

Dream Season Baseball



DREAM SEASON BASEBALL lets you quickly play out a full major league season for your favorite team, telling you not just who won or lost with its rapid-play format, but showing you the trends, heartbreaks, and unexpected surprises that are part of the drama of an MLB campaign. Your team will improve or regress due to injuries, pitching woes, power surges, farm system call-ups, superior batting performances, speed issues, unwise free agent signings, and even locker room and off-the-field issues.

DREAM SEASON BASEBALL playing rules

- 1) You will need two dice of different colors or sizes. On the scoresheet, fill out your team's name, as well as their offense, defense/pitching, X, and manager rankings. These rankings are found on the Team Rankings page.
- 2) The higher a team's offense, pitching/defense, or X ranking is, the better they are. Offense takes into consideration the batting and speed game, and pitching/defense involves your rotation, bullpen, and glove capabilities. A team's X index takes into account such factors as the farm system and all the intangibles that make a team good or bad. The manager rankings are more a reflection of job security in that area,
- 3) It's time for the opening game of the season. On the scoresheet, fill in your first game matchup on the top lines of the season schedule grid under the number 1. Write the visiting team's initials on the top line, the home team's initials underneath it.
- 4) The final score of a game is determined by rolling the dice and consulting the Game Result table. It has 5 main columns, A through E. Which column a team uses is dictated by the strength of their offense as opposed to the strength of the opponent's pitching/defense.
 - If the team's offense index is 17 or more points higher than the opponent's pitching/defense index, use column A.
 - If the team's offense index is 8-16 points higher than the opponent's pitching/defense index, use column B.
 - If the team's offense index is within 7 points of the opponent's pitching/defense index, use column C.
 - If the team's offense index is 8-16 points lower than the opponent's pitching/defense index, use column D.
 - If the team's offense index is 17 or more points lower than the opponent's pitching/defense index, use column E.Write the letter of the Game Result column each team will use on the scoresheet beside their initials.

Example: The Tigers are playing the Yankees. The Tigers have a 14 offense and a 10 pitching/defense. The Yankees have a 29 offense and a 9 pitching/defense. The Tigers will use Game Result column B, while the Yankees will use Game Result column A. This is how the scoresheet will look when a three-game series between these teams is set up:

1		2		3	
DET-B		DET-B		DET-B	
NY-A		NY-A		NY-A	

5) Each team rolls the dice once to determine how many runs they score during the game. If they score an equal number of runs, the game goes into extra innings. Roll the dice just once more and consult the Extra Innings column to determine the final score. (Example: A game is tied 5-5 after the dice rolls on the Game Result table. A roll of 32 in the Extra Innings column tells you that the team with the higher X ranking added 2 runs to their score, while the other team added none. Game over.)

Sometimes a team will get a Z result when they roll the dice. This means that their offense exploded and very likely scored in double digits. Roll the dice again and consult the Z columns to determine their final run total, using the appropriate column for their offensive capability.

6) When the final score has been determined, fill it in on the scoresheet, like so:

1		2		3	
DET-B	7	DET-B	2	DET-B	4
NY-A	5	NY-A	3	NY-A	11

7) At the end of every block of 10 games, it's time to see what effects the accumulated victories or losses had on your team, and/or why they played the way they did. Consult the proper Wrap-up tables according to what sort of record they posted during those 10 games. You will now roll the dice five separate times, drawing one result for each category: the team's offense (OFF), pitching/defense (D/P), injuries (INJ), X factor (X), and manager factor (MGR). On some occasions when your team either suffers an ugly losing streak or achieves a nice winning streak, you will roll the dice to draw TWO results in each of the team's categories (except when your team performs well, you won't have to draw two injury results).

Each roll of the dice gives you a number which corresponds on the Results Key to a change in your team for better or worse.

8) Make note of the changes to your team's various indices on the scoresheet. You will head into the next block of 10 games a slightly different team based on how hurt your roster is, how your players are performing, how your manager is faring, etcetera. These results are cumulative from 10-game block to 10-game block, so your team's rankings heading into the season will be a thing of the past quite quickly.

