

**Tournament II Rules for the
SOM Baseball Convention
Netplay Draft with 2012 cards**

September 20 – 22, 2013

– based upon the Star Internet Netplay Tournaments
version 1.01, August 2013

(This rule book is the first draft of the rules for Tournament II of the SOM On-line Baseball Convention. It is based upon the rules used in the Star Tournaments Internet Netplay Tournament. Due to the fact that only 3 games will be played per series (which represents a round in the tournament) some usage linked to pitchers may be modified in future drafts of this book, stay tuned to the free Convention Newsletter and the website – www.stratalliance.info – for further details.)

Pre-Tournament Rule Changes for the Convention

The SOM Baseball Convention version of this tournament will be a double elimination tournament verse a month long tournament where a gamer's record of wins by rounds determines if they qualify for the playoffs. Also instead of a four game series played, each round will be 3 games with the winner of the round being the gamer who wins at least two games. As the tournament proceeds, winners of each round will play other winners and losers will play losers. It is hoped to complete four rounds of play (or 12 games) on the day of the tournament with two or three teams from each division (consisting of between 8-16 teams, depending on how many gamers enter this tournament) advancing to the playoff rounds that will played after the convention weekend. For the qualifying rounds, this will consist of a best of five games per round with the championship series to determine the tournament winner will best of 7 game series.

Once again this tournament uses a draft to create the team you will compete with of which the draft will be conducted using a web-based system called Stratdraft. The Tournament Director will contact each participant and let you know when the draft will be held and offer instructions how to use Stratdraft. The draft will consist of 25 players and a stadium. You must have at least two positional players at each position (player can only play the position shown on their card) and at least four starting pitchers with at least (recommended) six relievers.

In order to play in this tournament you must have the latest version of the Strat-o-matic Baseball computer game with the 2012 MLB rosters.

Netplay which is a program within the computer game is used to coordinate game play over the internet. A fast internet connection is needed. At the end of this document is help about how to setup your internet connection to allow the game to work so that you can act as the home team. The tournament director will provide for all participants of the tournament the files needed to play your games and let you know who your next opponent is. The tournament director will instruct you if there are any files generated by your games you must send him.

In the following section of this document, are the rules that will be used for this tournament following basically what is used for the normal Netplay Internet play used by the Star Tournaments.

Hitter Eligibility and Usage. Positional players must have at least 300 plate appearances (at bats + walks) to be eligible to be picked in the draft. However, If the player has a catcher rating on his card he needs to have only 250 plate appearances to be eligible to be drafted. Players with no position on their card are rated as 1b-5e30. Unless forced by an injury, players may only play at positions that are on their card. Teams must have a back-up at each position where a starter can be injured (i.e. you don't need a backup for players without injury rolls). It must be possible for an injury to occur to any starter that can be injured with the manager being able to replace him without playing a player out of position.

Position players may not be replaced until the sixth inning unless injured or the opposing manager changes his pitcher. (In this later case, changes may not be made until the new pitcher takes the mound). If you hit for your pitcher in the bottom of the 5th inning, the pinch hitter may stay in the game. Unless forced by an injury a manager may not remove a player from the game if doing so makes it impossible to cover all defensive positions. Exception: You may pinch hit or pinch run for your last eligible pitcher. We will not use the outfield mobility rule, so a player that is only rated to play CF may not play LF or RF. Players may NOT be traded.

Pitcher Eligibility and Usage. Relievers must have at least 40 innings pitched with a relief rating on his card to be eligible to be drafted. Starters must have 125 innings and starter rating on his card to be eligible to be drafted. Each team must have at least 4 pitchers who can start and will use a 4 man rotation through the tournament (*which means each starter needs 3 games of rest, there is no rest dates between rounds.*) A starting pitcher must be removed at the end

of the tenth inning and cannot be removed until he has given up 4 runs or pitched 5 innings.

Each team must draft at least 4 starting pitchers. You can draft a fifth starter if you wish to use against a specific type of team or this starter could be a rated reliever/starter so they could be used in relief. See later in this section to discuss such pitcher's eligibility to do so.

A relief pitcher entering the game before the sixth inning must bat in the same position in the lineup as the pitcher he's replacing except that a relief pitcher may enter the game in the spot of an injured player if the batter (or subsequent pinch runner) who pinch hit for the pitcher can cover the position of the injured player. Pitchers may not pinch hit for position players but they may pinch run.

All relievers are limited to 3 innings per each 3 game series or round. When the next round begins, this limit is reset. The maximum innings a relief pitcher can pitch in one game is 3 innings. For a starter/reliever, they must rest two games after relieving before he can start which includes paying attention to a previous round. Further, a starter/reliever who just started, can not relieve until he has 3 games of rest (which can continue on from the previous round).

Injuries. Injuries will be for rest of game only. If player gets injured but computer says he can stay in game, he still must be removed.

NO DH during play. DH only players (players that do not have a fielding rating at any position) will be allowed to play 1b with default rating of 5e30.

Pitchers Hitting Cards. The individual pitchers hitter's cards will not be used, this is a setting within the computer game.

Who Hosts the Game (Home Team)

Since we are playing a 3 game series and you will rotate each game who is the home team, we recommend the gamer who is the home team in game 1, host all the games for the round and change who is home and who is away. This is important because you will have different ball parks with different settings. At the end of this document is information how to ensure that your computer (and internet router) is setup properly so you can be the home team.

GAME SETTINGS

(below are the settings use for the computer game which will automatically be setup in the files you receive from the tournament director.)

Main Rules – Super Advanced with BK/WP/BK

Stealing – Super Advanced Steal System

Miscellaneous Rules – Use Miscellaneous Rules

Injuries – Yes, but reset before each game. If a player is injured but computer says "Remains in Game" He must be removed. Max a player can be injured for is rest of game.

