CRICKET STATS

First Class Stats Cricket

1 GENERAL RULES

1.1 INTRODUCTION   Cricket Stats is a play by mail "stats" game, where you compete with other players to sign real cricketers to play for your team. Each week you select your team, and your players perform according to their real life stats in games that week. It works as a game of one innings each side to make the process of adjudication easier (but the innings is 120 overs – not like a one day game).

In these rules we refer to players in the game (like yourself) as "coaches". The "players" are the guys in your squad that play for the team.

1.2 CONTENTS   This rulebooks is divided into six sections, as listed below.

1. General Rules
2. Setup Rules
3. Players & Squads
4. Special Actions
5. Adjudication
6. Game Reports
7. Tipping Competition
8. Second Half Competition
9. Quick Reference Tables

1.3 THE LEAGUE   There are twelve teams in each league. Team names may be any EXCEPT the names of real counties or teams, subject to the approval of the GM (who may object to names on the grounds of decency, taste or suitability). There are three setup turns before the start of the first season, and one restart turn at the beginning of each subsequent season. The league normally plays one turn for each week of real life fixtures during the season, and one extra turn at the beginning and the end.

1.4 THE GM   The "GM" (jargon for Games Master, by obscure tradition) is the person responsible for the operation of the league. In more normal terminology the GM would be called a moderator, or an umpire. The game is actually processed by computer, but is supervised by the GM.

1.5 FIXTURES   The fixtures list will vary according to the number of full weekends of first class games remaining in the (real life) season when the league is ready to start. When possible fixtures will be balanced in terms of home and away games for each team and provide an equal number of games against each opponent. A full season is 22 weeks (all play all, home and away). Short seasons will be arranged by truncating normal fixtures lists (there is no home advantage in Cricket Stats, so the balance of home and away fixtures isn't important).

1.7 DEADLINES   Cricket Stats uses "posting" deadlines rather than the usual "arrival" deadlines. The GM sets a deadline each turn, normally shortly AFTER the start of the current round of games. Your orders must arrive in time for the games to be processed, and must be postmarked the same day as the deadline or earlier. For faxed or emailed orders the deadline is the same as for mailed orders (that's because it's a posting deadline - in games with normal deadlines the deadlines for faxes and emails is the day before). Adjudications are normally made the day after the round of games has ended.

Note: The deadlines mean that it's usually possible for you to submit your orders AFTER checking the lineups and looking at the scores of the first day of play. This is an accepted part of the game, and waiting to see who is and isn't picked and how they start is perfectly allowed. You can't pick a player you didn't previously bid for and sign, after all.

1.8 LATE ORDERS   If your orders arrive late then they are set aside. If no orders arrive from you for the next deadline then your late orders are used instead. If new orders do arrive then your late orders are discarded. Under no circumstances will two sets of orders be processed together. If you miss a turn there's no way to make it up.

1.9 TURNSHEETS The turnsheets in Cricket Stats show the team selection and strategies for your last game as well as providing spaces for ordering selection changes, strategy changes, free agents bids and special actions. For your team selection and strategies you only need to fill in the selections you change. Simply put the player number of the new player selected in the box beneath the box that shows the old selection, and/or the new strategy in the box beneath the old strategy. You do not need to cross out the old team selections or strategies when you enter new ones in the boxes provided.

Example: To drop player number 45 in favour of player number 134, and have him attack instead of defend you'd fill in the turnsheet like this :-

[45 : D]

[134 : A]

Think BEFORE you start filling in the turnsheet (the recommended method is to use your last turn report for scribbling ideas and planning changes, and then transfer your final decisions to the turnsheet after). The error rate when processing messy turnsheets is very high.

1.10 CORRECTIONS As with any play by mail game it is necessary to be precise with your orders. It is NOT the job of the GM to interpret your orders, but only to enter whatever orders you've given. The GM should be impartial, and his job is to operate the game, not to help you play it, but there are some corrections that are made by the computer to prevent some of the most common foul-ups.

1.11 MESSAGES The turnsheet also includes a section for messages to other players, which are published in the league report. These can be used to make suggestions for deals (the free agent system allows for a limited form of transfers) or simply chat. All messages are identified by the computer according to the sender, and our normal restrictions apply (ie. keep it clean and fair).