If a player is injured, make a note in the Injuries section on the scoresheet as to which game he will return and what effect his injury has on the team. When he returns to the lineup, reverse that effect. (Example: The Cardinals' star power hitter is hurt sometime during the first 10-game block of the season and is out for 40 games. His injury starts with game # 11. Going into games 11-20, the Cardinals' offense rating is reduced by 8. When game # 51 rolls around and the power hitter is back in the lineup, add 8 to the team's offense rating to signify his return.) Some injuries will put a player out for just one game, or he will simply play hurt. A man who plays hurt never really recovers; simply deduct the proper number of points from the team's ranking and go on from there with no future reversal.

The same injury can strike more than once. For instance, if your star closer is hurt, his replacement is said to be the new "star" closer, and if he goes down as well, you must again subtract points from the pitching/defense index.

9) If, at any time, your manager's index drops to zero, he MUST win 7 of the next 10 games to save his job! If he accomplishes this, push his index back up to 1 and go on from there. Every time his index drops to zero, he must save his job with an immediate .700 record in his next 10 games.

10) After game # 160 of the season, consult the Wrap-Up tables once more. These last wrap-up results will apply only to the last 2 games of the season AND into the playoffs if you make it that far. After the game # 160 wrap-up, there are no more wrap-ups for the rest of the season, even into the playoffs.

11) All other rules are included on the game charts. Good luck getting to the World Series! Pick your playoff opponents fairly, from the top teams in the league.

You can choose to simulate your season by taking your team's schedule directly from the actual schedule as played for the year, or you can simplify things by playing every team in your league, at home and on the road, in as many three-game series as it takes to end the season, mixing in six inter-league series, three home and three away, against teams of various rankings.

Dream Season Baseball

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Game Result Table											
	A	B	C	D	E	Z-A	Z-B	Z-C	Z-D	Z-E	extra innings
11	Z	Z	Z	Z	Z	22	21	19	17	15	team with higher X ranking 1-0
12	Z	Z	Z	Z	8	20	19	18	15	14	team with higher X ranking 1-0
13	Z	Z	9	9	8	18	17	16	14	13	team with higher X ranking 1-0
14	Z	9	9	8	7	16	15	14	13	12	team with higher X ranking 1-0
15	9	9	8	8	7	15	14	13	12	12	team with higher X ranking 1-0
16	9	9	8	7	7	15	14	13	12	12	team with higher X ranking 1-0
21	9	8	8	7	6	14	13	12	12	11	team with higher X ranking 1-0
22	8	8	7	7	6	14	13	12	12	11	team with higher X ranking 1-0
23	8	8	7	6	6	13	12	12	11	11	team with higher X ranking 1-0
24	8	7	7	6	5	13	12	12	11	10	team with higher X ranking 1-0
25	7	7	6	6	5	12	12	11	11	10	team with higher X ranking 1-0
26	7	7	6	5	5	12	12	11	11	10	team with higher X ranking 1-0
31	7*	6*	6*	5*	4*	12	11	11	10	10	team with higher X ranking 1-0
32	7	6	5	5	4	12	11	11	10	10	team with higher X ranking 2-0
33	6	6	5	4	4	11	11	11	10	10	team with higher X ranking 2-0
34	6	5	5	4	3	11	11	10	10	10	team with higher X ranking 3-0
35	6	5	4	4	3	11	11	10	10	10	team with higher X ranking 4-0
36	5	5	4	4	3	11	11	10	10	10	team with higher X ranking 5-0
41	5*	4*	4*	4*	3*	11	10	10	10	10	team with higher X ranking 2-1
42	5	4	4	3	3	11	10	10	10	10	team with higher X ranking 2-1
43	5	4	3	3	3	10	10	10	10	10	team with higher X ranking 2-1
44	4	4	3	3	2	10	10	10	10	10	team with higher X ranking 3-1
45	4	3	3	3	2	10	10	10	10	10	team with higher X ranking 3-2
46	4	3	3	2	2	10	10	10	10	10	team with higher X ranking WILD
51	4	3	2	2	2	10	10	10	10	9	team with lower X ranking 1-0
52	3	3	2	2	1	10	10	10	10	9	team with lower X ranking 1-0
53	3	3	2	2	1	10	10	10	10	9	team with lower X ranking 1-0
54	3	2	2	1	1	10	10	10	9	9	team with lower X ranking 1-0
55	2	2	2	1	1	10	10	10	9	9	team with lower X ranking 1-0
56	2	2	1	1	1	10	10	9	9	9	team with lower X ranking 1-0
61	2	1	1	1	1	10	10	9	9	9	team with lower X ranking 1-0
62	1	1	1	1	0	10	9	9	9	9	team with lower X ranking 1-0
63	1	1	1	0	0	10	9	9	9	9	team with lower X ranking 2-0
64	1	0	0	0	0	9	9	9	9	9	team with lower X ranking 2-1
65	0	0	0	0	0	9	9	9	9	9	team with lower X ranking 3-1
66	0	0	0	0	0	9	9	9	9	9	team with lower X ranking WILD

The Extra Innings column shows which team scored more runs in extra innings.

