# INTRODUCTION

This update covers the rules amendments and (in many cases) rules clarifications and notes that along with the version 3.1 rulebook for Gameplan Baseball form the version 4.2 rules. It includes all changes within the version 4.1 rules update. Rules changes are shown in normal text, with clarifications and notes in italics.

#### 1.11 MERCHANDISING

The current total of merchandising is reduced by a percentage equal to the number of wins during the turn for the first 100 points of merchandising, and half this percentage for any merchandising above 100. The maximum of 200 points remains.

Notes: previously teams sold X% of their merchandising total per turn (X = number of wins) and for successful teams with 200 points invested in merchandising the income significantly offset the basic income designed to help struggling teams catch up.

Teams still sell X% of the first 100 points of merchandising, but now only sell X/2% of any merchandising above the 100 limit. Your income is still double what you sell, so the change is that the amount of merchandising sold is lower, rather than the actual value of the merchandising itself.

# **1.12 FANS**

The minimum number of fans at the start of a season is 20,000.

Notes: generally it's the weakest teams who have the least fans, and such teams will generally win fewer games and therefore have a slower increase in fans than successful teams. Handicapping them further by starting with fewer fans is the last thing they need, hence the increase in the minimum!

# 3.18 PLAYER VALUES

Younger players (rookies, first and second year players) are generally shown with lower values than their abilities merit, and consequently have lower wage demands.

Notes: generally younger players are less effective because of their lack of experience, and this often led to managers not retaining them and simply waiving them for their value. This change encourages managers to retain and develop their younger players, both by reducing their value (so reducing the income gained if they are waived) but also by reducing their wage demands in their first few seasons. However, be warned that as they develop and grow older they'll soon be demanding increased wages to suit their improving effectiveness!

# 3.21 DRAFT SQUAD

A player on the draft squad is now considered to be playing in the minor leagues and may now gain form in the same way as a player on the reserve squad (see rule 3.20). Your draft squad is cleared immediately after your special actions are processed on the final week of the regular season. Any players remaining on it at this stage are auto-waived. Half the value of a player auto-waived is now recovered when he is waived, but such players do not appear on the free agent list.

Notes: the other drawbacks of retaining players on your reserve squad remain. You still pay them wages, and they cannot contribute to the team without being promoted. However, it does enable managers to leave them on the draft squad for most of their rookie season to allow them to develop should they so wish. Remember however that if you leave them there until the final week of the regular season then they will be **auto-waived after** your special actions for that turn have been processed. If you haven't promoted or released them before the final week of the regular season you should do so then.

Note the change on receiving LPs if a player is auto-waived. It's still not a smart thing to do (especially as you'll have paid the player more in wages during the season than any income you'll receive if he's auto-waived) but the change may slightly mollify any coach who makes a mistake and sees players auto-waived he wasn't intending to.

# **3.22 FORM**

Notes: if a player is struggling for form then you have a number of options for helping him out of his slump:- put him on the reserve squad (i.e. send him to the minors, but of course he's therefore unavailable to play), select him as the bonus player (which temporarily increases his performance) or use an ADDFORM action (see 6.36) on him.

#### 4.6 INNINGS RESTRICTIONS

Up to seven pitchers may now be used in a game, although the fifth, sixth and seventh may only be used in extra innings. The fifth pitcher cannot come in before the start of the tenth inning, the sixth pitcher cannot come in before the start of the fourteenth inning and the seventh pitcher cannot come in before the start of the eighteenth inning. Note that you may not have enough pitchers in your bullpen (see 4.2, you may only have four pitchers in your bullpen) to bring in a sixth or seventh pitcher if required.

Notes: the fifth, sixth and seventh pitchers are for exceptional circumstances, namely extra innings. They are allowed simply to avoid the scenario where one particular pitcher might have to pitch a huge number of innings, although if your bullpen isn't well populated this might occur anyway.

# 4.9 CLOSING PITCHER

You may now choose to have your closing pitcher come into the game during the eighth innings and pitch both the eighth and ninth. To do so simply select the same pitcher in the setup and closing pitcher slots. The same criteria used for selecting a closing pitcher in the ninth apply (he'll never pitch beyond the ninth inning, and may not be brought in if you have already used four other pitchers in the game).

Note that this is different from the situation whereby if your nominated closer is unavailable to pitch in a particular game the setup pitcher steps up to pitch in the ninth inning (see 4.10, second paragraph) in his place – a "promoted" setup pitcher won't pitch the eighth innings as well as the ninth in these circumstances.