1.12 LOSING POINTS There are no rules for money or finance in Cricket Stats. The "currency" for transactions in the game (primarily signing players) is losing points, usually abbreviated to LPs. These are allocated after each game and you gain 20 LPs if you won or 40 LPs if you lost (hence the name, since you get more if you lose). In a tied or non-competitive game both teams get 30 LPs.

1.13 MEMBERSHIP Each team receives extra LPs each week equal to their current membership. All teams start the game with a membership of five (each point represents a thousand members). Membership may be increased by recruiting (see paragraph 4.13).

1.14 MARKETING Each team receives extra LPs each week according to the number of losing points previously spent on marketing (this number is recorded and listed in the team report). The number of extra losing points each turn is the square root of the total of losing points spent previously to that turn (fractions are rounded down).

1.15 MERCHANDISING Each team when it wins a game may get extra LPs for the number previously spent on merchandising (this is recorded and listed in the team report). Each time the team wins the merchandising total is reduced by 10%, but double this amount is received as income (the merchandising total represents stock in hand, and is reduced whenever sales are made, but the sale price is double the cost).

1.16 FREE MARKETING Your membership increases by one each time the team wins a game. Your marketing total increases by one each time you bowl out the opposition and each time a player scores a hundred or more and/or takes five wickets (these are scores in the game, not real life).

1.17 SEASON STARTUP TURN The startup turn uses stats averaged across the whole of the previous season. these games are included in the season standings. To make up the full 22 week season, another turn based on season averages may be required at the end of the season.

1.18 END OF SEASON At the start of each season after the first your membership, marketing and merchandising totals are reduced by half). Any trade offers not taken up are cancelled.

2 SETUP RULES

2.1 NEW STARTS   Each team in a league starting up begins with a balance of 1200 losing points and no players signed. There are three setup rounds, in each of which all teams may bid for up to twelve players. Bidding is competitive and all bids in a round are counted before a player signs for the team with the highest bid.

2.2 RESTARTS   The game is inactive outside the cricket season, and is restarted by the GM at the beginning of the new season. A new league roundup, fixture list, player list, team report and turnsheet is issued to each player that has one or more turn credits. Other teams will be made available to new players as standby places.

Note: If you want to return the next season then leave one turn credit behind (or more if you prefer as a hedge against price changes). Otherwise it's best to aim to run out of credits the final week of the season, but you can have leftover credits transferred to other games (like Soccer Stats or Run Chase, perhaps) or returned as a cheque (in this case we deduct 50p to pay our bank charges on the cheque).

2.3 STANDBY PLACES   When a new coach is appointed to a team with fewer than 900 LPs then their balance is increased to 900 LPs. There is also an extended startup routine which allows a new coach entering an existing game to put together a new team by drafting players from among all the dropout teams. Live teams are unaffected, except that it should mean new teams are competitive much sooner than would otherwise be the case. This will normally only be employed in the off-season.

2.4 INITIAL BIDS   Bids must be in whole numbers of losing points, and the highest bid gets the player. The amount bid is paid out immediately, and losing bids are ignored. Where equal highest bids are made by different teams then the winning bid is decided at random. During the initial bidding rounds if one or more bids are made for a player then he will sign immediately for the highest bidder.

2.5 NO ROOM IN SQUAD   If you sign players above your squad limit then they're treated as if they were signed and waived immediately. Note that if you're outbid for a player by a team that has no room in its squad then your bid will fail, but the player will still appear on the player listed as unsigned and you can still bid for him later (the team that signed him will have paid their bid and got nothing, and that's a big enough penalty for being a nuisance).

2.6 NO BIDS   If a player fails to submit a set of initial bids for some round then the computer will make up random bids instead. It selects up to twelve players that no-one has bid for (at random) and signs them for a minimum bid. Note that you'll normally only get rubbish this way, but you may get lucky (and at least it will be cheap rubbish).

Missing your turn in the bidding rounds is a really bad idea.

2.7 FINAL ROUND   After the third round of bids has been processed the computer attempts to fill up any empty places in the team selection by making further minimum bids at random. This is to minimise the damage done to the team if the coach fails to submit orders for a bidding round, and also to make sure it is possible to fill out team selections the first week.

2.8 FURTHER SIGNINGS   Further free agents may be signed later during normal play (with a slightly different system).

3 PLAYERS & SQUADS

3.1 PLAYER NUMBERS   Each player is given a "player number" which is his unique identification. In your instructions all players should always be identified by their player numbers (identifying players by name is liable to spelling and typing errors).