If the teams have identical X rankings, the HOME team wins the game on a roll of 11-46 by scoring one run.

On a roll of 51-66, the visiting scores one run and wins.

WILD – Roll one die. The winning team scores that number of runs in extra innings. The losing team scores one less.

If a team's offense rating is 17 or more than the opponent's pitching/ defense rating: use Game Result column A

8-16 more: use column B

within 7: use column C

If a team's offense rating is 8-16 less than the opponent's pitching/defense rating: use column D

17 or less: use column E

* If the home team rolls this result, *add* a run to their total.

If the visiting team rolls this result, *subtract* a run from their total.

10-game wrap-up: Team notches a .500 record or better during the 10 game stretch

Team scores 42 runs or less		OFF	D/P	INJ	X	MGR	Team scores 56 or more runs and gives up 56 or more		OFF	D/P	INJ	X	MGR
	2	18	3	11	11	8		2	2	24	26	11	8
	3	19	1	25	1			3	4	4	41	6	
	4	34	9	56	5			4	13	17	45	13	
	5	29	8	52	9			5	18	7	55	9	
	6	31	10	49	7			6	11	16	46	7	
	7	8	2	2	11	2		7	1	18	5	11	2
	8	18	3	11	11	8		8	2	24	52	11	8
	9	19	1	25	1			9	4	4	41	6	
	10	34	9	56	5			10	13	17	45	13	
	11	29	8	28	9			11	18	7	55	9	
	12	31	10	49	7			12	11	16	46	7	
Team scores 43-55 runs and gives up 53 or more		OFF	D/P	INJ	X	MGR	Team scores 56 or more runs and gives up 49-55		OFF	D/P	INJ	X	MGR
	2	25	1	8	11	6		2	28		11	1	
	3	11	2	44	1			3	11	5	44	3	
	4	13	6	43	8	8		4	29	2	12	12	
	5	9		17	12			5	25	3	42	9	
	6	2		45	7			6	3	24	35	7	
	7	1	24	6	11	2		7	32	1	10		4
	8	25	1	8	11	6		8	28		11	1	
	9	11	2	44	1			9	11	5	44	3	
	10	13	6	43	8	8		10	29	2	12	12	
	11	9		17	12			11	25	3	42	9	
	12	2		45	7			12	3	24	35	7	
Team scores 43-55 runs and gives up 43-52		OFF	D/P	INJ	X	MGR	Team scores 56 or more runs and gives up 41-48		OFF	D/P	INJ	X	MGR
	2	4	18	12	1			2	13	8	21	4	
	3	12		20	8			3	11	9	38	3	
	4	28	14	37				4	18	14	15	16	
	5	32	15	17	9			5	4	15	53	9	
	6	2		31	7			6	11	1	39	7	
	7	3	24	4		11		7	12	2	5		4
	8	4	18	12	1			8	13	8	52	4	
	9	12		20	3			9	11	9	38	3	
	10	28	14	37				10	18	14	15	16	
	11	32	15	17	9			11	4	15	32	9	
	12	2		31	7			12	11	1	39	7	
Team scores 43-55 runs and gives up 42 or less		OFF	D/P	INJ	X	MGR	Team scores 56 or more runs and gives up 40 or less (roll TWICE in each category except INJ)		OFF	D/P	INJ	X	MGR
	2	3	8	39	2			2	12	1	50		
	3	11	15	50	3			3	13	17	51	3	
	4	4	2	18				4	19	18	18		
	5	12	3	51	16			5	29	2	29	9	
	6	19	9	56	7			6	1	3	57	7	
	7	1	14	6		2		7	11	10	16	16	4
	8	3	8	39	2			8	12	1	50		
	9	11	15	50	3			9	13	17	51	3	
	10	4	2	18				10	19	18	18		
	11	12	3	51	16			11	29	2	29	9	
	12	19	9	56	7			12	1	3	57	7	

Blank boxes indicate that no particular effect is applied.

