Strategy Baseball

Updated: January 5, 2019
Strategy Baseball

Replay single seasons or multiple seasons. Play out every at-bat or simulate ahead to see the results. From roster management to finances, to trading and contracts, and amateur/free agent signings, you have full control over how you think a baseball league - and team - should be run.
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Getting Started
Make sure your computer is up-to-date and meets the minimum requirements.

System requirements
OS: Windows XP/Vista/Windows 7/Windows 8/Windows 10
Internet Explorer 7, 8, 9, 10, 11
Processor: 800 MHZ (1.6 GHz recommended)
RAM: 512 MB (1 GB recommended)

Recommended Screen Sizes
----------------------------------------
1920x1200
1920x1080

Playable Screen Sizes
----------------------------------------
1856x1392
1800x1440
1792x1344
1776x1000
1680x1050
1600x900

Unsupported Screen Sizes
----------------------------------------
1600x1200
1440x900 and anything less

Playable Screen Sizes means: you'll be able to play the game and the navigation buttons will be visible, but, some screens have had content removed, re-arranged or in some cases simply cut-off on the right-side of screen. Where scrollbars aren't visible on the right side the gamer will have to use his mouse wheel to scroll the screen.

Sound Card: 16-bit Direct Sound compatible
Hard Drive: 500 MB Free Space

Player cards are available by clicking on the player name from most any screen.
Team main pages are available by selecting from drop down-box in lower left on almost any screen.
Main Game Screen

- Load Assn- Load any previously saved association.
- Quick Load - quickly loads the last association played.
- Options- Set Configuration Options.
- Manual- This manual.
- Quit- Exit Game.

New Assn– Basic Game Options

- Exhibition Mode - Schedule a 1,3,5, or 7 game(s) with any two historical teams
- Real Major League Players-Career Mode
  - Auto-Transactions - All player moves (except promotions/demotions) controlled by AI.
- Fictional Players - Career Mode
  - Choose 30 or 16 Teams

Select Game Style

- Historical & Exhibition - Pick any season from 1920 to the most recent year and the association will populate teams with the players for that year.
• Fictional - begins with an initial draft; you pick your teams players or allow the AI to chose for you.

Historical Mode - If you want to play with salaries, free agency and contract negotiations, check the ‘Use Finances/Salary’ option. Finance option for Historical available from 1985 to Present.

Fictional Mode - The 'Use Finances/Salary' option is always available for fictional.

Association Configuration
Choose which team to manage and customize your association name.

Additional Options
An explanation of each option follows:

• Historical Roster Configuration – choose from 40 or 60 man rosters (60 man roster available after year 2000). Historical associations prior to year 2000 are locked to 40 man rosters. Year 2000 and higher can choose between 40 and 60 man rosters. Fictional associations always use 40 man rosters.

• Injuries – Day-to-Day injuries and DL injuries can occur to major league players.

• Player/Team Affinity (Historical) – Players are chosen by teams during the draft as they were chosen in real life. Note: Not all players will be drafted. Your roster size will have an effect. Undrafted players can later be signed by teams other than the ones who drafted them in real life.

• Use Player Photos – Player photos will be used if you have downloaded and extracted the Strategy Baseball Complete Photo Pack into the various \source\faces\[DECADE] sub-folders. Note: Manager photos for Historical associations reside in the \source\faces\Managers sub-folder and are used by default. If you decide to create your own custom manager you can place your custom manager photo in the \source\faces\managers sub-folder (65x90 pixels) naming it according to your manager name (case/capitalization sensitive). Photos for fictional players should be located in the \source\faces\generic folder. You may use any .jpg photo so long as the dimension is 65x90.

• Luxury Tax – If using Finances, you can use this option to impose stiff taxes at beginning of each season for teams amassing large payrolls.

• Trades – Computer controlled teams will negotiate and trade among themselves as well as make offers to the human owner.
• Annual Player Moves (Historical) - Players are moved to their correct teams at beginning of each season; except those who were acquired via Trade, Purchase, Cash Deals, or Free Agent Signing. This exemption lasts for 5 years.

• Simulate Minor League Stats - Simulates minor league stats at end of each day April until September 1st.

• Schedule Options – Informational only. This is not customizable. It is shown for your information only. Uses real MLB as-scheduled schedules from that year (as provided by Retrosheet).

• Ground Rules – This option covers the option of the DH, Rotation size and Closer usage. The Rotation Size and Closer options are locked based on the Start Year of your association.

• Real Player Fatigue/Durability Model (Historical) – Setting this option to REAL will use the players actual playing time (At-Bats) to determine his durability and fatigue rate. Both durability and fatigue factors into a players injury severity. Choosing AGE-BASED, a players age is used to determine his durability and fatigue rate. In addition to factoring into injury severity, AGE-BASED also factors into his ability to recover and rest. Fictional associations will always use AGE-BASED durability.

Strategy Baseball will create your association and generate the players. After generating the players Strategy Baseball will automatically draft players to their proper teams (Historical & Exhibition) or you will be taken to the initial draft screen (Fictional). Next, the game will auto assign primary and secondary team colors based on real life team colors, auto import team logos, auto import (Historical) managers, auto import historical ballparks, and produce the opening season preview edition of SBN. In Exhibition mode, you will need to manually import team colors, logos, and stadiums.

Draft
At the top of the draft screen, you will see three buttons: Show Hitters, Show Pitchers and Show My Favorites. You access available players using the 'Hitters' and 'Pitchers' buttons, but you can only see one set of players at a time. Scroll up and down to see all available players. Double click on a particular player to open his player card.
When you highlight a player, a fourth button will appear on the top of the screen: 'Add to Favorites' Selecting this button while a player is highlighted will place that player on your Favorites List (a short cut to seeing players you're interested in drafting later when it’s your time to draft).
At the bottom of the draft screen, you will see two buttons- 'Do Next Pick' and 'Continue'. You can watch each team make its selection by clicking on 'Do Next Pick'. Clicking on this button moves the draft along pick-by-pick. Select 'Continue' to quickly proceed through the draft until your own team is reached. As players get drafted, their names get crossed out on the players list. When it's your pick, you will be taken to the Draft Front Office.
On the Draft Front Office screen, you can access either the list of available position players or pitchers, but you can also use the 'Custom Filters' option to sort players by specific criteria. In addition, you can click on a column to sort players by that particular skill. Using the 'View 25%, 50% or 75%' or 'View All' tabs allows you to see a shortened or full list of players. Auto Complete will complete the entire draft. 'Ask Scout' will open a new dialog box with your scout's best pick for that round. You can click to see the player scouting report or choose 'Yes' and accept the scout selection or 'No' and return to the Draft Front Office screen.

Players in red on the players list are players on your Favorites List.

Once you highlight a player with the intention of drafting him, contract terms will appear in the box in the lower left corner (if you have chosen to uses Finances). You may sign a player for 1, 2, 3, 4, 5, 6, or 7 years at the specified contract amount.

The total they are signed for is then distributed over the number of years.

You may decide you don't want to use all of your draft picks, saving available roster spots for free agency/Scout Signings (which begins after the amateur draft). Once your pick rolls around, click 'Skip to End' to skip your remaining picks in the draft. (Amateur Drafts Only).

**Association Home Screen**

This is the main screen for overall activity in your association. You can navigate via the Menu buttons along the bottom or via the links on the left side such as 'Game Options', 'Front Office' and 'Manage My Roster' links.

After the first game of the season with Historical associations, the Home screen displays rankings in various statistical categories. The categories displayed are chosen at random each time the 'Home' button is clicked.

At the bottom of the Home screen you will see Recent Notifications like revenue sharing bonus, teams looking for specific positions to fill in trades, DL/Injury to players, etc.

**Game Options**

- Can enable sounds, enable speech engine, provide screen transition sounds, and configure Auto-Play options.
- Compact Association Database - (rebuilt your database reclaiming fragmented space).
- Auto-Assign Player Photos - (automatically assigns player photos).
- Adjust optional settings where applicable for: Closer, Injuries, Trades, Player Affinity, Luxury Tax, Annual Player Moves, Sim Minors, default rotation size for every team, and Player Photos. In addition, you can adjust the difficulty level for human involved trades by changing the value of Trade Difficulty. The default is set at 95. Higher number means easier trading and lower number will make it more difficult for other teams to accept your offer.
- Customize League and Division names and use of DH rule for each league.
**Unattended Auto Play**
Unattended Auto Play will cause Strategy Baseball to sim uninterrupted for a specific duration:

- Run Until a Specific Year - enter a year (ie, 1980, 2012, etc).
- Run Until a Specific Day This Season - Choose the month and day to sim through.
- 'Set to Mid-Season and Go' - sims to approx July 2nd of current season.
- 'Set to End of Season and Go' button - sims to end of regular season schedule.