3.2 PLAYER TYPES   Each player is classified by the GM as one of six types: batsman (BAT), bowler (BWL), all rounder (ALL), wicket keeper (WKT), wicket keeper batsman (WKA) or unknown (UNK). This will normally correspond to the life playing position of that player, but in the event of disputes the decision of the GM is final. The GM may change the classification of players between seasons, but will not normallydo so during play.

WKAs: The classification of "wicket keeper batsman" is actually used to indicate players who are primarily batsmen rather than wicket keepers (ie. batsmen who can keep wicket, rather than wicket keepers who can bat).

All-Rounders: There are two types of players classified as all rounders: those good enough to be selected for either their batting alone or their bowling alone, and those not good enough to be worth selecting for either alone but selectable for the combination.

3.3 UNCLASSIFIED PLAYERS   New players will normally be classified as "unknown" when they first appear, but a player classified as an "unknown" may be reclassified by the GM at any time, and may not play until classified (so be prepared to provide extra information about any little-known players you sign).

3.4 BOWLING TYPES   Each bowler is classified according to whether he bowls left arm or right arm, and whether he bowls pace, medium pace, spin or legspin. Variation bowlers is an additional category, including strays like left-arm wrist spinners and also bowlers who bowl one thing one day, and another the next. A balance of different types of bowling is necessary, and there are penalties against the bowling side for bowling with insufficient variety. Players without bowling classifications are treated as right arm medium pace (ie. trundlers).

3.5 CAPTAINS   Players are also classified according to their experience as captains. All teams should endeavour to have at least one player with significant experience as a county captain (there are penalties against the fielding performance of your team if you have no experienced captain).

3.6 THE PLAYER LIST   The player list is all the real life players "signed" or waiting to be signed by the teams in the game. This list is NOT exclusive, and new players can be added on demand. The player list is in alphabetical order of name and forename and shows the player number, county and classification of each player, and whether he is already signed to a team in the league.

3.7 FREE AGENTS   Players who are on the player list but not signed by any team in the game are "free agents". Players who qualify for inclusion in the game but aren't included on the player list are also free agents and will be added to the player list as soon as a request is made. If a real life player moves between counties then his status in the game is not affected.

3.8 ELIGIBLE PLAYERS   Players that are eligible to score in the game are those that play in the county championship (not the minor counties) plus the major tour sides (ie. from test match countries, but not "A" tours). All first class and one day stats produced by eligible players are included in the stats for the game.

Note: The university teams are rated as first class, but don't count in Cricket Stats (because the players aren't eligible) but scores made by county teams against the universities do count (because they're included in the first class stats and the players are eligible). Where a player is registered for a county and also plays for a university side then that player will count in the stats (whichever he plays for).

3.9 INELIGIBLE PLAYERS   You're not restricted to signing players who are already on the player list, and you may acquire any player you choose, including players who can't contribute because they don't fit the eligibility rules (3.8). The main player list will usually include a number of non-existent or unsuitable players (mistakes by players in other leagues) and you should to be wary to avoid these.

3.10 TRIMMING THE PLAYER LIST   It is necessary to keep the player list at a sensible size, and from time to time "duff" players are removed from the list. In general these players will be free agents, but occasionally they will be players signed to teams. In the latter case they are treated as having been "waived" (see paragraph 4.2).

3.11 FREE AGENT BIDS   A free agent is any real life player who isn't signed by a team in the game. Teams may bid for free agents (up to two per turn). Bids are published in the league report, and a bid is successful if it stands for a turn without a higher bid being made (this is different to the procedure for initial bids, where opponents get no chance to make counter bids). If you make a new bid for the same player as the previous turn then your old bid is cancelled even if it would still be the highest bid.

Note: If a player you want isn't already on the player list then he doesn't yet have a player number, but you can still bid for him by giving his name and team. The computer will allocate a new player number. You may bid for anyone who is not already signed, but no check is made that a given player actually exists or is eligible.

You can make a "scouting bid" to find out an unknown player number by entering a players details with a bid value of -1. The player will not be signed, but his number will be reported.

example, to bid 5 LP for player number 292:

PLR NUM [292] BID VAL [5] NAME [   ] FORENAME [   ] TEAM [   ]

example, to bid 10 LPs for a player not already on the player list:

PLR NUM [   ] BID VAL [10] NAME [NONSENSE] FORENAME [NORMAN] TEAM [UNK]

Note: If you sign a player for whom there is no room in your squad then he is signed and waived immediately, reverting to free agent status. You can waive someone to make room for a new signing the same turn that the signing is made.