If you are instructed to roll the dice twice in each category, ignore any duplicate results you might get and accept just the first dice roll.

10-game wrap-up: Team posts a sub-.500 record over the 10 game stretch

Team scores 42 runs or less and gives up 42 or less		OFF	D/P	INJ	X	MGR	Team scores 43-55 runs and gives up 46 or less		OFF	D/P	INJ	X	MGR
	2	6	1	52	2			2	26	4	43	8	
	3	7	3	11	6	12		3	16	11	22	10	7
	4	26	2	24	10			4	15	5	49		11
	5	31	5	54				5	23	13	40		
	6	14	19	48	12	5		6	30	6	45	12	14
	7	5	5	1	10	1		7	31	5	5	10	1
	8	6	1	52	2			8	26	4	43	8	
	9	7	3	11	6	12		9	16	11	52	10	7
	10	26	2	24	10			10	15	5	49		11
	11	31	5	54				11	23	13	40		
	12	14	19	48	12	5		12	30	6	45	12	14
Team scores 42 runs or less and gives up 43-50		OFF	D/P	INJ	X	MGR	Team scores 43-55 runs and gives up 47-55		OFF	D/P	INJ	X	MGR
	2	10	11	12	8			2	20	16	7	2	5
	3	15	7	23				3	17	7	57		11
	4	16	6	53	12			4	24	11	16	9	
	5	17	20	38	14	9		5	27	22	53		7
	6	20	2	45				6	14	23	47		
	7	23	5	6	12	6		7	6	4	3	12	1
	8	10	11	12	8			8	20	16	7	2	5
	9	15	7	23				9	17	7	57		11
	10	16	6	33	12			10	24	11	16	9	
	11	17	20	38	14	9		11	27	22	53		7
	12	20	2	45				12	14	23	47		
Team scores 42 runs or less and gives up 51-58		OFF	D/P	INJ	X	MGR	Team scores 43-55 runs and gives up 56 or more		OFF	D/P	INJ	X	MGR
	2	21	20	9	4	11		2	5	7	12	8	7
	3	27	12	53				3	6	12	34		
	4	14	16	52	15	5		4	16	13	14	6	
	5	15	4	17	3			5	17	16	27	12	10
	6	33	5	39				6	31	21	44		
	7	30	13	6	12	3		7	14	23	4	12	6
	8	21	20	9	4	11		8	5	7	12	8	7
	9	27	12	53				9	6	12	34		
	10	14	16	52	15	5		10	16	13	14	6	
	11	15	4	17	3			11	17	16	27	12	10
	12	33	5	39				12	31	21	44		
Team scores 42 runs or less and gives up 59 or more (Roll TWICE in each category)		OFF	D/P	INJ	X	MGR	Team scores 56 or more runs		OFF	D/P	INJ	X	MGR
	2	14	19	37	5	11		2	1	6	19	8	
	3	5	5	50				3	24	11	18	15	12
	4	7	12	18	15			4	26	19	30	4	
	5	22	20	39	15	13		5	17	20	36	1	
	6	20	23	51				6	10	5	38	17	
	7	17	6	13	12	3		7	2	4	10	15	3
	8	14	19	37	5	11		8	1	6	19	8	
	9	5	5	50				9	24	11	18	15	12
	10	7	12	18	15			10	26	19	30	4	
	11	22	20	39	15	13		11	17	20	36	1	
	12	20	23	51				12	10	5	38	17	

Blank boxes indicate that no particular effect is applied.

If you are instructed to roll the dice twice in each category, ignore any duplicate results you might get and accept just the first dice roll.

