

# SBS Internet-Based Tournament/League Agreement

BETWEEN: \_\_\_\_\_ (Name) \_\_\_\_\_ (Team#1 – Circle) V H

E-mail address: \_\_\_\_\_

AND: \_\_\_\_\_ (Name) \_\_\_\_\_ (Team#2 – Circle) V H

E-mail address: \_\_\_\_\_

Tournament/League Host \_\_\_\_\_ Number of Games \_\_\_\_\_ (odd #)

Start Date \_\_\_\_/\_\_\_\_/\_\_\_\_ Start Time: \_\_\_\_:\_\_\_\_ am pm EST End By Date \_\_\_\_/\_\_\_\_/\_\_\_\_

How Many Pitchers in Starting Rotation? Team#1 \_\_\_\_ Team#2 \_\_\_\_

## Stats Filenames:

Statistics File \_\_\_\_\_ Line Score File: \_\_\_\_\_ Box Score File: \_\_\_\_\_

Score Card File: \_\_\_\_\_ StarBox File: \_\_\_\_\_ Use DH? Y \_\_\_\_ N \_\_\_\_

Defensive Positioning? Y \_\_\_\_ N \_\_\_\_ Automatic Manager (Visitor) = N Automatic Manager (Home) = N

Delay: \_\_\_\_ (seconds) Sound Effects? Y \_\_\_\_ N \_\_\_\_ Audio Announcer? Y \_\_\_\_ N \_\_\_\_

Background Picture: \_\_\_\_\_ Cross-Era Normalization? \_\_\_\_\_ (YYYYL) Performance Focusing? Y \_\_\_\_ N \_\_\_\_

Conceal Strategy (Visitor) Y \_\_\_\_ N \_\_\_\_ Conceal Strategy (Home) Y \_\_\_\_ N \_\_\_\_

## Visitor

## HOME

Game #1: \_\_\_\_\_ vs. Game #1: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #2: \_\_\_\_\_ vs. Game #2: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #3: \_\_\_\_\_ vs. Game #3: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #4: \_\_\_\_\_ vs. Game #4: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #5: \_\_\_\_\_ vs. Game #5: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #6: \_\_\_\_\_ vs. Game #6: \_\_\_\_\_ (include FINAL score after each Team Name)

Game #7: \_\_\_\_\_ vs. Game #7: \_\_\_\_\_ (include FINAL score after each Team Name)

**Add additional games schedule/results here (continue on back if needed):**

To minimize duration of schedule, there should not be more than 2 days in between each scheduled game.

**NOTE:** Pitcher rest is determined by number of actual games played between starts, reliefs, etc., not by number of days between games. **Example:** Pitcher A started game #1. 2 days go by before game #2 is played. 1 day goes by before Game #3 is played. The next day, Game #4 is scheduled. Pitcher A has rested only 2 games and is not allowed to pitch in Game #4. If the starting rotation agreed upon was a 4 man-rotation, then Pitcher A is eligible to start in game #5, not 5 days after his last start! We use games, not days to gauge pitcher eligibility between starts.

**NOTE:** After an agreed upon schedule, I place the schedule after the "##" line in the roster file so I don't forget it (see Figure 1), AND... when the opposing manager approves your roster, he's also approving the included schedule by proxy. I know... clever!

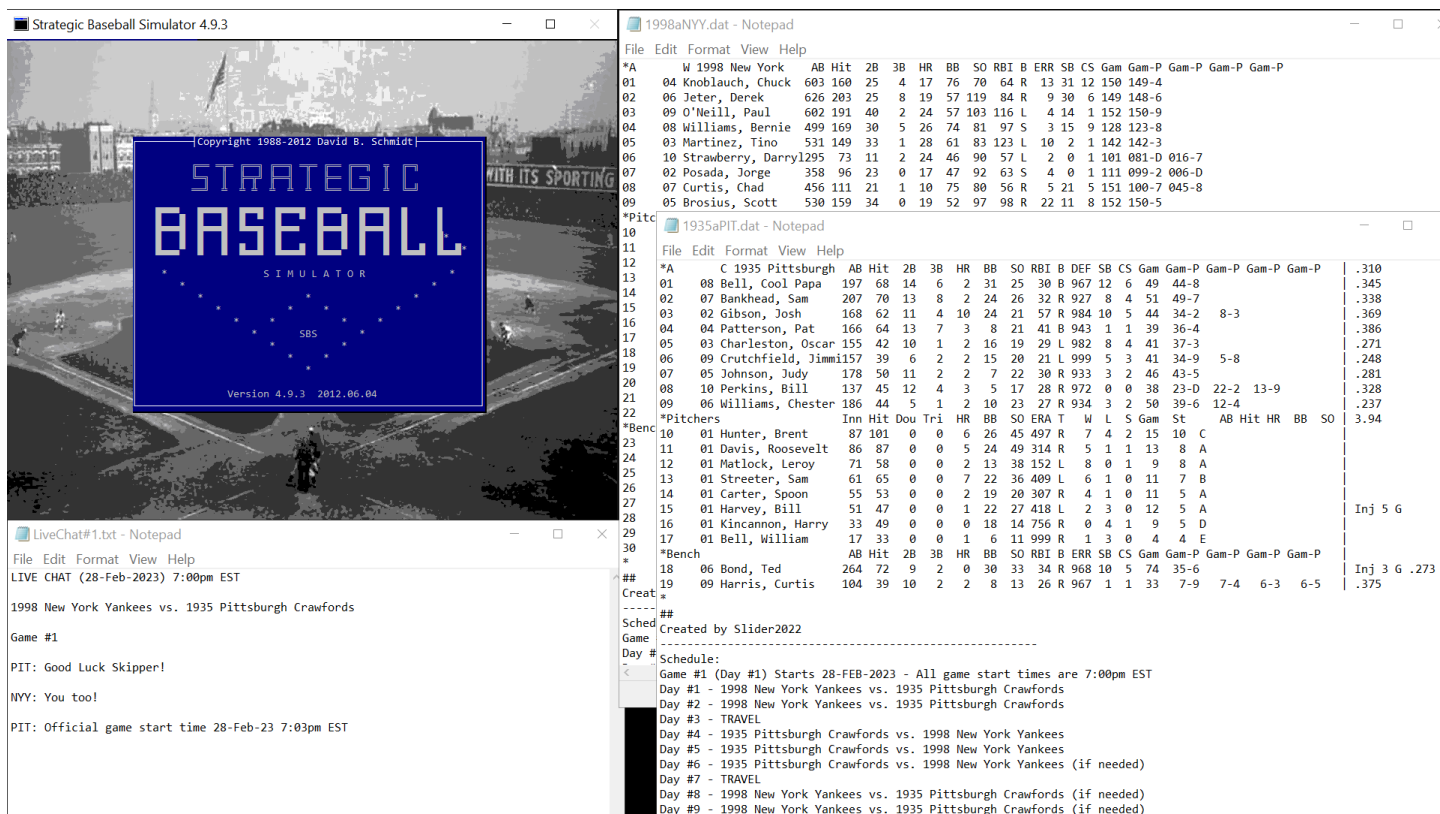
9-) Each manager submits their original roster to the other manager (via e-mail or other method) at least 24 hours before the first game of the series for manager verification/approval of its accuracy (both physically and statistically). Any changes to a roster file requires it to be re-submitted to the other manager at least 12 hours before next game time to give him ample time to check the changes for accuracy and approve the new roster file. The roster file shall have the starting line-up (and batting order) in the proper order in the roster file, as well as the pitching rotation, relievers, closers, etc. contained in the proper order in the pitching section of the roster. Changing the line-up, defense, pitching rotation, using spot starters, etc. **IS NOT PERMITTED** once the game starts. **PLAY ONLY ONE GAME AT A TIME**, and completely exit from the program, save all stats and move ALL game generated files to another location (other than the /SBS directory). This way, they cannot be over-written (and thus destroyed) when starting another game.

