

INTRODUCTION

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

1.11 MERCHANDISING

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

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

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

1.12 FANS

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

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

3.18 PLAYER VALUES

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

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

3.21 DRAFT SQUAD

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

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

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

3.22 FORM

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

4.6 INNINGS RESTRICTIONS

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

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

4.9 CLOSING PITCHER

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