Results Key: OFFENSE

- 1) Team's batting average is excellent. +3 to offense index
- 2) Team's on-base percentage is excellent. +3 to offense index
- 3) Team hitting for great power. +3 to offense index
- 4) Team hitting superbly with runners in scoring position. +3 to offense index
- 5) Team's batting average is suffering. -3 from offense index
- 6) Team's power numbers are way down. -3 from offense index
- 7) Team's on-base percentage is way down. -3 from offense index
- 8) Team hitting poorly with runners in scoring position. -3 from offense index
- 9) Clutch hitting keeps saving the day. +1 to offense index
- 10) Hitters aren't coming through in the clutch. -1 from offense index
- 11) Star infielder hitting very well. +4 to offense index
- 12) Star outfielder hitting very well. +4 to offense index
- 13) Team's best power hitter overperforming. +3 to offense index
- 14) Team's best hitter stuck in a slump. -4 from offense index
- 15) Team's best power hitter stuck in a homer slump. -4 from offense index
- 16) Team speed is suffering. -3 from offense index
- 17) Baserunning mistakes are mounting. -2 from offense index
- 18) Rookie excels with the bat. +1 to offense index
- 19) Big free agent signing on offense pays off. +1 to offense index
- 20) Big free agent signing on offense not panning out. -1 from offense index
- 21) Top of the order underperforming. -1 from offense index
- 22) Heart of the order underperforming. -1 from offense index
- 23) Bottom of the order underperforming. -1 from offense index
- 24) Problems advancing baserunners. -1 from offense index
- 25) Great speed on the bases. +1 to offense index
- 26) Team is hitting into too many double plays. -2 from offense index
- 27) No hits coming from off the bench. -2 from offense index
- 28) Previously unheralded offensive player becomes a star. +1 to offense index
- 29) Key offensive veteran shows superior play. +1 to offense index
- 30) Key offensive veteran shows big decline in skills. -1 from offense index
- 31) Team isn't drawing any walks. -2 from offense index
- 32) Team playing great small-ball. +2 to offense index
- 33) Offensive star suspended for four games for violating league's substance abuse policy. -2 from offense index
- 34) Off-the-field problems dog an offensive star. -2 from offense index

Results Key: DEFENSE/PITCHING (D/P)

- 1) Starting pitching performing well. +3 to defense/pitching index
- 2) Bullpen performing well. +3 to defense/pitching index
- 3) Ace starter performing well. +3 to defense/pitching index
- 4) Ace starter underperforming. -3 from defense/pitching index
- 5) Closer underperforming. -3 from defense/pitching index
- 6) Problems with the infield defense. -3 from defense/pitching index
- 7) Problems with the outfield defense. -3 from defense/pitching index
- 8) Closer performing very well. +3 to defense/pitching index
- 9) Second starter performing very well. +3 to defense/pitching index
- 10) Third and fourth starters performing very well. +3 to defense/pitching index
- 11) Second starter is ineffective. -3 from defense/pitching index
- 12) Third and fourth starters are ineffective. -3 from defense/pitching index
- 13) Bullpen is ineffective. -3 from defense/pitching index
- 14) Rookie excels on the mound. +1 to defense/pitching index
- 15) Big free agent pitcher signing pays off. +1 to defense/pitching index
- 16) Big free agent pitcher signing not panning out. -1 from defense/pitching index
- 17) Previously unheralded pitcher becomes a star. +1 to defense/pitching index
- 18) Key bullpen journeyman shows superior play. +1 to defense/pitching index
- 19) Key pitcher shows big decline in skills. -1 from defense/pitching index
- 20) Defense can't stop committing errors. -2 from defense/pitching index
- 21) Pitcher suspended for ten games for violating the league's substance abuse policy. -2 from defense/pitching index
- 22) Off-the-field problems dog a pitching star. -2 from defense/pitching index
- 23) Problems stopping opposing runners from dominating on the base paths. -1 from defense/pitching index
- 24) Defense turning an impressive number of double plays. +2 to defense/pitching index