**Additional Options:**
- Fast Simulation Mode - This option will sim games without displaying standings, saving game logs or showing scores. All SBN publications will be skipped as well. Note - will only apply for the current unattended auto-play session. Once the session is complete or aborted the game will revert to standard settings.
- Auto Sign Contracts - if simming multiple seasons, you can have the AI auto-sign your teams players with expiring contracts.

**Front Office** - View your team’s front office (home) screen.

**Manage My Roster** - Brings up your teams Lineup & Rotation screen.

**Pre-Season Predictions** (Historical) - Displays the final standings for that season in real major league baseball.

**Players of the Week** - Each week of the regular season, players from each league are chosen as Players of the Week. First week of each month, players from each league are awarded as Players of the Month.

**Events** - Lists the important dates that will occur during the course of the current season.

**Team Selection dropdown**
Choose to view any team in your association.
Menu Bar
At the bottom of almost every screen in Strategy Baseball is the Menu Bar. If a button is grayed out, it means it is not active.

- Home - Association Home Screen.
- Games - Schedule & Box Scores screen
- Standings - Standings screen
- Statistics and Reports - View current or past season stats
- SBN Coverage - Access to the SBN news report
- Almanac - Career/Single Season/Single Game stats, Annual Awards, Hall of Fame, etc.
- Trans - All the transactions league-wide
- Injuries - All the present Injuries and DL list
- Players - Find players in the league by last name
- Special - Special Statistics, Stories, Information
- Main - Return to the Game Opening Screen

Home Button
- This button will always return you to the Association Home Screen.
**Games Button**

- View of today’s schedule of games. See Playing the Game section for complete details on this screen.
**Standings Button**

- The Standings button will bring up the baseball standings for your Association, showing current records, Runs Scored (RS), Runs Against (RA), Run Differential, Division record (Div), Last 10 Wins-Losses, Current Streak, Home and Road records.

**Statistics and Reports Button**

- From this screen the true depth of statistics in Strategy Baseball will become evident. Choose from any of the category of statistics on the left of the screen. Click on any player name to bring up his player card. Select the range criteria of Current Season, All Past Seasons, Career Totals, or a specific season from the past from the drop-down box.
- Individual leader boards can be further adjusted to show AL or NL leader boards, major or minor league stats (using the drop down boxes at the top of the screen).

*From the menu on the far left:*

- Batting Leaders - The default screen when you open the statistics and reports screen.
- Pitching Leaders - View the individual pitching statistics
- Fielding Leaders - View the individual fielding statistics
- Sortable Batting - Click any column header to sort
- Sortable Pitching - Click any column header to sort
- Team Batting - View sortable team batting totals
- Team Pitching – View sortable team pitching totals
- Team Fielding - View sortable team fielding totals

**Misc. Reports – includes:**

- Team financials (applicable only if Finances used)
- Player salaries (applicable only if Finances used)
- Team ages shows the major and minor league average; and oldest and youngest ages by team
- Amateur draft history
- Team attendance totals. Attendance is critical in associations using Finances. Attendance is affected by your teams’ performance and market size.

**All Time Career Leaders (Historical) –**

- Creates a list showing the real MLB leaders in various statistical categories. Players in your assn are included in this list.
SBN Button

- The SBN coverage is your one stop for all the news of your association.
- As you start a new association you will see Power Rankings of the teams as rated by the SBN staff. You’ll see a Most Feared Hitters/Pitchers list, Pre-Season Dream Team, and Pre Season Payroll report (if using finances), and as the season progresses you can find all the trade news, milestones reached, all star selections, retirements, records broken, and 50+ stats, among many other items. At the bottom of the screen is navigation to the first issue, previous issues, next issue and the latest issue.
Almanac Button

The Almanac functions as the repository for the history of your association. On the left side of the screen are the following choices:

- Career Records - This is the default view and shows the batting average, HR, slugging %, OPS, OBP, RBI, Runs, Hits, Doubles, Triples, Stolen bases, Walks (BB), for pitching wins, losses, saves, Innings pitched, ERA, strikeouts (K), walks (BB), appearances, games started, complete games, shutouts.

- Season Records - All the categories above with the top 10 in each for a single-season.

- Game Records - Game records for key stats including Hits for Cycle and No-Hitters/Perfect Games.

- Annual Awards - See the next page for a complete description.

- Hall of Fame - See all the players elected to the Hall in the history of your association along with a brief stat line. You can customize your own criteria for selection to the Hall of Fame by editing the `xml\Strategy.xml` file.

- Win/Loss Records - Shows you the total team wins/losses and all-time single season wins record.

- Past Champions - Shows the World Series results from your association. If you click on the team you will be taken to that team page.

- Standings by Year – Standings from every year.

- Past Season Details - See every postseason game score and box score.

- Create HTML Almanac – Produces a real-time HTML formatted report of your association appropriate for uploading and sharing on the Internet. Reports include:
  - Past Champions page
  - Hall of Fame page
- Team Rosters
- League Leaders
- League Standings
- Team Player Statistics
- Team Statistics
- League Transactions
- Career Leaders
- Most All-Star Appearances
- Most Award Leaders
- Triple Crown Winners
- Most World Series Rings
- Franchise Title Winners
- Greats at a Glance
- Milestones
- Post Season Records
- Regular Season Records
- Single Game Records
- Hitting Streaks
- Most Recent Top Spring Training Results
- After creating the HTML, you can find the files in your \SBA\Dynasty sub-folder.

- SBN Archive - View any past season issues.
- Greats at a Glance – Yearly pennant winners, MVPs, Cy Young’s, Batting Title, HR, ERA, and Wins leaders.
Trans Button

- View all the league transactions. They are sorted by date, most recent on top. Click a player name to see his player card. Human owned team transactions are shown in bold. You can select various types of transactions to view from the drop-down box at top.

Injury Button

- All players are shown with injury details including type of injury, status, days to return. DL list also includes DL length (10, 15, 60, Season Ending Injury, and Career Ending Injury).
Players Button

- From here you can find all the active players in your association sorted by Hitter/Pitcher and last name.

Main Button

- Returns you to the main game screen.

Playing the Game - (Games button)

- On the left of the screen is a calendar. Highlighted is today's date, click back or forward arrow to advance the calendar one month. Click on any day of the calendar (during the regular season) to view completed games or future matchups.

- Current Day - reloads the current day schedule.

- Sim Options:
  - Sim Thru This Day – Sim the entire days schedule
  - Sim 1 Week – Sim 7 days ahead
  - Sim 1 Month – Sim 1 month ahead
  - Sim Season – Sim entire regular season.
Note: Sim 1 Week, Sim 1 Month, and Sim Season will halt if any of the criteria on your Auto Play Parameters is met. You can adjust your Auto Play Parameters from the Game Options screen. See page 14 for complete description of Auto Play Options.

- Unattended Auto Play - see Unattended Auto Play.
- Post Season Editor – At the beginning of each post season series (WildCard Round, Division Series, League Championship Series, and World Series) you can change the visiting and home team matchups. Use this editor in the event the game matches up the wrong teams or assigns home field advantage to the incorrect team. Note: You cannot add or subtract games to the schedule.

**Probable Starters section**
- The Game screen (aka Schedule page) list each game for that day. Each game displays the team names, their won-loss record, probable starting pitchers with their win-loss record and ERA. Historical assn’s will, by default, display the team logo’s.

**Sim/Watch/Manage options:**
- Sim - Sim the game to generate quick results without graphics.
- Watch - Watch the game like a spectator.
- Manage Game - Take on-field control of your team. Note: This option only available if you own a team.
- Program - See the scouting report, starting lineups, matchup report, and the home team highlights.
QuickSim

- Strategy Baseball quickly simulates the results of the game. The teams updated win-loss records, the score, hits and errors as well as the winning and losing pitcher, and if applicable, the pitcher credited with the save, are shown. The Player of the Game are also noted.

- Box Score - View the complete box score in HTML format.

- PBP - Complete Play-By-Play for the entire game in HTML format.

- Auto Play Options
If you decide to Sim the game ahead in time beyond the current day, you will be given the following options to choose from:

- **Pause Auto Play and prompt me if a player on a human owner team gets an injury that is at least as severe as the Custom Manager setting.** Note: If you uncheck this option then your manager will automatically adjust your roster/lineup/rotation if a player is too hurt to play.