3.12 OVERBIDS   When a team has made a bid for a free agent during play then that offer is published in the league report. Other teams may then make higher bids for the same player, but any such "overbid" must be at least DOUBLE the previous highest bid.

3.13 SIGNING BONUS   When a free agent is signed his previous team (if any) receives half the amount bid (fractions are rounded up). This is called the "signing bonus". No signing bonus is paid if a player signs for the same team that waived him.

Note: Under this system it's possible to make a profit on a deal if the player is eventually signed at a higher value, and there is nothing to stop you placing bids to force the price up for a better profit (at the risk of getting the player back again). It is also legal to waive a player and then re-sign him at a lower value (you recover half the difference) but you should be aware that in such cases other players are able to make rival bids and steal the player away.

3.14 YOUR SQUAD   Each team has a squad of up to eighteen players "signed". These are the players available for selection each game, and are signed in three setup turns at the start of the game - or by subsequent bids during the season. You cannot sign players above the limit (so keep an eye on the size of your squad).

3.15 PLAYER VALUES   When a player is signed by a team then the amount bid is recorded and becomes the "value" of that player. This determines the cost each turn of retaining that player, and also the number of losing points that are recovered if he is waived.

Increases: A player's value is increased each week by 1 LP for every thirty runs he scores and every wicket he takes in the game, by 1 LP for bowling at least twenty real life overs that week, and by 1 LP for a real life average that week of at least thirty. This increase is reduced by his current wages.

3.16 WAGES   For each player each turn your team pays out LPs equal to one tenth of his current value. Fractions are rounded up, and there is a minimum of one LP.

3.17 PLAYER MOVEMENTS   There are no direct transfers in Cricket Stats. Unwanted players can be waived, and may then be signed as free agents by other teams. Players can also be offered for trades where they will be waived if (when) another team offers to sign them. A player may also be approached by other teams with "poaching" offers, forcing a team to pay up with an improved contract or put him up for a trade. All player moves occur after the games for that week have been played (a player may play in the same week as he is waived but a new player may not play until the turn after his arrival).

3.18 NO LOSING POINTS   If you have an LP balance below zero, then you may fast sign players (see paragraph 4.4), but your bid may not be more than 1 LP. If your balance of LPs at the end of a turn is less than zero, then the next turn other teams may poach your players at any value above their current value (otherwise all poaching offers must be at least double the current value, see paragraph 4.6). You may offer offer new contracts to your own players when you have an LP balance less than zero, provided the new contract is less than his old one.

3.19 TEAM SELECTION   A team selection consists of eleven players, which must consist of five batsmen, one wicket keeper, one all-rounder and four bowlers. Players classed as all rounders may be selected in any position except as wicket keepers. The all-rounder selection position may be any player type except wicket keeper. Wicket keeper batsmen may be selected as wicket keepers or batsmen. No player may be played out of position according to his classification. Places in a selection may be left empty if a team has insufficient players (but see the section concerning fines and extras). If your selection doesn't arrive before the deadline then your previous selection will be used instead. Errors in your selection will normally be corrected by the computer.

Note: There's scope for confusion over all-rounders: a player classed as an all-rounder can play as an all-rounder or a batsmen or a bowler, while the selection position of the same name (number 7 in the batting order) doesn't have to be an all-rounder (he can be a batsman or a bowler instead). But he'll usually be someone that both bats and bowls.

Note: Everyone in a team selection may bat, but only those bowlers needed to bowl sufficient overs will bowl. It's good to have all-rounders selected as bowlers, but it's also important for your batsmen to be capable of bowling additional overs when required.

3.20 TEAM CAPTAIN   Another part of your team selection each game is to nominate which of the players you have selected is to be your team captain (see 5.17). Again, you only need to fill in this box when you change your choice of captain.

3.21 COACHING LEVELS   Each team also has three coaching levels, which are the fitness and fielding skills of the team. Your DEFENCE level is the ability to save runs in the field. The ATTACK level is the ability to gain extra wickets in the form of runouts. The BATTING level represents running between the wickets (speed and teamwork) to generate extra runs and avoid runouts.