Results Key: INJURIES

- 1) Best hitter is injured, out for 80 games! -12 from offense index
- 2) Best hitter is injured, out for 40 games! -12 from offense index
- 3) Best hitter is injured, out for 20 games! -12 from offense index
- 4) Best hitter is injured, out for 10 games! -12 from offense index
- 5) Best hitter is injured, out for the next game. -12 from offense index
- 6) Best hitter is injured, will play hurt. -8 from offense index
- 7) Best power hitter is injured, out for 80 games! -8 from offense index
- 8) Best power hitter is injured, out for 40 games! -8 from offense index
- 9) Best power hitter is injured, out for 20 games! -8 from offense index
- 10) Best power hitter is injured, out for 10 games! -8 from offense index
- 11) Best power hitter is injured, out for the next game. -8 from offense index
- 12) Best power hitter is injured, will play hurt. -5 from offense index
- 13) Starting third baseman is injured, out for 80 games! -6 from offense index
- 14) Starting second baseman is injured, out for 40 games! -6 from offense index
- 15) Starting first baseman is injured, out for 20 games! -6 from offense index
- 16) Starting catcher is injured, out for 10 games! -6 from offense index
- 17) Starting shortstop is injured, out for the next game. -6 from offense index
- 18) Starting outfielder is injured, will play hurt. -4 from offense index
- 19) Starting outfielder is injured, out for 80 games! -4 from offense index
- 20) Starting outfielder is injured, out for 40 games! -4 from offense index
- 21) Starting shortstop is injured, out for 20 games! -4 from offense index
- 22) Starting second baseman is injured, out for the next game. -4 from offense index
- 23) Starting catcher is injured, will play hurt. -3 from offense index
- 24) Nagging injuries throughout the starting lineup! -2 from X index
- 25) Nagging injuries throughout the bench! -2 from X index
- 26) Starting third baseman injured, out for 10 games! -2 from offense index
- 27) Starting outfielder injured, out for next game. -2 from offense index
- 28) Starting outfielder injured, will play hurt. -1 from offense index
- 29) Starting first baseman injured, out for 80 games! -2 from offense index
- 30) Starting catcher injured, out for 40 games! -2 from offense index
- 31) Starting shortstop injured, out for 20 games! -2 from offense index
- 32) Starting second baseman injured, out for next game. -2 from offense index
- 33) Starting outfielder injured, will play hurt. -1 from offense index
- 34) Ace starter injured, out for 80 games! -9 from defense/pitching index
- 35) Ace starter injured, out for 40 games! -9 from defense/pitching index
- 36) Ace starter injured, out for 20 games! -9 from defense/pitching index
- 37) Ace starter injured, out for 10 games! -9 from defense/pitching index
- 38) Ace starter injured, out for the next game. -9 from defense/pitching index
- 39) Ace starter injured, will play hurt. -6 from defense/pitching index
- 40) Closer injured, out for 80 games! -7 from defense/pitching index
- 41) Closer injured, out for 40 games! -7 from defense/pitching index
- 42) Closer injured, out for 20 games! -7 from defense/pitching index
- 43) Closer injured, out for 10 games! -7 from defense/pitching index
- 44) Closer injured, out for the next game. -7 from defense/pitching index
- 45) Closer injured, will play hurt. -4 from defense/pitching index
- 46) Second starter injured, out for 80 games! -6 from defense/pitching index
- 47) Second starter injured, out for 40 games! -6 from defense/pitching index
- 48) Second starter injured, out for 20 games! -6 from defense/pitching index
- 49) Second starter injured, out for 10 games! -6 from defense/pitching index
- 50) Second starter injured, out for the next game. -6 from defense/pitching index
- 51) Second starter injured, will play hurt. -3 from defense/pitching index
- 52) Injuries to the bottom of the rotation. -3 from defense/pitching index
- 53) Injuries to the bullpen. -3 from defense/pitching index
- 54) Star outfielder suffers off-the-field injury, misses 20 games. -3 from offense index
- 55) Ace starter suffers off-the-field injury, misses 20 games. -3 from defense/pitching index
- 56) Farm system depleted by injuries. -3 from offense index
- 57) Pitchers in the farm system depleted by injuries. -3 from defense index

Results Key: X Factor

- 1) Farm system call-ups performing well. +1 to X index
- 2) Farm system call-ups underperforming. -1 from X index
- 3) Offensive star also becomes a clubhouse leader. +1 to X index
- 4) Controversial trade upsets team balance. -1 from X index
- 5) No real clubhouse leader emerges. -1 from X index
- 6) A boost in attendance gives the team vitality. +1 to X index
- 7) Starting pitcher just called up to the rotation shines. +1 to X index
- 8) Starting pitcher just called up to the rotation flops. -1 from X index
- 9) Team morale high after some comeback victories. +1 to X index
- 10) Team especially demoralized after losing close games. -2 from X index
- 11) Team especially enthused after winning close games. +2 to X index
- 12) Mental mistakes keep hurting the team. -1 from X index
- 13) Key offensive player's contract talks are creating a distraction. -1 from X index
- 14) Key pitcher's contract talks are creating a distraction. -1 from X index
- 15) Star's move to a different position not working out. -2 from X index
- 16) Star's move to a different position works out well. +2 to X index
- 17) Front office controversies overshadow the team's play. -2 from X index