- **Pause Auto Play and notify me when a player on a human owned team is eligible to return from the disabled list.** If left unchecked players will return to the team but perhaps not at the spot/position you want.

- **Pause Auto Play and prompt me if a player pitches a no-hitter.** If a pitcher throws a no-hitter the sim will stop and alert you.

- **Pause Auto Play and prompt me if a human owned team gets a trade offer.** If you want to GM and be involved in trade offers this is the box to leave checked. Note: If you would like to skip notification for certain players, use the 'Usage Hints' option on the individual player’s card. This will allow you to be notified about most offers, but filter out all the "noise" with other teams inquiring about a star player you are not interested in trading.

- **Pause Auto Play and prompt me when a new issue of SBN is published.** If you want to stay current on the entire association then SBN is your best option.

- **Pause Auto Play and notify me if a player on a human owned team qualifies for a new position.** Players at the major league level can learn a new position by you playing them in a new position. After a period of indeterminate time he can qualify...
for this new position. You will be notified that he has qualified as long as you have this option checked.

The above options can also be configured from Game Options screen.

Watch (Game Play Screen)

- At the top right and left are Team Data widgets showing the pinch hitters, relievers, and bullpen action available to each team.

Below the scoreboard is the Play Options widget- See Play Options widget section for more details.

On the right and left of the PBP window at the bottom are the Lineups widget for each team-

More detail available below.

Above the Lineups widget is the Pitcher and Hitter Matchup widget.

In the middle at the bottom is the Play by Play window.

The Widgets

Scoreboard Widget - The scoreboard shows both team names, line score, Runs, Hits, Errors. In addition, you'll find:

- Outs - Number of outs in the half-inning.
- Pitches - Pitch Count for the active pitcher on the mound.
- Pitch - Pitch type and velocity of last pitch.

**Play Options Widget** -
- Play Options - A detailed play by play option breakdown.
- Auto Complete - Choose how long - by half inning or end of game - to sim.
- Park Info - View the ballpark dimension info.
- Box - Brings up the real time box score.
- Bullpen – This widget will appear when you have your bullpen warming up and you want to sit them down quickly. *In human managed games only.*
Play Options

- Continuous play by play checkbox - If this option is selected the game will play without requiring your input.

- Game Speed - From Very Slow, slow, normal (default), fast or very fast, or if you want you can customize even further to a faster-slower slider. This option determines how quickly play unfolds. The custom option allows you to set the length of the delay between game events to a specific duration (Higher number= longer delay).

- Animate Ball Flight - If you don't want to see the ball flight then uncheck the box.

- Hide on field play result messages - Check it if you want to hide the play result box that appears on the playing field.

- Disable Ambient Sounds - Check if you want to get rid of the crowd noise.

- Show "Due Up" window each inning - Uncheck to get rid of the window at each half inning that shows the next 3 batters.

- Text Play by Play Options
  - New info on top line - If you want to read the PBP text from bottom to top in the PBP window.
  - New info on bottom line - Default view. If you want to read the PBP text from top to bottom in the PBP window.

- Ext Baserunner Decisions - Only applicable in Manage mode. Gives the human manager ability to decide on baserunner advancements.

- Ext OF Throwing Decisions - Only applicable in Manage mode. Gives the human manager ability to decide on OF throws to infield.

- Ext PBP Verbiage - Enhanced, in-depth, coverage of baserunning action during play animation. In addition, if the hitter is leading the league in any major stat category, this will be displayed along with any impending milestone achievements, his AB is announced.

- In-Game Trivia - presents a trivia question in bottom of 4th inning; followed by the answer in the bottom of the 6th inning. Note: The "Show Due-Up" window above must be toggled on for the trivia to display.

Auto Complete

- Allows you to select to play the entire game or to a certain half-inning.
Park Info

- Here you can view the dimensions of the park you are presently playing in.
**In-Game Box Score**
- Brings up the real time box score of the game.

**Team Data Widget**
- Displays a quick overview of your bench/bullpen players.

**Lineups Widget**
- The batting order, Position, Player Name, Throws, Batting Average, Home Runs and Runs Batted In for the season are shown.
- Today: to see only today's batting average, home run and RBI counts.
- Splits: to see Right/Left batting splits.
- Vs. Pitcher: to view the player versus pitcher career totals.

**Pitching/ Hitting Widget**

**Hitter Widget:**
Here you find his batting average, home runs, RBI, today’s plate appearance total, and batting average versus right or left handed pitching. In addition, as the season progresses, you will randomly see 2 of 6 possible Saberstats during an AB:
- OBP - On base percentage and SLG - Slugging percentage.
- K/PA - SO per Plate Appearance and BB/PA - Walks per plate appearance.
- AB/HR - AB per Homeruns and GPA - Gross Production Avg.
- WAR - WAR rating calculated to the present at-bat and wOBA - Weighted On-Base Avg.
- TAvg - Total Average and SecA - Secondary Avg.
- RP - Run Production and RRBI - Runs+RBI Avg.

**Pitcher Widget:**
- Here you see the pitcher win-loss record, ERA, and WHIP for the season. The in-game totals of innings pitched, runs, hits allowed, pitcher batting average versus right or left (depending on the batter in the box), walks and strikeouts for the game, Out% that represents season total percentage of times a ball is put into play results in an out, IP/Hits representing the season total ratio of IP to Hits allowed, and GB% that represents what percentage of ground balls this pitcher has allowed this season. Next to the active pitchers name is a percentage representing the active pitchers "physiological” state during the
course of the game. The pitchers fatigue, which is tied to his number of pitches thrown, and the positive/negative course of events during the game, means this percentage can rise and fall as the course of events in a game take place.

All stats for both hitter and pitcher are updated as the game progresses.

**Play by Play Window**

- This is the basic play by play window. The situation is detailed as number of outs, bases occupied, pitcher and batter names with basic stats. The result of every play is posted to this window. Note: Strategy/tactics options are only applicable in Manage mode.

**Manage Game**

![SBN Lineups and Starting Pitchers](image)

**Pre Game**

- After selecting to manage a game you are shown the SBN Pre-Game Lineup screen. The screen shows the Game Time Weather, Starting Pitchers, Starting Lineups and Quick Facts for each team. Under the Human team's Starting Lineup will be a button 'Change Lineup' which will take you to the 'lineup card' where you can make changes. Note: The computer has the same option as you to make changes so don't be surprised to see changes implemented. Note2: Be aware, that clicking the "Close" button and proceeding to the game screen is tantamount to handing in your lineup card to the umpire. No changes can then be made before the first pitch of the game.
**Manage Game Play options**

- Choose the appropriate Play option by clicking the area on the screen with the mouse or use the shortcut key in [ ].

![Game Interface Image]

**While Pitching your choices are:**

- [Enter] on your keyboard or mouse-click the word and the game will make the appropriate decision based on your settings and common sense.

- [L]ineup - Brings up the lineup card.

- [W]alk - Intentionally walk the batter

- [P]itch Around - You will attempt to pitch around the current batter. Your pitcher will try to pitch on the outside of the strike zone in an attempt to get the batter to swing at a bad pitch. This increases the chance of getting the batter out, but also increases the chance of walking the batter.

- [I]nfield - Infield Normal, Infield In, Guard Lines, Corners In, Shift Left, and Shift Right. The infield is typically brought in during an attempt to keep a runner on 3rd from scoring when there are less than 2 outs. The infielders are more likely to get ground balls that are hit right at them and throw to home, but a hit ball that is not right at them is more likely to get past the infielders and into the outfield. Guarding the lines is usually only used late in close games to attempt to keep hits from going down the lines past the 1st/3rd basemen and allowing extra base hits. The corners (1st and 3rd) should be brought in when a bunt is expected. Shifting infielders left/right compensates for dead pull hitters.
- [O] utfield - Outfield Normal, Outfield Shallow, Outfield Deep, Outfield Left, and Outfield Right. Outfield shallow is used in an attempt to keep a runner on 2nd from scoring on a base hit. Outfield deep is used in an attempt to keep a runner on 1st from getting extra bases on a base hit. Outfield shaded left/right compensates for dead pull hitters.

**Pitching with runners on base your expanded choices are:**
- Pitch-Ou[t] - tells the pitcher to attempt a pitch out when the count is appropriate. There is a chance that the pitch out will not be on the same pitch that the runner goes on. Pitch outs also slightly increase the chance that the batter will walk.

