

## **Summer 2012—New Optional Rule**

### **EARLY HOOK / COMPLETE GAME RATINGS OPTION**

*(to be used with starters' BF ratings only)*

This option is designed to help recreate a greater variety of outing lengths from start to start at both ends (short outings and complete games) helping to reflect starting pitchers' real life tendencies.

#### **Early Hook Rating**

A Starter's EH ratings are displayed on his card as a shaded box around his BF rating:

An EH rating of **0** (best) has no display.

An EH rating of **1** is shown as an outlined box

An EH rating of **2** is shown as a gray box

An EH rating of **3** (worst) is shown as a black box

From innings **1** to **5**, whenever a starter allows at least **3 runs** or his **ERA rounded down to the whole number** (whichever is **larger**), he may switch to B grades earlier than usual. After allowing these runs, if he allows 2 baserunners in any one inning, he immediately switches to B grades with the second baserunner, and remains on B grades until the end of the inning.

A pitcher may then recover to A grades at the end of the inning, depending upon his EH rating. All starters rated EH **0** automatically recover to A grades between innings if they have temporarily switched to B grades.

A Pitcher rated **1** to **3** must pass a die roll check: if the die roll is > his rating, he recovers to A grades to start the next inning. If not, he must pitch on B grades for the remainder of this game.

A starter is subject to only one EH check per start, and only through the end of the **5th** inning.

#### **Complete Game Rating**

A Starter's CG rating is displayed on his card as a raised number from **1-5** (or no rating) beside his BF rating. A CG rating of 1 is best, reflecting a pitcher who completed a large percentage of his starts. No CG rating is given to a pitcher who rarely completed a start.

From the **7th** inning on, whenever a starter reaches his BF limit and has allowed not more than 3 runs or his ERA rounded down to the whole number (whichever is larger), he rolls one die against his CG rating. If the die is higher, he is given a boost to his BF rating equal to the raised number beside his S rating. His BF rating is thus extended that number of batters before he is subject to the usual fatigue check.

#### **Shutouts**

If a starter is pitching a **shutout** whenever he reaches his BF limit (either at the end of his original BF if he doesn't earn a CG rating boost, or at the end of his boost-adjusted BF) he is given extra BF equal to his large S rating, and can stay on A grades until allowing a run or exhausting his extra BF. (Exception: If a starter pitching a shutout has no CG rating, his extra BF are limited to the raised number beside his S rating).