Results Key: MANAGER Factor

- 1) Questionable strategies hurt the team. -1 from manager index
- 2) Stellar managing helps the team. +1 to manager index
- 3) Morale on the team is low. -1 from manager index and X index
(Team went 3-7 or worse: -2 from manager index)
- 4) Morale on the team is high. +1 to manager index and X index
- 5) Pitching coach comes under fire. -1 from manager index
- 6) Off the field problems dog the team. -1 from manager index
- 7) Team seems to have doubts about the manager's ideas. -1 from manager index
(Team went 3-7 or worse: Locker room seems to be in revolt. -2 from manager index)
- 8) Manager's bold call secures a big win. +1 to manager index
- 9) Manager's roster moves are questioned. -1 from manager index
- 10) Infighting amongst the players creates a distraction. -1 from manager index
- 11) Hitting coach comes under fire. -1 from manager index
(Team went 2-8 or worse: -2 from manager index)
- 12) Minor problems in the locker room. -1 from manager index
- 13) Huge problems in the locker room. -2 from manager index
(Team went 3-7 or worse: -2 from manager index)
- 14) Manager getting into vicious arguments with umpires. -1 from manager index

runs scored								
	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80
by your team								
by opponent								

runs scored								
	81-90	91-100	101-110	111-120	121-130	131-140	141-150	151-160
by your team								
by opponent								

Game	INJURIES	OFF	D/P	X	MGR	Game	INJURIES	OFF	D/P	X	MGR
1-10						81-90					
11-20						91-100					
21-30						101-110					
31-40						111-120					
41-50						121-130					
51-60						131-140					
61-70						141-150					
71-80						151-160					

Sample Major League Baseball Rankings (from the 2005 season)

	OFFENSE	PITCHING/DEFENSE	X	MGR
St. Louis Cardinals	25	29	8	3
Chicago White Sox	18	26	8	3
Los Angeles Angels	20	27	8	3
New York Yankees	29	9	7	3
Boston Red Sox	30	7	7	3
Cleveland Indians	24	28	7	3
Atlanta Braves	21	21	7	3
Houston Astros	7	30	6	3
Oakland A's	22	24	6	3
Philadelphia Phillies	26	16	6	2
Minnesota Twins	6	23	6	3
Florida Marlins	12	15	5	3
New York Mets	13	25	5	2
San Diego Padres	4	17	5	3
Milwaukee Brewers	15	20	5	2
Washington Nationals	1	22	4	3
Toronto Blue Jays	23	19	4	2
Texas Rangers	28	5	4	2
Cincinnati Reds	27	3	4	2
Chicago Cubs	11	18	3	3
Arizona Diamondbacks	8	6	3	3
San Francisco Giants	2	11	3	3
Baltimore Orioles	16	8	3	2
Detroit Tigers	14	10	2	2
Los Angeles Dodgers	5	12	2	2
Seattle Mariners	9	13	2	2
Colorado Rockies	17	4	2	2
Pittsburgh Pirates	3	11	1	2
Tampa Bay Devil Rays	19	2	1	2
Kansas City Royals	10	1	1	2

How the rankings are determined

You can easily create rankings for any MLB season in minutes by following these guidelines:

OFFENSE: The top offense in the league in terms of total runs scored is given a 30 rating, the worst offense a 1.

PITCHING/DEFENSE: The top pitching team in the league in terms of total runs *allowed* is given a 30 rating, the worst pitching team a 1.

X: The teams are ranked 1 through 8 in terms of wins and losses, 30 teams in all, resulting in the top three teams being given an 8 rating, the bottom 3 given a 1, and all others ranked in increments of 4.

MANAGER: This is a more intuitive ranking based on the general trends of a particular season. If a team's manager was often in danger of being fired during the year, he should be given an index of 2 or even 1, while a very secure manager should receive a 3..A manager who takes the helm after a firing automatically receives a 3 rating.

No team's offense or pitching/defense ranking can ever exceed 30 or drop below 1. No team's X ranking can ever exceed 8 or drop below 1. Manager rankings cannot improve above 3 or drop below 1.