- Pic[k]-Off - tells the pitcher to attempt to throw to the base with the lead runner to keep the runner close to the bag or pick him off. There is always a chance the throw could be wild resulting in the runner(s) advancing a base.

**While Batting your choices are:**
- [Enter] on your keyboard or mouse - Click the word and the game will make the appropriate decision based on your settings and common sense.

- [L]ineup - Brings up the lineup card.

- [B]unt – Batter will attempt to bunt for a hit unless the count reaches 2 strikes.

- [M]ore - See More section for details.

**Batting with runners on base your expanded choices are:**
- [2], [3], Hom[e] - Steal 2nd, 3rd, or Home.

- Sac [B]unt - Batter attempts to bunt for express purpose of moving lead runner along.

- [H]it & Run - Runner is off with pitch and hitter attempts to make contact.
Lineup Card
On the upper-left is the batting order for today's game. Use the magnifying glass to view the player card.

Show Pitchers - This will change the view to the bullpen and allow you to make pitching changes. Note - If a line is crossed out the player has already appeared in the game. Follow the same color guide as the pitching fatigue to see how a player is holding up.

You can make a substitution by first clicking on the player in the Lineup and then clicking a bench player.

Bullpen button:
Opens the Bullpen screen where human managers can manage their bullpen activity. Each park will have 2 bullpen mounds. Use the drop down box to select a pitcher for either mound. Click “Add” to start warming up that pitcher. You can customize his pace by selecting from 1 of 3 options (Fast, Normal, or Slow). You must sit a pitcher before warming up another on that same bullpen mound. Pitchers warming up in the bullpen will be displayed on the Team Widgets panel in the game – along with their current status. From the in-game screen you can quickly sit all pitchers warming up by clicking the “Bullpen” button. Over-working a pitcher in the bullpen means he will be worn out and fatigued if he enters the game. A pitcher not properly warmed up before entering the game will be wild and inconsistent.
More Strategy/Options

**Baserunning:**
- Steal 2nd, 3rd, Home, Double steal - Runners will attempt to steal when they feel like they get a good jump.
- Hit and Run - Runners off with the pitch, hitter tries to make contact

**Infield Depth**
- Normal, IN, Guard Lines, Corners IN, Shift Left, Shift Right

**Outfield Depth**
- Normal, Shallow, Deep, Shade Left, Shade Right

A shallow outfield will increase chances of catching bloop hits and increase chances of throwing out runners. A deep outfield can reduce the chances of balls getting into the gaps for doubles or triples.

**Additional Defense Options**
- Attempt Pitch Out, Attempt Pick Off

Attempt Pitch Out when count is appropriate. Increases the chance for a walk.
Attempt Pick Off tells the pitcher to attempt to throw to the base with the lead runner.
- Conservative base running - If selected runners will NOT try to take extra bases when advancing. Option is cleared after each at bat.

**Batter:**
Bunt/SAC Bunt/Squeeze - Although all 3 variations appear in the same location on the in-game Strategy screen, the 3 variations use very different algorithms and game logic; and each can only be employed in very specific situations.
- 2 outs and bases empty.
- 2 outs and runner(s) on 1st and/or 2nd.
- 2 outs and a runner occupies 3rd: 2nd and 3rd and also 1st and 3rd situations. But not in bases loaded situations.

Success and failure of each of the 3 variations are affected by the Bunt rating of the hitter, speed of the lead runner/batter, pitch type used by the defense (Normal or Pitch Around), and the Infield Depth of the defense (Normal, IN or Corners IN), and even the subtle nuisance of whether the batter is RH/LH in the case of the Squeeze.
SAC Bunts are a special case. Not every batter that puts a ball in play is going to result in the batter being credited with a Sacrifice bunt. The batter may indeed move a lead runner up a base, but the defense could have elected to attempt a double play at 2nd and 1st instead of throwing to 3rd to get the lead runner. If the double play was successful this negates the SAC credit. On the other hand, just because the double play was not successful, does not mean the batter automatically gets a SAC credit either.

**Pitching:**
- Normal
- Intentional walk
- Pitch around.

**Infield Depth:**
- Normal
- Infield In
- Guard Lines
- Corners In
- Shift Left
- Shift Right.

**Outfield Depth:**
- Normal
- Shallow
- Deep
- Shade Left
- Shade Right

**Additional Defensive Options:**
- Pitch Out - tells the pitcher to attempt a pitch out when the count is appropriate. There is a chance that the pitch out will not be on the same pitch that the runner goes on. Pitch outs also slightly increase the chance that the batter will walk.

- Pick Off -- tells the pitcher to attempt to throw to the base with the lead runner to keep the runner close to the bag or pick him off. There is always a chance the throw could be wild resulting in the runner(s) advancing a base.

**Program**

You will see the starting lineups / pitchers with basic information and stats for each player.

- Team Stats and Expanded Team Stats will follow.
- Runs Scored-By Inning - Per Inning run totals. Note: only available once both teams have played road and home games.
- Runs Against- By Inning - Runs scored by the opposition by inning. Note: only available once both teams have played road and home games.
- Disabled List - Players from both teams along with player stats as well as days left on the DL (disabled list).
- Injury Report - Injured players from both teams denoting the extent of the injury.
- SBN Prediction - The SBN staff’s prediction on the score of the game.
**Spring Training**
The Spring Training function is automated by Strategy Baseball.
During Spring Training as pitchers learn new pitches he will receive an increase in Stuff rating (and a small increase in Control rating). Likewise, position players who show patience will have an increase in Eye rating (with small increase in Contact rating).
Once the process is completed, a SBN report will be displayed indicating what the sports world thinks.

**Season End**
At the season end the computer will process the hall of fame balloting, retirements, contracts, stats, import the rookies, evaluate rosters, rank players, compact the database and other housekeeping chores to prepare for the new season. This will take a few minutes to complete.

**Season End - Home Screen Options**
After processing you will see the 'Start the Off Season' link that takes you to the next level of closing out the season.

If your association is using Finances, you will see the 'View Contract Status Report' link that will take you to the contract report of your team. This is the last chance you have to sign your own players that have expiring contracts.

**Season End - Hall of Fame Balloting**
At season's end the computer will conduct the hall of fame balloting. If any player’s are elected you will be notified via a special SBN article during the off-season. Hall of Fame inductees can also be viewed from the Almanac button. Note: Hall of Fame selection criteria may be customized in the Strategy.xml file.

**Team Mgmt/Front Office Screen**

**Front Office**
From this screen you have an overview of your entire team and the various links to specific areas of your team functions
**Graphical Depth Chart**

View the entire organization or the minors or majors by position in a single window.

**Modify Roster & Lineups**

Make all the changes to your lineup or rotation from this screen.
View Lineups & Rotations
Get a quick view of your Left-Handed and Right-Handed lineups, their condition and a few of their stats. Get a quick view of your Starting Pitchers, Relief Pitchers/Closer, their condition and a few of their stats.

Customize Manager
Displays General and Situational tendencies of a manager that can be adjusted using pull-down menus and sliders. General tendencies use pull-down menus to adjust. Situational tendencies can be adjusted with sliders. A newly created manager can be chosen from this screen or a historical manager can be imported to a team.

Trades
Takes you to the Trade window where you can propose and accept a trade with a specific team; or to shop a player to all teams. You can only open the Trade screen from the team that you own.
Team Reports

Available reports include:

- Team Roster Report (All Levels)
- Spring Training Results
- Contract Status Report
- Salary Report
- Budget Projection
- Game Results Report
- Player Ratings Changes
- Franchise History
- Amateur Draft History
Team Statistics

Provides the present year's major league player statistics for batting, pitching, and fielding (these can be sorted by clicking on the abbreviation for any statistical category).
## Expanded Team Results
Provides a wealth of information related to the team's performance.

## Team Transactions
A chronological list of all the transactions. You can narrow the transaction type to view via the pull-down menu.
Injured Players/DL
Shows any players who are injured or on the DL for the major and minor leagues.

Schedule Calendar
Shows the entire year’s schedule by month with scores and box score links for each game played.
**Edit Team Colors**
Customize the Primary and Secondary colors for the team.

**Front Office**
There are 3 buttons at the top of the page:

1. Assign to Human - Click to take over this team.

2. Edit Regions/Finances - Allows changes to:
   
   - Region Name - edit desired name of region (Historical) or choose a region from list (Fictional).
   - Climate - Hot, Warm, Mild, Cool, and Cold.
   - Total Finances - Edit amount of total finances available to the team - above payroll total.
   - City Name
   - Nickname
   - Names of minor league affiliates

3. Change Logo - browse to your `source\logo` folder and select a team logo.
Graphical Depth Chart
See the entire organization (by position) at a snap or view just the majors or minors. At the top of page the total position players, total pitchers, and total players for each category chosen will be shown.

