the mound uses the JAM situation in all situations even if the pitcher on the mound does not have a JAM situation rating.

Bunting

If the Offensive Manger decides to bunt, he does so as the pitcher rolls the dice. This prevents 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 only when the bases are empty. Use the special "Bunt for a Hit results".

Injury

If you are required to check for 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.*

Required Pitcher Rest

Starter		Short relief		Long relief	
IP	Days Rest	IP	Days Rest	IP	Days Rest
0-2	2	0-1	0*	0-2	0**
2.1-3.2	3	1.1-2	0**	2.1-3	1
4-9	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 and Long relief pitcher's Endurance rating is reduced to 4 if pitching in 2nd consecutive day and reduced to 1 on 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.

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) Catchers who catch more than 12 innings in 1 day.
- 3) Day game following night game: Catchers playing in a day game if they played more than 5 innings the previous night.
- 4) 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 coming 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.

The DYNASTY League Baseball rules have been play tested over the past thirty 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.

FRANCHISE APPLICATION

You can choose between playing in a local league with the DYNASTY League Baseball Board version or with DYNASTY League Baseball Online which allows you to play with people around the world and or with a group of your friends. DYNASTY League Baseball Online works extremely well if your friends are not local and allows you to meet new friends in public leagues or to create or join a private league.

Each franchise consists of the team name, ball park, and accompanying weather conditions. You will be in the dual role of both GM and Manager. Franchises are awarded on a first come first serve basis in the order of entry when joining the league.

FINDING PLAYERS FOR YOUR LEAGUE

If you wish to be a Commissioner of a private league and are looking for players for your league, the best place to start is to check with your friends. You can also invite your friends to a DYNASTY League Baseball Online private league and have them join the same private league that you are in.

The DYNASTY League Baseball Online Private League Directory allows Commissioners to place your league on the "Leagues Looking for Players" tab and updates league listings in real time.

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 with the DYNASTY League Baseball board version or invite them to a "Series" with a friend playing DYNASTY League Baseball Online. Try friends at school, work, church, teammates on your softball league or anywhere else you come into contact with

people interested in baseball. Inviting your Facebook friends is a great way to get new players as is joining the DYNASTY League Baseball Facebook group.

Designer's Note: I'll be continuing to personally conduct Tour/Tournaments to Ball Parks around the country. This has proven to be a great way to meet new players for leagues.

The most common reason people will give you for not joining a league is they don't have the time. Tell them right away that if they can't play a series live that week the computer manager profile can play the series for them. DYNASTY League Baseball Online manages your league, tracks all stats, standings, leaders, injuries and rest for you so you just have to focus on being the GM and Manager of your franchise.

JOINING A LEAGUE

DYNASTY League Baseball Online is a revelation for leagues in that it is so easy to join one. Just click the join button after clicking on the league link and select your team from one of the public leagues. Private leagues are also available if you have your own group of friends.

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 7:00P. The reason this is so important is that it will be the glue that keeps your league continuity together.

You'll see in DYNASTY League Baseball Online that each league has a regular day and time to play your series. Of course you can always reschedule if you miss your regular time so don't feel that you have to play every week at that time and that you can't reschedule. The scheduler feature in DYNASTY League Baseball Online allows you to change your series time if you can't make it that week.

The Commissioner's or Co-Commissioner's home is a good place to play for local Board version leagues. 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 you need a new owner.

NAMES OF FRANCHISES

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

PLAYER TALENT POOL SIZE

A player talent pool is the group of baseball players that are eligible to be in your league based on the spring training 40 man roster list of the current season

including invitees. DYNASTY League Baseball Online public leagues include a choice of joining a AL or NL league with 12 franchises.

Players available in the draft: Consist of the players who are on the current 40 — man official roster, including Spring Training invitees for the current season using the most recent player card season set. 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 two additional team
- 2 Leagues
8, add three additional teams
- 10 and 12 franchises, add three additional teams
- 2 Leagues, 4 Divisions
16 franchises, add five additional teams
- 20, 24 franchises, add six additional teams

LIVE DRAFT

The draft is a bidding style live draft with a continuous ownership contract system. Each owner receives \$300 of fictional money to spend on his team. A total of 35 players are drafted by each team, with a 25 man active major league roster. The draft consists of the following two 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.