3.22 FINES   Each turn you are fined a number of LPs for each position in your team selection unfilled. Each successive unfilled position is penalised more heavily (ie. two empty places cost three times as much as one). The fine is also added to the number of extras given up by your team when bowling (a team with a weak squad can call on unknown club, league and youth players of lesser ability, and the penalty rates reflect this).

4 SPECIAL ACTIONS

4.1 SPECIAL ACTIONS   Each team has five special actions available each turn. Each action is indetified by a one word code. You must use the correct codes. Some actions require an amount and/or player number, which should be given in the appropriate boxes. The list of actions that are available are explained in the sections that follow, and in each case an example of the particular action is given. A full table of actions is given on the accompanying quick reference sheet.

4.2 WAIVERS   Any player in your squad may be waived. Half his current value in LPs is recovered immediately (fractions are rounded down, but there is a mimimum of 1 LP) and the player reverts to being a free agent. See also and rule 3.13 (signing bonuses).

ACTION [WAIVE] AMOUNT [   ] PLR NUM [127]   releases player number 127.

4.3 WAIVERS & BIDS   You may make a free agent bid for a player (but not a fast sign action) the same turn he is waived. If you want to set up a transfer you can arrange it in advance so that anyone else wanting to gazump the bidder has to overbid (and pay at least double). In essence, you can't limit a deal to a given team, but you can give someone a head start, so it is worth talking deals with other teams.

4.4 FAST SIGN   It is also possible to sign free agents by using the special actions section of the turnsheet, with a FAST action. Players who were not free agents at the start of the turn may not be signed with FAST actions. In this case it is essential to know the player number of the player to be signed (it is not possible to fast sign someone that is not already on the player list).

Fast signings compete normally with other free agent bids (the highest bid signs the player) but if successful the player is signed immediately (unlike normally free agent bids where the signing is not completed until the following turn). Any player signed this way has a contract value of 1 LP, irrespective of the amount actually paid.

ACTION [FAST] AMOUNT [2 LP] PLR NUM [113] fast signs player 113

Note: The restrictions on fast signing are to prevent teams using this action to trade players without other teams having the opportunity to make counter bids, and to prevent teams reducing contract values by waiving and fast signing their own players.

4.5 TRADES   It is possible to offer a player to be traded to other teams by using the TRADE action, so that a given player will be out if or when someone else is prepared to sign him at a price specified in your instructions (this offer price may not be less than his current contract value).

Such players are listed in the "trades" section of the game report. Teams may make free agent bids (fast signings are not allowed) for players in this list. If a bid is made that is at least equal to the amount indicated then the player is automatically waived, and the bid processed as normal.

Note: The purpose of the action is to make the player available to any other team that will pay the asking price (without being available to teams that offer less). There are only three possible results: the player is signed by someone else, you give up and waive him, or you give the player a new contract yourself.

ACTION [TRADE] AMOUNT [40 LP] PLR NUM [28]   offers to waive player 28 for a

                                                          bid of at least 40 LP

Note: Poaching (next section) takes priority over trades. If someone makes a legal poaching offer for less than the current asking value of a player on the trade list then the asking price will be reduced to the value of new poaching offer. You cannot use a trade action to hide a player from poaching.

4.5b ASKING PRICES   Each turn that a player sits on the trade list without a bid or waiver being made his asking price is reduced by ten percent.

4.6 POACHING   It is possible to "poach" players signed for other teams. If an approach is successful then that team may be forced to make the player available to other teams through a trade (it is still not possible to sign such a player without other teams having the chance to make offers). Normally this is only possible when a player is both under-valued, and his current team is so short of LPs as to be unable to match your offer.

To approach a player, use the special action "POACH", with the amount of your offer in the "amount" box and the number of the player to be poached in the "number" box. Your offer must be at least twice the current value for that player, and you pay a cost of 20% of your offer immediately. Your offer is listed in the "trade" section of the league report and also in the team report of his current team.

ACTION [POACH] AMOUNT [56 LP] PLR NUM [165] offers 56 LP to player 165

4.7 POACHED PLAYERS   If one of your players is "poached" then you are not obliged to take any notice. You MAY make a contract action to retain the player (see below). You MAY waive the player, but this is generally reckoned a bad idea (because so long as a player is only on the trade list he won't sign for anything less than his current offer value, but if you make him a free agent he could sign for next to nothing).