Use the drop-down in the top-left for your selection:
- Majors-Stats - shows only major league roster players with their stats for the year.
- Majors-Ratings - shows CH|PH|EY|SP or ST|CO|VE|EN ratings for major league hitters and pitchers respectively.
- Minors-Ratings - shows CH|PH|EY|SP or ST|CO|VE|EN ratings for minor league players respectively.
- Majors/Minors-Defense - shows players HA|RA|AR ratings at both his primary and secondary positions. Note: Only the player’s primary position will match the rating on his Player Card. That is because a player can only be 100% of his defensive ratings at one position; his secondary rating is always his 2nd best defensive rating.
- Majors/Minors Expiring Contracts – shows players handedness, age, and current season salary. Those players in red have contracts that will expire at end of current season.
- Organization - shows all players in majors and minors. Excellent view for deciding which positions need filling during draft.

Modify Roster & Lineups
Position Players and Pitchers are listed together with their primary statistics and ratings, the lineups Vs. Right-handed pitchers and Vs. Left-handed pitchers, and for pitchers the Starters, Relievers, and the Closer.

- To change a player in the lineup (or pitcher in rotation), click on the player you want to insert into a given lineup, then click on the player who is to be replaced.
- To switch the batting position of players within a given lineup, click on the two players you want to switch.
- To change the pitchers within the rotation or relief corps, click on the two players you want to switch.

Use the magnifying glass icon next to a player name to open a player card.

Buttons at top of page allow the following actions:
- Auto Assign Rosters - Rebuilds the rosters and lineups automatically.
- Auto Generate Lineup - Automatically generates lineups for Vs. Right-handed pitcher, Vs. Left-handed pitcher, or Both.
- Auto Generate Rotation - Rebuilds the pitching rotation.
• Sign Free Agent - takes you to the Free Agent screen.

• Ask Scout - Computerized scout will recommend the top free agent to choose.

• Graphical Roster - Displays the graphical roster.

• Auto Fill Roster - Computer will automatically sign players until roster is filled.

• Set Rotation Size - Allows choice of 5 or 4 man rosters.

• Disabled List - Displays players on DL as well as number of days remaining on DL and estimated days to recovery.

• Minors - Displays players on the teams minor leagues. From this screen, if you click on a position players name, you can see what position(s) the player has learned, which he is below average at, and which positions he is poor at. You can force a minor leaguer to learn one new position by selecting a position. Once the position is learned and he is qualified that position will be grayed out just like his primary position. To see what his ratings are at the learned position(s) please refer to the Defense Chart from his player card.

• Clear Team Usage - clear all custom Usage settings for all players on your team.

**View Rotation / Lineup**

Displays the pitching rotation and bullpen along with each pitcher's present physical condition rating. View won-loss, ERA, K-strikeouts, (R) righty or (L) south paw pitcher and condition. Also, you can get a quick view of each pitcher's present physical condition using the color code guide. Displays the Vs. Right and Vs. Left lineups along with each players' present physical condition rating. Also shows the players batting average, home runs, runs batted in, stolen bases and slugging percentage.

**Customize Manager**

Customize the manager profile for the 514 real life managers modeled in Strategy Baseball. Every manager from 1900-present is available. Each manager has 5 main scenario's, with 7 sub-scenario's with each of those sub-scenario’ s containing 8 managerial attributes for a combined total of 228 individual tendencies affecting everything about a game from the time the lineup card is submitted to the last out of the ball game.

Five Main Scenarios:
1. General

2. Innings 1-3

3. Innings 4-6

4. Innings 7-8

5. Innings 9+

Seven Sub-Scenario's:

1. Tied

2. Ahead by 1 Run

3. Ahead by 2 Runs

4. Ahead by 3+ Runs

5. Behind by 1 Run

6. Behind by 2 Runs

7. Behind by 3+ Runs

Click General to make the following adjustments:

- Roster Activity - Two choices are "Normal" and "None". Default is "Normal". But, if you prefer to prohibit all roster moves then set this to "None". Once set to "None", then you are responsible for all necessary roster moves and you can only sim games by clicking Quick Sim, Watch/Manage, or Sim Thru Todays Games (current date only). Roster Activity only appears on your teams Custom Manager screen.

- Batter/Pitcher Combo - Set your preferred combination of Batters/Pitchers on your major league level team: Game Default, 15/10, 16/9, or 17/8.

- Rest Lineup - At the end of each day, every teams lineup is looked at by the AI to see what each players fatigue level is. Use this option to set when a player is removed from lineup for rest. Ranges from "Never" to "Tired". Influences the managers lineups decision as to when to rest a player.

- Pitcher Hook - Ranges from "Very Quick Hook" to "Very Patient". Influences the managers decision in determining whether to replace Pitcher.

- Rest Injured - Set the level of injury when a player is removed from lineup. Ranges from "Never" to "Serious (or worse)".
All the situation buttons (Inning 1-3, Inning 4-6, Inning 7-8, Inning 9+) are customizable by using the individual sliders to adjust the attributes.

**Historical Managers**
When playing Historical Assn's, actual real life managers and their profiles will be imported to their real teams they managed in real life. This process of importing is automatically done by Strategy Baseball. Teams who had more than 1 manager in a season will have their managers imported also.

Strategy’s schedule for importing is:

- Beginning of the season just after Spring Training
- July 1st
- September 1st

**Manually Changing Managers**
If you want to manually change a manager on a whim, you can. Go to that teams home page. Click the Customize Manager link. When the editor screen opens, click on the Import Mgrs button. Scroll through the list of available real life managers until you find the manager you want to import (the list is sorted by Last Name). For reference, each manager’s active years, career wins and losses are also shown. Click to highlight the manager you want. Then, click the Import button. Your selected manager and his profile will be loaded into the editor screen and saved to the team. Note: If you import a real life manager in place of a real life manager, and, then decide you want to re-import the original manager, you will need to exit back to the Team home page and click again on Customize Manager before the original manager shows on the Import list. It should also be pointed out, that real life manager can only manage one team at a time in your association.

**Manually Editing a Profile**
Any one of the 228 sub-scenarios can be edited for a manager. The sliding scale for each attribute ranges from Very Low to Very High with Average in the middle. Once you have completed your editing, click Apply Changes button. (Note: Please be aware, when moving the slider for an attribute, do not move your mouse beyond the limits of the scale. Doing so may cause the change to that tendency to not register and the Apply Changes button may not be enabled. In this case, re-apply the change). Once all changes are done and applied, click Close button. Note: any changes you make to a manager profile in an association, those changes will persist throughout the life of that association. However, you can edit a profile as much as you like.

**Manager Photo**
Manager photos are now supported. They are shown on Team home pages. Photos must be placed in `\source\faces\Managers` sub-folder and named like: "FirstName_LastName.jpg". The FirstName and LastName must match the managers first and last name and is case-sensitive and punctuation-sensitive (ie., A.J. Hinch = A.J._Hinch.jpg).
Trade Screen

From the Trade Screen you can initiate trades. At the top is your complete team. Use the magnifying glass to open any player card. Below your roster is the pull-down option to view both (hitters and pitchers).

View Roster button allows you to view the graphical roster view, click back on the graphical roster screen to return to Trade screen. Next to your team name at the top is your available cash (if using Finances).

Add Pitcher or Add Hitter button adds that player to the deal. Select Team to Negotiate With from the pull-down list. You can then see how they feel about trading at this time. On the far right is a 'Cash' box (if using Finances). Cash can be included in trades between Human-AI and AI-AI. After all players have been added to the deal - and the AI is still not willing to make the deal - the human can offer cash by entering an amount in the 'Cash' box and clicking the checkbox. The AI will then update their response to your new offer.

The team you are negotiating with is located below your team. The available cash for your chosen team to negotiate with are shown to the right above the selected team (if using Finances). You see the same hitter, pitcher or both view with the ability to add a pitcher or hitter from the buttons to the deal. At the bottom of the screen is a list of who the chosen team is interested in. In the right-hand window is the players as selected by you. The negotiating team will respond with a comment in the left-hand window.

Use the Make Trade button to formally offer the trade. Use Shop Player to see what GM's across the league will offer for one of your selected players. Use Suggest a Deal to test the trade waters on a deal without consummating the deal. Click to see what the open market will offer against your roster. Clear Offer clears the currently proposed trade window of all information.
Shop Player
After you have chosen to shop a player the computer AI will come up with a list of potential players to deal.