Groundball A – Allow GBA on Pitcher Cards

Ballpark Effects – Yes

Weather Effects – No

Clutch Hitting – Yes

Strategy – Super Advanced Strategy Charts

Closer – Use Closer Rules

Pitcher Fatigue - Use SADV Fatigue Rules

Maximum Rules NOT Used:

Robbing HR Rule - NOT USED

(Note: since the computer follows all the game play rules, it is not necessary to list more about the rules used within this document. As long as your team has the proper usage covered as explained before then everything happens automatically.)

OTHER RANDOM RULES

You cannot hit and run with two outs.

You cannot hit and run with a 1W hitting pitcher.

You cannot pinch run for a runner who has tried and failed to get his lead.

The outfield mobility rule is not used. Outfielders are only allowed to play their listed positions.

If starting pitcher gets injured, he must be removed from game.

If a starting pitcher gets tired in 5th inning before he gives up 4 runs he must remain in game until he finishes 5th inning or 4th run is scored.

Pitchers may only pinch-hit for other pitchers. A pitcher may not pinch-hit for a non-pitcher. Pitchers may pinch-run for anyone.

The tournament director will contact you about setting up a free on-line chat program so that he can communicate with you in between rounds during the tournament play (or possibly skype might be used).

RESPONSIBILITIES WHILE PLAYING

The computer game executes most of the rules in these tournaments, but each owner needs to play his part in helping run a smooth competitive tournament. It is the responsibility of BOTH owners to keep track of pitching eligibility throughout a series. You should know, when an opponent brings in a reliever, how many innings that pitcher is eligible. You should also know how long your own pitchers are eligible to pitch. Communicate with the other owner to make sure you are on the same page if it is getting close.

Random Case Studies

Case 1

A pitcher has only 1/3 of an inning of eligibility left. There is a runner on first and less than two outs. The batter hits into a double play. Remedy: No penalty. The pitcher must be removed and the extra 1/3 of an inning must be entered on the pitching sheet.

Case 2

A pitcher who is not (or is no longer) eligible to pitch faces at least one batter. Remedy: Reset the game to when the pitcher had legally retired his last batter and resume play from that point forward. The offended manager may also choose to accept the result. In this case, the pitcher must be removed from the game and both managers must

e-mail the commissioner to indicate why this pitcher was allowed to pitch that many innings. Note that this is only a remedy in-game.

Case 3

A pitcher pitches to more batters than is allowed and the opposing manager notices this after the game. Remedy: Game results stand. This is the reason that both owners must be aware of bullpen usage during the game. It is not possible to delete plays after a game is over and therefore these errors must be caught. If any owner suspects foul play with bullpen use please report it.

Case 4

In the middle of a game, a manager realizes that the wrong SP was used. Remedy: Restart game.

Case 5

A player makes an illegal PH (pinch-hits for the last remaining player that can play a position). Remedy: Rewind game to before the illegal PH (you will notice this almost immediately in the next half inning).

Case 6

In a Netplay game if you click on the wrong button by mistake when making a decision, you must accept the results unless the opposing manager agrees it was a miss click. For example, if you attempt to get a lead for a runner on 1st and are unsuccessful and his chances to steal is 40% and by mistake you click on attempt steal when you really meant to click on do NOT steal, you must accept the results. The same is true for throwing to the wrong base by mistake. The results will stand.

Information how to setup your computer to Host the Game

(when you are the home team, directions how to setup your computer so port 6501 is open for Netplay)

One of the difficulties with netplay is that it has been difficult to have your computer setup properly so that you can host the games as the Home Team. This is because the SOM Computer Baseball Game requires that Port 6501 be open on your router and by default it is not. What you have to do, is go into your main internet router, use Port Forwarding for both TCP and UDP port and set 6501 to be opened.

Since most people are very technical, this has been a problem but if you can write down the name and model of your router, you will find on this website www.portforward.com directions for your router how to

open up port 6501 for Strat-o-matic Baseball – just look up your router name first, and then find SOM. Further once you have located the page with the directions there is another program you can download called **PFPortChecker.exe** which will allow you to check if Ports 6501 for TCP and UDP are opened or closed. You may wish to run this program first just in case you are opened.

If you are unsure how to get Ports 6501 for TCP and UDP opened, contact the tech support of your internet provider and they can assist you.

It is necessary to also have the latest version of V17 of the Strat-o-matic Computer Game (the latest patch) so check on the Strat-o-matic website under the Connect menu – then Company and Patches. In addition there is another program that comes with your game that also you need to check for, for Netplay to work, it is called vcredist_x86.exe and to find it on your computer go to the folder where the game files are stored ('Strat-o-Matic Baseball' or 'CDROMBB' folder) then Support > Tech folder and you should see this file. The other file necessary to make the internet connection work is the latest version of Microsoft Framework 4 or it won't work. Of course, your Firewalls must be off.

If you don't have Microsoft Framework 4, go to:

<http://www.microsoft.com/en-us/download/details.aspx?id=17851>

Any player with a home firewall up should open up TCP/UDP Ports 6501 to the computer they are running SOM on.

If the procedure above doesn't, then there are three alternatives. One of these almost always works:

1. Try playing the game with you hosting. In the new version, either the home or visitor team can act as HOST.
2. Connect to launch a new game directly by IP, instead of using the SOM lobby. Again, this will only work if the host has TCP/UDP Port 6501 open. You must be able to allow access through your router to an open port.
3. Use Hamachi (to learn more – creates a private network between two computers -- <http://hamachi.en.softonic.com/>)