If you do not take action over a poached player, then the player is placed on the trades list (with an asking price equal to the poaching offer) and is open to offers from other teams. Any team may make a free agent bid (fast signings are not allowed) for any player who is on the trade list. If the bid is at least equal to the poaching value then the player is waived immediately and the bid is processed normally.

Note: If you one of your players is poached away from you then he can only be signed for at least twice his old value. You get half his old value when he leaves your team, and half the new value when he signs for his new team, making for a profit of at least half from the value for which you signed him originally.

Designers Note: Poaching is included in the game to force teams to be sensible with their losing points. If you overspend and can't afford to keep up with contracts and the going rate for your players then the other teams will tempt them away. Poaching has no effect UNLESS someone is actually prepared to shell out the money offered and sign the player, but ignoring it means that the player is effectively a free agent as far as the other teams are concerned. The rule came into being mainly as a forceful method of making deals (without the poaching rules very few trades ever happen).

4.8 CONTRACTS   You may use a CONTRACT action to offer a new contract to any of your own players, in order to protect them against poaching (see previous section) or to recall them from the trade list. Enter the number of the player in the number box and the value of the new contract offered in the "amount" box. You must be able to pay the increase in value from your current balance of LPs.

For a player on the trade list any new contract may not be less than his current asking price. For any other player any new contract may not be less than his current contract.

Contract actions take precedence over poaching and trades. If you offer a new contract, and can afford to pay for it, then you can be sure of retaining the player. You may wait until someone makes a poaching action before offering a contract, but it is safer to get your key players under contract as soon as possible.

ACTION [CONTRACT] AMOUNT [23] PLR NUM [79]   increases the contract of
                                                          player 79 to 23 LPs

Note: The only way to reduce the contract value (and wage cost) of a player is by waiving and re-signing him, or by placing him on the trade list and waiting for his asking price to fall before offering a new contract. Either way, if someone else thinks the player is worth more than you're willing to pay then he's likely to be tempted away.

4.9 SCOUTING   There are two forms of scouting, which you may choose by either indicating the player number of the player to be scouted (in the box indicated) or by leaving the box blank. If you indicate a player number then this provides up to date information on that player (who he plays for, if anyone, and his current value). If you don't give a player number then the computer will try to find a free agent (a player who isn't signed with anyone else). The position of the player scouted will be controlled by your current scouting type. Any special actions you do not use are treated as un-numbered SCOUT actions.

The special actions ALL, ANY, BAT, BWL, WKT, WKA allow you to change the current scouting type and will also scout a player of that type. There is an additional set of actions that work the same, but allow for different specifications of players, as follows. CAPTAIN scouts for a player classified as an experienced county captain, LEFTARM scouts for a left arm bowler, LEFTHAND scouts for a left handed batsmen, LEGSPIN scouts for a leg spin bowler, MEDIUM scouts for a medium pace bowler, OFFSPIN scouts for an off spin bowler, OPENER scouts for a player classified as an opening batsman, PACE scouts for a fast bowler, and SPIN scouts for any spin bowler.

Note: The classifications for left handed batsmen and openers are not in use at present. For "bowler" read "bowler or all-rounder", and for "batsman" read "batsman or all-rounder".

ACTION [SCOUT] AMOUNT [   ] PLR NUM [100] scouts player number 100.

ACTION [SCOUT] AMOUNT [   ] PLR NUM [   ] searches for any free agent.

ACTION [BAT] AMOUNT [   ] PLR NUM [   ] searches for a batsman.

ACTION [ALL] AMOUNT [   ] PLR NUM [   ] searches for an all-rounder.

4.10 COACHING   There are three special actions available for coaching. ATTACK coaches your team in fielding, to produce run outs (ie. extra wickets). DEFEND coaches your team in fielding, to save runs in the field. BATTING coaches your team in running between the wickets, which reduces the number of runouts you suffer, and also gains extra runs against the fielding side.

Enter the increase in the number of coached levels in the "amount" box (the maximum increase in a turn is nine). The different actions have different costs in losing points, as follows:-

The cost in LPs of each DEFEND action is (NEWxNEW + INCREASExINCREASE)/3 where NEW is the new coaching level and INCREASE is the increase in the defence coached level.

The cost in LPs of each BATTING action is (NEWxNEW + INCREASExINCREASE)/2 where NEW is the new coaching level and INCREASE is the increase in the batting coached level.

The cost in LPs of each ATTACK action is (NEWxNEW + INCREASExINCREASE) where NEW is the new coaching level and INCREASE is the increase in the attack coached level.