Team Reports
Select one of these reports from the pull-down:

- **Team Roster Report** - Default view- Click a player name to bring up his card. See the Position, Bats, Throws, Height, Weight, Age, Hometown and College (if applicable). This report is broken down into sections by Pitcher, Catcher, Infielder and Outfielder. Active 25 Man Roster players are shown in blue, minor leaguers in black and injured in red.

- **Spring Training Results** - Key statistics for each player during spring training-A quick overview of the stats.

- **Contract Status Report** - Broken down by 1,2,3,4 or 5 year remaining with player age, stats, current season salary, status, and how many Option Yrs Remaining (if applicable).

- **Salary Report** - Player name, age, years remaining, total contract amount, yearly salary breakdown of life of contract, and player status.

- **Budget Projection** - Projects team finances for next year in the following categories:
  - Fixed Contract Salaries
- Est. Contract Extensions
- Est. Arbitration Salaries
- Est. Rookie Salaries
- Est. Luxury Tax
- Est. BOD Investment
- Next Year’s Proj. Finances
- Next Year’s Proj. Budget
- Next Year’s Proj. Available Cash

- Game Results Report - Shows the results of each completed game for the team and allows viewing of box scores for those games.

- Player Ratings Changes - This report shows all the players from your organization and how their ratings have changed since the last reporting period. You must have completed at least 1 season first.

- Franchise History - Shows team record for each past year completed.

- Amateur Draft History - Shows players chosen by the team in all previous amateur drafts.

**Team Statistics**

View the batting, pitching and fielding stats for your team in one screen. As always click the player name to bring up his player card.

**Expanded Team Results**

View current season team results, including:

- Overall record, Home, Away Won-Loss record.

- Pythagorean record - Is a formula invented by Bill James to estimate how many games a baseball team "should" have won based on the number of runs they scored and allowed. Comparing a team's actual and Pythagorean winning percentage can be used to evaluate how lucky that team was (by examining the variation between the two winning percentages).

- Record during the last 10 games including home and away last 10 games.
- Park Factor- Each ballpark is essentially the ratio of a given stat for a home team and their opponents in the home park, to the same teams on the road.

- Longest winning and losing streak - number of games and dates accomplished.

- Home and Away winning and losing streak.

- Most runs scored for and against in a game.

- Interleague record, extra innings and 1-run games.

- By the month record for March to October, home and away.

- See the record by Runs Differential, Scored and against.

- See the overall record by outdoor temperature.

- Your teams Won-Loss record versus all other teams in the association for the season.

**Team Transactions**

View the team transactions sorted by date. As always the Player card is accessible by clicking on the player name.

**Injured Players/ DL**

View the current season player injuries at major and minor league levels. Also view the length of estimated recovery time.

**Schedule Calendar**

Choose the month on the top of the screen. Note the color denotes home, away, or completed games. For completed games click on the date for the box score. In the middle top of the screen is the current Team you are viewing along with current date.

**Edit Team Colors**

Here you can modify the team colors. Enter specific RGB numbers to match a specific color. In Historical Assn's, the game will now auto assign primary and secondary colors based on real life team colors. The two preview color boxes will show a sample of the RGB values you enter. Use the left mouse button to set Main color and the right mouse button to set the Accent color.
Amateur Draft

The Draft
Once the off-season processing has finished, the first significant event is the amateur draft. Before starting the draft you can look over the draft prospects to see who is available and how they are rated (players are divided into two groups: position players and pitchers).

View the Amateur Draft Report.
Before the draft begins you are given the option to view this report showing an overview of the batters and pitchers with position, age, and important ratings. When you view the Amateur Draft preview (link on Home Page) and you are using Team Affinity option in a Historical Assn, the rookies for your team are automatically added to your Favorites list during the amateur draft. This saves time having to find the rookies that were drafted by your team in real life that year. There are 7 rounds to the amateur draft. The amateur draft proceeds in reverse order of previous season’s regular season record.

Amateur Draft: How-To
Amateur Draft - Your Pick
On the Front Office Draft screen, you can access either the list of available position players or pitchers. You can also sort players by specific criteria. In addition, you can click on a column to sort players by that particular attribute. You can also reference the makeup of your current roster by clicking the View Roster button. This tab may help you locate positions of need. Players listed in red on the Front Office Draft list are listed on your Favorites List. Once you highlight a player with the intention of choosing him, contract terms will appear in the box in the lower left-hand corner (if using Finances). You may sign a draftee for 1, 2, 3, 4, 5, 6 or 7 years at the specified salary. Congratulations! You’ve just signed your first draft pick.

Free Agency
After the amateur draft the free agent signing period begins. Like the Amateur draft, you are given two choices, either 'Click to Start the Free Agent Period' or 'View the Top Free Agents'. If you choose to view the report you will see a list of the top free agent and pitchers. If you choose to start the Free Agency period it will last 4-16 weeks.
Free Agency Report
This shows the basic information plus the salary received in the past season.

Free Agency - Your Turn
View Roster button takes you to your team in the graphical roster view. The View 25%, 50% and 75% buttons all show the corresponding percentage of top players. You can sort by clicking a column header and then one of the view % buttons. The custom filters button gives you many other filtering choices just as they did in the Amateur Draft. When you are ready to make an offer to a player just highlight a player name and click Make Offer. You can offer the player exactly as the base contract
or use the slider to increase the offer 1-250%. The new contract value will appear next to Total Value.
The Pending Offers area is updated with your offer and how the player feels about it. After you are done with the offers you want to make for the current week the main screen will reappear with updates. The Pending offers area will show in red if the player has a better offer. Pending Offers in blue indicates he is leaning towards your offer. Any offers accepted by free agents to your team will show in the left side window Accepted Offers and on the right side you can see who all the other teams have signed. The last piece of information is the Front Office Data. Here you see the total team finances and payroll, how much money you have available, and the current # of pitchers and current # of position players on the major league roster. If a player rejects your offer you will get a message to let you know.
If you have had enough of free agency you can always click the 'Skip to the End' button and the rest of the period will complete automatically. The free agency period can end before the 16 weeks if you 'Skip to the End' and the computer makes all the moves desired by the teams.

Finalize Pre Season Rosters
After all the drafting, signing and general wheeling and dealing the teams begin preparing for Spring Training. From this screen you will finalize rosters for all the teams and set the roster size to whatever you decided way back when you setup the association. The next screen to show up is the 'Spring Training' link; after which the whole season starts anew.
Player Cards
On the main screen of the Player Card you see the bio/stats for the player including ratings and stats from the current season and biographical information.

The Bio:
Age – Players age and his service time presented in decimal notation (for example., 5.12). This example equates to 5 years and 12 days of service time. In baseball, 170 days = 1 year.

Status:

- based on Years of Service:
  - Restricted – Rookie
  - Restricted – 1 to 2 years
  - Arbitration Eligible – 3 to 5 years
  - Veteran – 6 or more years

How Acquired – How this team came to acquire this player.
Condition – A text message on his condition (ie., Feeling Great, Good, Little Tired, etc) followed by bar graph of his fatigue level.

Bats, Throws, Weight, Height – Self explanatory.

Roster - Either MLB, or one of the three minor league levels (A, AA, or AAA).

Contract - His contract years and total contract amount.

Extension - The contract extension that will take effect next season.

Position(s) – His Primary and Secondary position.

Home Region – Players home town.

Scout: Your scout’s opinion of this player.

The Tabs:
- Ratings - Default view when the player card is opened.
- Season Stats - The players MLB, MiLB, and Season Split Stats.
- Career Stats - See the players career stats in the game.
- Achievements - View certain achievements.
- Milestones - Reach milestones and they'll be noted here.
- Transactions - See the transaction history of this player.
- Real Life – (Historical Assn Only) See what the player did in real life.
- Contract – View the yearly salary breakdown over the life of the player contract.

Player Card Buttons (left-side):
Reports:
- Game Log - Detail for each game, including box score and game log.
- Defense Chart - Detail view of fielding ratings for all positions.
- Ratings History - View this players rating changes during his career

Options:
- Edit Player - Allows editing of some of the player information.
- **Release** - Release the player from your team. A dialog box will alert you to remaining contract dollars and verify that you want to make the move.

- **Sign Extension** – Extend the player’s contract from 1-7 years.

- **Trade Offer** - Opens the trade screen.

- **Sign Extension** - Opens the dialog box for contract extension.