## Postponements/Cancellations/Forfeits

In an effort to minimize long, drawn out tournament schedules, a manager is obligated to wait online for the other manager to log in for up to 10 minutes after scheduled start time of a game! If either manager does not appear online within the 10 minute buffer time, the game is postponed (not cancelled) because of rain, and a new start date/time is agreed upon. If, a manager fails to appear online for a second time for the same game, he will forfeit the game and normal scheduling proceeds (after possible schedule adjustments). A team has to be a "no-show" twice for the same scheduled game to yield a forfeit. A forfeit counts as a loss for the "no-show" team, and a win for the team that was online waiting. Because there was no pitcher activity, the same designated starting pitchers may be eligible to start the next scheduled game. Legal cancellations can only occur when there has been a family or other emergency, etc., and all games will hence be suspended with no penalties incurred until the emergency has been remedied/passed. Re-scheduling at an appropriate time is encouraged between both managers to resolve unforeseen problems/conflicts.

## Game Play

The HOME manager starts the game, and selects all appropriate previously discussed options. When the game starts, place the SBS window in the upper left portion of the screen, with each roster open in notepad and placed on the right side of the screen AWAY at the top of screen, HOME at the bottom of the screen. Under the SBS window on the left-side of the screen, open a blank notepad session for "live chat" between managers (see Figure 1). Upon successful set-up selections (including each manager's concealed strategy) the game begins. Each manager controls the keyboard when they are at-bat (except when the opposing manager needs to make a strategic move - i.e. Visit Mound, Pitch Out, Intentional Walk, etc.). The 3 second delay before allowing the next play aids the defensive manager to do this prior to the at-bat manager initiating the next play (usually just pressing the space bar or making a strategic move). Game play continues and might become slower as the game progresses due to managerial decisions, pitching changes, etc.



**Figure 1.** Screenshot of a tournament screen layout. Notice the ingenious use of extra data (batting averages) on the rosters right-side, after column 102.

Also notice on line #1 (the headings line) of the roster file, after column 102 I have placed the TEAM batting average there, along with the TEAM pitching E.R.A. on line #11. I use these areas as a quick reference, as a normal roster does not display batting averages. I would also place injury status there if a player was injured, how many more games he will be injured, etc.

## Game Completion

When the game is complete, ALL stats are collected (including detailed fielding stats) and saved to disk, and moved to another directory location. The stats file (.PRN) is also saved as it was designated during set-up. Normally, 11 files (12 files if a LIVE CHAT was used) are generated during the course of play. These files should be sent (via a zipped e-mail file or individual files, or immediately copied from computer-to-computer, or some other method of delivery) to the AWAY manager within the specified 12 hour window. Conflicts, disagreements, errors or other problems should be discussed with the other manager with an attempted amicable solution agreed upon. Play should be suspended until all issues have been solved and agreed upon together. Always participate and conduct yourself in the spirit of first-class competition.

**NOTE:** It is recommended that ALL files from ALL tournament games be maintained by the host (HOME) manager on his HOME computer system for at least 7 days upon tournament completion, in case files were found to be corrupt/missing during file transfer (e-mail?) to the AWAY computer.

## Suggestions?

That's about it for now. Got any suggestions, additions, or feedback to this rule set? Feel free to contact me. I welcome any/all improvements, and will incorporate them as updates to this document. Thanks, one and all, good luck, happy online playing, and PLAY BALL!