Note: See Tables 2 and 3 in the Quick Reference section (at the back of ther rulebook) where you can look up the costs instead of calculating them.

ACTION [ATTACK] AMOUNT [2] PLR NUM [   ] adds two to the attack level.

ACTION [DEFEND] AMOUNT [9] PLR NUM [   ] adds nine to the defence level.

ACTION [BATTING] AMOUNT [4] PLR NUM [   ] adds four to the batting level.

4.11 MARKETING   Teams may spend LPs on marketing to increase their LP income. The amount spent is simply added to the tally of spending (see 1.14).

ACTION [MARK] AMOUNT [25 LP] PLR NUM [   ] spends 25 losing points on marketing

4.12 MERCHANDISING   Teams may spend LPs on merchandising to increase their potential LP income. The amount spent is simply added to the tally of spending (see paragraph 1.15).

ACTION [MERC] AMOUNT [20 LP] PLR NUM [   ] spends 20 LPs on merchandising

4.13 MEMBERS   Teams may increase their membership (and hence their LP income) by a special action to recruit additional members. The cost in LPs of this action is (NEWxNEW + INCREASExINCREASE)/5 where NEW is the new membership level and INCREASE is the increase in memebership. The maximum increase in a single action is nine.

ACTION [MEMBERS] AMOUNT [2] PLR NUM [   ]   adds two to the membership level.

Note: Spending losing points to increase your membership is more profitable at the start of the season (the extra members are around for longer). See also tables 2 and 3 in the Quick Reference section.

4.14 PAYALL   The PAYALL action sets the "Automatic Contracts" option, in which case any time any of your players are poached then contract actions are made automatically. Note that this makes it impossible to use trades. The NOPAYALL clears the option if it has previously been set. The option is clear at the start of the game.

ACTION [PAYALL   ] AMOUNT [LP] PLR NUM [   ] Sets the "pay all" option

ACTION [NOPAYALL] AMOUNT [LP] PLR NUM [   ] Clears the "pay all" option

4.15 EXTRA LISTINGS   There are three special actions to produce extra listings: FIXTURES, ROUNDUP and PLAYERS. These actions produce up to date copies of the fixtures list, league roundup and player list respectively. The cost is one turn credit, but the extra report is sent to every player in the league. If more than one player calls for the same extra listings action in a given turn then only one is charged (selected at random).

Note: You don't need extra listings very often, if at all, and we think it's important to send the same listings to everyone, rather than allowing some players to gain an advantage (from having more up to date listings) through spending extra money.

ACTION [PLAYERS] AMOUNT [LP] PLR NUM [   ] requests a player list

ACTION [ROUNDUP] AMOUNT [LP] PLR NUM [   ] requests a league roundup

ACTION [FIXTURES] AMOUNT [LP] PLR NUM [   ] requests a list of fixtures

4.16 PRICE ACTION   The PRICE action tells you the average contract value of the player specified (enter his player number in the PLR NUM box) across all the leagues in which he is signed. This may be useful guide as to what other coaches think he's worth.

ACTION [PRICE] AMOUNT [LP] PLR NUM [133] gives the average value of of player 133

5 ADJUDICATION

5.1 INTRODUCTION Each week your team scores runs and takes wickets according to the runs they scored and wickets they took in real life, subject to the modifications set out in the sections below.

The numbers of runs scored, overs bowled, runs conceded and wickets taken by each player selected is modified according to their accumulated averages and the tactics (strategies) you chose for the game.

The total runs conceded can be modified according to the number of wickets taken by the bowlers. The total number of runs made by the batsmen of one team is compared to the modified number of runs conceded by the bowlers of the opposing team and the innings score is average of the two.

The total is then further amended by the fielding ability of the two teams, which includes elements for coaching, team balance and the experience of the team captaincy.

Note: If your bowlers bowl a lot of overs cheaply then your opponents are likely to have their scores reduced, but if your bowlers give away lots of runs your opponents may have their scores increased. If your bowlers don't bowl enough overs they give away extra runs. Taking lots of wickets means your bowlers remove the batsmen before they make the runs they'd otherwise have been capable of.

5.2 GAME INSTRUCTIONS Your instructions each game consist of a team selection (batting order: your bowling order is the same in reverse), a choice of captain, and a set of batting and bowling strategies. For each player you choose one strategy. For the wicket keeper and top five batsmen the strategy applies to their batting, and for the bottom four (bowlers) the strategy applies to their bowling. For your all-rounder it applies to both batting and bowling. Batsmen that bowl, and bowlers that bat, are treated as using the CRUISE strategy.