- **Purchase Offer** – (Players on other teams) Make a cash offer for the player.

- **Demote/Promote** - Send him down to a MiLB level or call him up to 25 Man Roster.

- **Shop Player** – Shop player to other GMs in the association.

- **Player Usage** - Set custom settings on this player should be used.

Click **Google** or **baseball-reference** links at top of Player Card - when using Historical Assn’s – to find more information on the Internet about this player.
**Player Card Real Life**
The same presentation as the career stats tab but these are the real life stats for real historical players. A good source for comparison in a TLT mode league.

**Other Misc Stuff**

**Double Switch: How Too**
A double switch is a move that consists of the manager bringing in a position player for the pitcher, bringing in a pitcher for a position player, and then swapping the two defensive positions. What all this maneuvering accomplishes, is that the new pitcher will now take the place in the batting order of the defensive position player while the new defensive position player takes the batting order of the out-going pitcher (typically 9th in the batting order). A very strategic weapon to use when your pitcher is scheduled to be one of the first 3 hitters in the next half inning and you don’t want to have to pinch hit for the new pitcher you are about to bring in.

1. While on defense, to bring up your [L]ineup Screen.

2. When deciding which defensive player position to replace, the general rule of thumb is: replace the player that is scheduled to hit 9th in the next inning for your team.

3. Highlight the defensive player on the Lineup Card you will replace.

4. Click Show Pitchers button

5. Now, choose a pitcher from the bullpen

6. The new pitcher will be entered into the Lineup Card as a pitcher replacing the defensive player in his batting slot. In addition, the old pitcher (in 9th slot) will have his position changed from pitcher to the vacated position by the defensive player.

7. Now, highlight the old pitcher (in 9th slot) and select a replacement bench player (typically a bench player who plays the same defensive position or similar).

8. Click Apply Changes to save and close Lineup screen.

**Fictional Expansion**
If you proceed to the next season manually by clicking End the Season then after the Ammy Draft is complete you will be shown a pop-up box asking how many teams you want to expand to (or you can click Cancel to skip expansion).

This next part is handled behind the scenes and you only wait for a few seconds while this takes place:
The new teams are added to the assn, the new assn configuration is set for the new number of teams, and new players are generated. The Expansion draft is then ran. Expansion teams will draft available free agents only.

At this point, the game follows its usual mode of play.

Once Spring Training is complete, you will want to visit team screen of the newly added teams and customize their Team Name, Logo, Team Colors, and Import a Ballpark (or create a new one if that’s your cup of tea). That’s really about it… pretty straight-forward and no fuss.

Now, about that "new assn configuration is set" mentioned above. If you're familiar with real MLB and its expansion years you'll find this part easy enough. Let's say you are a 16 team assn. Here are your expansion options and each configuration you'll end up with:

1) Expand to 18 teams: 2 Leagues, 1 Division each League, 10 teams in one League, 8 teams in the other League. {corresponds to MLB 1961}

2) Expand to 20 teams: 2 Leagues, 1 Division each League, 10 teams in each League. {corresponds to MLB 1962-1968}

3) Expand to 24 teams: 2 Leagues, 2 Divisions each League, 6 teams in each Division. {corresponds to MLB 1969-1976}

4) Expand to 26 teams: 2 Leagues, 2 Divisions each League, 7 teams per Division in League 1, 6 teams per Division in League 2. { corresponds to MLB 1977-1992}

5) Expand to 28 teams: 2 Leagues, 2 Divisions each League, 7 teams in each Division. { corresponds to MLB 1993}

6) Expand to 30 teams: 2 Leagues, 3 Divisions each League, 5 teams in each Division. { corresponds to MLB 2013-Present}

Playoff Formats: The playoff formats for each of the six configurations above are:

1) 18-20 Teams: Division winners play in World Series (2-3-2 format)

2) 24 Teams: Division winners play LCS (2-3 format); World Series (2-3-2 format)

3) 26 Teams:
   a. (1969-1984): Division winners play LCS (2-3 format)

   b. (1985 - Present): Division winners play LCS (2-3-2 format)
c. All: World Series (2-3-2 format)

4) 28 Teams: Division winners play LCS (2-3-2 format); World Series (2-3-2 format)

5) 30 Teams: Two wildcard teams per League; Divisional Playoff (2-2-1 format); LCS (2-3-2 format); World Series (2-3-2 format)

Financial Model

Financial Model (v8.0+)

- Total Finances - This represents the assets controlled by the owner. His money is used during the off-season draft signings, Free Agent Signings, and to cover in the event the team is hit with the Luxury Tax penalty.
- Team Budget - The budget is set by the owner at start of regular season. It is meant to cover the team finances for the current year only. Prior to draft deadline, the owner will re-evaluate the teams budget and if necessary increase the budget.
- Total Payroll - This represents all players current salary for current year only.
- Available - This is the amount left over from Team Budget minus Total Payroll. Whatever is available is what the GM uses during the season to sign players, purchase players, add additional cash to trade deals. Player(s) current yearly salary you are receiving in trades must be making less than you have available.

The Player Financial Model

Players will sign contracts based upon their status (Years Played). Their status can be:
- Veteran (6+ Years) - During contract negotiation, he will present you with the amount and years he will accept. You may accept his offer or allow him to declare for free agency by not signing him.
- Arbitration Eligible (3-5 Years) - During contract negotiation, he will either present you with the amount and years he will sign for; or, he may elect to opt for Arbitration. You can either sign his offer, click the Arbitration button and make an Arbitration counter-offer, or not sign him and he will be released at seasons end.
- Super-2 (2 Years & Qualified At-Bats/IP) - Players who qualify as a Super-2 by playing more than the qualified number of At-Bats or Innings Pitched, are treated the same as Arbitration Eligible players above. Players with 2 years of service time that do not qualify as a Super-2 are treated as Restricted Players below.
- Restricted Players (0-2 Years) - During contract negotiation, these players may be signed for 1 to 7 years at your discretion.

You can visit the Contract tab on the Player Card to see how much the player is going to be paid in each year of his contract.
Free Agency Model

The following 2 sub-items describe how this is applied during regular season and at the end of the season. Players are classified as either 1) Veteran with 6+ yrs service, 2) Arbitration Eligible with 3-5 yrs service or Restricted Free Agent with 0-2 yrs service.

Free Agency - Regular Season
Veterans, Arbitration Eligible and Restricted Free Agents can all be signed during the course of the regular season.

Free Agency & Salary Arbitration - at End of Season (after World Series)
Players with expired contracts and 6+ years of service qualify to declare for Free Agency if you fail to re-sign them.

If an Arbitration Eligible player, you can offer Salary Arbitration as a last resort. To make the offer, simply re-visit the Contract Extension screen (Player Card) at season’s end and you will see the Arbitration Offer button. (Click the button and enter your teams Arbitration Amount - must be less than the amount he is seeking. This amount will be the players new salary if the player losses Arbitration).

Players with expired contracts and 3 to 5 yrs of service are eligible for Salary Arbitration. It is important to note here, if you fail to re-sign an Arbitration Eligible player prior to season’s end, your only option will be to offer Arbitration. By not offering Salary Arbitration he is guaranteed free agency eligibility.

And finally, players with expired contracts and 0-2 yrs of service can only become free agents if you do not re-sign them. Restricted Free Agents are not eligible for Salary Arbitration - unless they qualify as a Super-2. A "Super-2" Restricted Free Agent is a 2-yr player with an expired contract who is in the Top 22% in playing time (current season) amongst other 2-yr players of his type (Batter, SP, or RP).

Roster Rules

1. Veterans Consent
   - If player has 6 yrs of service he may refuse to be assigned from MLB to minor leagues.
   - If player has 10 yrs of MLB service and 5 yrs with current team he may refuse a trade.
   - If player has a No-Trade-Clause (NTC) in contract then he may refuse to be traded.
   - Note: A 10/5 veteran once moved to minor leagues will then waive his trade clause and can be traded.

2. DL
   - A player on the 60 Day DL does not count towards any roster. A free agent may be signed to replace the 60 Day DL player. However, once the DL player has been activated, another player will need to be released.
• 15-Day DL is an option for injured players (1920-2016)
• 10-Day DL is an option for injured players (2017+)

3. Free Agent
   • Eligibility
     o Contract has expired with 6yrs of service, **OR**
     o Contract has expired with less than 6yrs but is not offered a new contract.
     o Amateurs not selected in previous drafts.