The DYNASTY League Baseball live draft room has required position slots for you to fill including at least one back up at every position.

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: 10

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 than 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 be released re-enter the Regular phase of the free agent draft.

DRAFT PREPARATION

Preparing for the draft is one of the most fun and important aspects of being in a draft league. Tips on how to prepare for the draft and build your dynasty are provided in the DYNASTY League Baseball MLB.com News Blog at:

DynastyLeagueBaseball.mlblogs.com

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) 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 buy him out or had to buy him out to get under the salary cap before the draft, it would cost you \$40 [(\$40 x 2 years = total value of the contract remaining (\$80) x 1/2 buyout = \$40]. The buy out amount would be subtracted from the \$300 of available money for drafting players in 1991 for both years still remaining on his contract.

So in the above example, your salary cap before the draft in 1991 would be reduced by \$40 (\$300-\$40=\$260) to bring you to \$260 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 [$\$30 + (3 \text{ yrs.} \times \$5)$] 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.

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.

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 distribution of 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. Two off days are 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.

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. One of the worst things you can do as a league member is to fail to contact your opponent well in advance if you can't make a league series. 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 40 players.

SETTING UP A SCHEDULE

DYNASTY League Baseball Online public leagues have 162 game seasons over a 6 month period. The DYNASTY League Baseball Online version does make it much easier to run a league especially when it comes to a 162 game season where the computer manager profile can take over for series that are not

played when people may get busy during the season.

The DYNASTY League Baseball schedule format is designed to simulate a pennant race, but all months are used when setting up the schedule.

The DYNASTY League Baseball Facebook group has schedule files in Excel format in the FILES section which can be entered into the Commissioner's schedule builder tool.

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.

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**	54
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

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.

MINOR LEAGUE CALLUPS AND RELEASES

Can occur before each new series and be in effect for the entire series. Players sent down to the minors must remain there for 10 days.

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 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 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 Commissioner or Co-Commissioner 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 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.

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ball Facebook Group**

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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.

DYNASTY League Baseball Online tracks statistics, leaders, game logs and standings in real time.

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
BUYOUTS		
None		

ACKNOWLEDGEMENTS

As I reflect on the immense effort of this project, I am reminded that Dynasties are not created with just one star. It takes a team effort to win consistently and perform at the highest level. Truly great performance is created by truly great teams. Here are some of the many contributors:

To Lead Programmer Jamie Hall who never ceases to amaze me with his knowledge, intelligence, work ethic, ability to get things done and overall brilliance. If there is a Greatest Team of software developers you belong on it Jamie. A special thank you for making DYNASTY League Baseball Online a reality and better than I ever could have dreamed.

To Lead Programmer Dan Mintz who has been in the lineup for all 162 games of the season. Dan, you are the Cal Ripken Jr. of DYNASTY League Baseball. Dan's leadership, insight, knowledge and tenacity have been invaluable.

To Programmer Reede Stockton who is DYNASTY League Baseball's MVP (Most Valuable Programmer). Reede's state of the art programming of the player card generation program still has me buzzing.

To Steve Mitrakos for stepping up to the plate and hitting a HR with customers, retailers and leagues. Steve's electric personality has ignited many rallies for DYNASTY League Baseball.

To Paul Molitor, Bob McClure, Jim Gantner, Dennis Martinez, Tom Treblehorn and Ted Robinson are appreciated for their contributions over the years.

To Daniel Treuden who does an excellent job assisting with each season's pitcher ratings and is always there to help out on special projects.

To our DYNASTY League Baseball customers — the best fans in the world.

To the owners of Design Depot. Every DYNASTY needs great ownership that demonstrates faith that the team can win. You deserve as much applause as anyone else on the team:

Tulio (Kamikazee) Otero
Angel Gonzalez-Sanfelieu
Rosemary and Alex Cieslinski
Jim Vagourdes
Perry Andrus
Cary Wolfson
Rob Harrison
Bev Paulan
Tom Drenka
Bruce Barber
Sid Sun
Peter and Russ Altman
Al Holmes
Jack Vetscher

Bob Kaplan
Reede Stockton
Jeff (Kamikazee) Moylan
Jeff and 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
Dan Treuden
Jamie Hall

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 the game!

Michael Cieslinski