Notes: Be aware of the drawbacks – a pitcher required to last two innings can pitch far less frequently than one required to pitch one innings. In addition, much of the benefit of pitching just the one innings (whereby he only needs to warm up once, and pitch for a short period) are also lost. These are the reasons why most teams in real-life will use a separate setup pitcher and closer to cover the  $8^{th}$  and  $9^{th}$  innings rather than a single pitcher.

#### 5.4 PLATOON BATTERS & 6.15 PLATOON

Each team may now select up to four platoon batters. The special actions PLATOON3 and PLATOON4 may also be used to select platoon batters. Note that you may not select the same player in more than one platoon, nor may you select two different players to platoon the same position. If you order a PLATOON action that is a duplicate of another it will fail.

#### 5.6 PINCH HITTERS & 6.16 PLATOON

In addition to the utility positions IF (covering 1B, 2B, 3B and SS) and OF (covering RF, CF and LF) you make also use Middle Infield (code MIF, covering 2B and SS), Corner Infield (code CIF, covering 1B and 3B) and Corner Outfield (code COF, covering LF and RF) when specifying the positions for pinch hitters.

Each team may now select up to four pinch hitters. The special actions PINCH3 and PINCH4 may be used to select pinch hitters.

#### 6.36 ADDFORM

The special action ADDFORM is used to increase the weekly form rating of a given player by 0-3 points for up to three weeks. It is not permitted for postseason weeks. The shirt number of the player concerned should be given in the NUM box and the number of weeks required in the VAL box. The cost is 1 LP per week. There is no cost in potential.

The increase in weekly form is dependent on a number of factors – it's more effective for lower value and less experienced players, as well as being much more effective in offsetting poor current form rather than boosting good current form. Only one ADDFORM action may be ordered per turn. If a player will have his form increased on the following turn because of a multiweek ADDFORM action he is shown on the team report with a + after his weekly form figure.

ACTION [ ADDFORM ] NUM [ 34 ] VALUE [ 2 ] NAME [

increases the weekly form rating for player number 34 for this week and the next one, at a cost of 2 LPs.

Notes: The ADDFORM action is intended primarily to enable coaches to boost the form of young, struggling players during the season. It won't generally be as effective as putting a player on the reserve squad (i.e. sending him to the minor leagues) and although it can be used on a player who is on the reserve squad it's effectiveness will be much reduced.

# 9.3 EXTRA INNINGS

Up to fifteen extra innings are now allowed to break a tie, so a game can last as many as 24 innings. Note that the longer a game goes, the more likely scoring becomes (as both pitchers and fielders become more and more tired).

#### 9.7 TRAINING SKILLS

Notes: As a general rule of thumb, each differential in training from skill to another changes the relative chances of each player gaining or losing a skill by about 1%. Thus players whose team has 15 training points in POW and 5 in HIT are about 10% more likely to gain skills in POW at the end of the season than HIT (and 10% less likely to losing skills for players losing skills).

### 11.1 POSTSEASON AND DRAFT

If the wild card team is from the same division as the no.1 seed, then the no.1 seed plays the no.3 seed in the divisional round, and the no.2 seed plays the wild card team.

# 11.2 PLAYOFF FIXTURES

The first round of playoffs are now played as a 2-2-1 format series (rest days after games 2 and 4). All further playoff rounds are 2-3-2 format (rest days after games 2 and 5).

# 11.8 END OF DRAFT

Notes: There are a number of factors which determine whether a player gains or loses skills at the end of a season: potential, experience, total season form, team training totals, current skill levels, and a random factor. Most changes in a player's skill level will not be visible to you – though sometimes it will also be reflected in a change of level or class. Just because a player's level or class does not change does not mean his skills haven't changed. Furthermore you should note that player skills may fluctuate regardless of any of the factors above. On average these fluctuations will offset (i.e. you'll have as many skills increase as decrease, and some skills may increase while others decrease) but that may also lead to a change in level or class. The key thing to remember is that overall a player with more potential, season form, less experience and so forth is more likely to gain skills (or not lose skills) – though this will never be exactly reflected in his actual changes. Regardless of how many factors are in his favour, a player may see his skills decline, and vice versa. However, the more positive factors in a player's favour, the more likely it is that his various skills will improve.

12.3.16 WINS AND LOSSES STARTING (WS-LS) The record (wins and losses) of a pitcher's team in games he started.

12.3.17 RUN SUPPORT Runs scored by a pitcher's team per nine innings during the time the pitcher was pitching.