4. Salary Arbitration
   • Salary arbitration is a process by which an experienced player who has not yet attained free agency can have his salary determined by an independent arbitrator.
   • Eligibility
     o Players who have at least three years, but fewer than six years are eligible for salary arbitration – provided player has been offered a contract and the two sides cannot agree.
     o Additionally, players who are in the top 22% of service time among players with at least 2 years of service time are also eligible for salary arbitration. These are known as "Super 2" arbitration cases. They behave exactly like normal arbitration cases.
     o The "Arbitration Offer Period" lasts during the post-season. The Team and player will submit their offers to Arbitration.
     o Salary Arbitration Hearings are held during the off-season.
     o When the Salary Arbitration Hearings are held, arbitrators will rule individually on each arbitration case, deciding between the team’s offer and the player's demand.
   • Arbitration Resolution - The Arbitrator chooses one number or the other, based on player performance and usage during the most recently completed season.

**Auto-Transactions**

During the course of the regular season, your teams automated GM will handle all trades, FA signings (any other kind of signing), player releases, etc. You are expected to get the most out of the players that he gives you. You do have control over calling up players from your minors to fill gaps created by injuries, fatigue, or just plain poor performance.

Auto-Transaction mode of play is an automated GM function built upon the foundation of the historical engine. Many of the familiar functions remain the same as any ordinary historical association simulation, with a few mentionable differences.

Clicking the Sign Free Agent button will give you a popup reminder that you cannot sign free agents. The Ask Scout and Auto Fill Roster button on the Roster Lineup screen are disabled. The Release button on the Player Card is disabled.

The Transaction database governs all player movements (except promotions/demotions, DL activity) including expansion drafting, rule-5 drafting and free agent period signings. The Amateur draft uses the Lahman database as its source. Unlike a normal historical association, where only 7 rounds will get you 7 players from that year's draft, this mode of play will get you every player for your team from that year's draft class.
The Expansion Draft: (Historical) - Unlike a normal historical association, this mode of play will draft players from other teams even if they are in the minors or on a major league roster. If they were drafted in real life in an expansion draft, Strategy Baseball will take them off of any team’s roster and assign them to the expansion team(s). In addition, there is no 5 player limit per team in this mode. (Fictional) - will draft players only from free agency pool.

When creating an association for Auto Transaction mode of play, choose:
1. Assn Type: Historical Real Major League Players - Career Mode and check the option for Auto-Transactions.

2. Choose a year from 1920-Present

Other options which are available to you with Auto-Transactions include:
- Injuries
- Player Photos
- DH Usage
- Pitching Rotation Size

Other Notes:
- Expanded Rosters: Rosters will expand on September 1st each year (except in 1994).
- Historical Managers: Any non-human owned team will automatically change managers at the beginning of each season (and during the season) and will reflect actual managers as they appeared in real life.
- Human Owned Teams: The human owned team may choose to use the default manager or choose a historical manager to manage his ball club in the event he wishes to simulate games rather than manage in-game.
- CEI Injuries: There are no CEI injuries in Auto-Transaction mode of play.
- Retirements: Players will follow the Lahman database when it comes to determining when they retire.
- Primary positions: Primary positions are updated during each off-season for non-rookies. Assignments for primary and secondary are based on the most positions played in real life for that given year according to the Lahman database.
Player Usage

You do not have to set every setting on this screen. You may pick and choose which settings to set. Any setting not set will use the game default as normal. All settings, except Learn New Fielding Position, applies to players on the MLB Roster only. Note: At the start of each new season the customized settings are erased.

- Never Start vsLHP/vsRHP - This prevents a player from being inserted into starting lineups. Roster injuries/fatigue can cause this setting to be overridden. Does not apply to using pinch hitters.

- Never Sub as PR - This prevents the player from being sent in as a pinch runner. Typically used for a bench player who has very poor Speed rating.

- Never Sub as PH - This prevents a player from being used as a pinch hitter. Typically used for a bench player with very poor Contact rating.

- Extra Bases - Choose from Normal, Conservative, or Aggressive. This influences the base runners decision on taking an extra base on singles/doubles.

- Steal Base - Choose from Normal, Never, Conservative, Aggressive, or Insane. This influences the lead base runners decision on attempting to steal. The 'Insane' setting should only be considered for 90+ Speed rating guys.

- Batting Order vsLHP/vsRHP - Choose where in the order you prefer this player to bat. It's usually best to set your lineups first and then use this setting to lock it in. Roster injuries/fatigue can cause this setting to be overridden. (Note: if you use this option you need to also set a fielding position in order to lock this player in the lineup).
• Keep on MLB Roster - This prevents player from being demoted to minor leagues. Typically used on bench player with sub par ratings that would otherwise cause AI to send him to minors.

• Keep on MiLB Roster - This prevents player from being promoted to major leagues. Typically used on sub-par player with ratings that would otherwise cause AI to send him to majors when AI needs to do a call-up to cover for an injured MLB player.

• Never Pull for Late Inning Sub - This prevents the player from being removed for a defensive sub.

• Use for Late Inning Sub - Designates bench player should be used as a sub defensive replacement in late innings.

• Fielding Position vsLHP/vsRHP - Choose which position you prefer this player to field. It's usually best to set your lineups first and then use this setting to lock it in. Roster injuries/fatigue can cause this setting to be overridden. Setting the position to something other than the player's Primary/Secondary position will often times mean the player will be playing with reduced fielding ratings (unless he is qualified at that position). (Note: if you use this option you need to also set his batting order in order to lock this player in the lineup).

• Learn New Fielding Position - All players have a Primary position and some will have a Secondary position. You can choose additional positions for the player to qualify at. Once a player is fully qualified at a new position he will have the same fielding ratings as his Primary position. You can refer to the Rated Fielding Positions to view this players ratings at various positions. The time it takes a player to learn the new position will depend on whether the player is in the minor leagues or on the MLB roster. Major league players will need to be inserted into the lineup(s) and actually play games at that position in order to improve at the position. Minor league players will improve each day they play in a minor league game at a rate higher than a major league player. There is no specific number of games that determines when a player is qualified. Instead, it will be based on the difference from his Primary position ratings and his ratings at the position he is trying to qualify for. So for example, let's say you have a Primary position SS rated as 70/60/70 (Hands/Range/Arm) and his current 3B ratings were 35/30/35. At the major league level, he would have to play 50 games specifically at 3B in order to qualify for the 3B position. At the minor league level, he would need to play about 40 games to qualify.

• Primary Mopup RP - Designates the pitcher for mop-up work (8+ runs ahead/behind) as a relief pitcher.

• Never Use as Starter - Prevents relief pitcher from being inserted into starting rotation. Roster injuries/fatigue can cause this setting to be overridden.

• Never Use as Reliever - Prevents starting pitcher from being brought in as a relief pitcher. Roster injuries/fatigue can cause this setting to be overridden.

• Always Pull When Tired - Based on number of pitches thrown during the game. Once pitcher condition reaches tired he will be removed for another pitcher.

• Pull SP after Allowing [] - Limit the starting pitcher to x-runs allowed. You can choose from 1 to 10+ runs.
• Pull RP after Allowing [] - Limit the relief pitcher to x-runs allowed. You can choose from 1 to 6+ runs.

• SP Preferences Don't Pitch Past:
  o When Leading By 3+ Runs - Set the inning limit when his team is leading by 3 or more runs. Choose from 5th inning to 8th inning.
  o When Leading - Set the inning limit when his team is leading. Choose from 5th inning to 8th inning.
  o When Tied - Set the inning limit when his team is tied. Choose from 5th inning to 8th inning.
  o When Behind - Set the inning limit when his team is behind. Choose from 5th inning to 8th inning.

• RP Preferences:
  o Don't Pitch Until - Set the minimum inning RP can be called upon.
  o Don't Pitch Past - Set the maximum inning RP can pitch.

• Pitching Limits:
  o Games Pitches - Limit a pitcher to this number of pitches during a game.
  o Game Innings - Limit a pitcher to this number of innings pitched.

• Pinch Hit For When:
  o Leading By - Pinch Hit for this pitcher when he comes to bat and his team is leading in the x-inning. Choose the inning from 6th inning to 9th inning.
  o Leading By 1-2 - Pinch Hit for this pitcher when he comes to bat and his team is leading 1-2 Runs in the x-inning. Choose the inning from 6th inning to 9th inning.
  o Tied - Pinch Hit for this pitcher when he comes to bat and his team is tied in the x-inning. Choose the inning from 6th inning to 9th inning.
  o Behind - Pinch Hit for this pitcher when he comes to bat and his team is behind in the x-inning. Choose the inning from 6th inning to 9th inning.

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