5.3 GAMES THAT QUALIFY All first class games to finish in the week since the last adjudication count towards games that week (but see paragraph 3.8, not all the players in those games will necessarily be eligible).

5.4 RUNS SCORED Each player scores runs in the game each week according to some combination of their real life average per innings during that week and their accumulated average in the game (this is called their "working average", and is listed in your team report each week). For the first class game "not outs" count as half an innings, but with a minumum of one innings (ie. one not out innings still counts as one innings: you don't score double because he was unbeaten). For the limited overs game, every innings counts (whether out or not).

5.5 WORKING AVERAGE A players "working average" for batting is his total number of runs scored during the season divided by his total number of innings counted (plus one). Scores from the previous season are incorporated via the season startup turn (see paragraph 1.17), but only for players selected in that turn.

5.6 BATTING STRATEGIES The strategy given for a player selected in your top seven may be used to modify the way his runs are counted. There are three different strategies, according to which the batsman scores as follows:-

 CRUISE: half his real life average that week plus half his working average.
 DEFEND: three quarters of his working average, but nothing for real life.
 ATTACK: real life average that week, but nothing for his working average.

If a player in your top seven doesn't bat in that format real life then he bats as if defending, whatever you ordered (this doesn't affect the bowling of your number 7).

5.7 OVERS BOWLED There are normally one hundred and twenty overs bowled in each innings. These overs may be made up of "original" overs based on real life stats during the week, "additional" overs based on working averages, and "penalty" overs to make up the difference if there are not enough overs bowled in the first two categories.

5.8 BOWLING ORDER For each category of bowling (original, additional and penalty overs) each of your bowlers is checked in the reverse of the order given by your batting order (ie. batsman number eleven is your first choice bowler, then number ten followed by number nine, and so on). Your wicket keeper may not bowl. Once the full number of overs has been bowled then the search procedure stops (so, for example, if you have seven bowlers capable of bowling the full 20 original overs, then each of the last six in your batting orders bowls 20 overs and the other doesn't bowl at all).

Note: Your batting order in Cricket Stats is not significant, other than to decide your bowling order, except that the top seven use their strategies for batting, and only the bottom five can use them for bowling. Your preference between your bowlers will decide your batting order.

5.9 ORIGINAL OVERS Each bowler in your bowling order bowls up to twenty overs at the same average run rate and strike rate as his real life stats for that week (runs and wickets are always rounded down). No bowler may bowl more overs in the game than in real life during that week.

5.10 BOWLING STRATEGIES The strategies given for each player selected in your bottom five (four bowlers and the all-rounder) may be used to modify the number of runs he concedes and wickets he takes according to his real life averages that week (bowling strategies apply only to original overs, and not additional or penalty overs). There are three bowling strategies:-

CRUISE: the number of runs conceded and wickets taken for that bowler are unchanged.
ATTACK: the number of runs conceded and wickets taken is increased by half.
DEFEND: the number of runs conceded is halved, and the number of wickets taken is zero.

Note: Using an ATTACK strategy may reduce the score of the opposing team if it achieves enough wickets. A good bowler may give up fewer extra runs by attacking than he saves for his colleagues by restricting the batting side with his wickets.

All-Rounder: Note that your all-rounder uses the SAME strategy for BOTH batting and bowling. If you don't want him to, then pick him in a different position.

5.11 ADDITIONAL OVERS If your bowlers did not bowl enough overs to make up the full number of "original" overs then each is checked again, and may bowl up to 10 "additional" overs according to his "working averages" (see below).

5.12 WORKING AVERAGES The runs conceded and wickets taken in additional overs are allocated according to the current run rate and strike rate of the bowler in the season so far. The minimum run rate per over allowed for a working average is two (ie. anything less counts as two).

5.13 PENALTY OVERS If a team fails to bowl sufficient overs and also bowls fewer overs than the opposition then it is required to bowl penalty overs to make up the difference. Penalty overs are assigned to your bowlers according to your bowling order, making the number of overs bowled by each bowler up to no more than thirty. Thus, bowlers that bowl their maximum original and additional overs are safe from having to bowl penalty overs.

No wickets are taken in penalty overs, and runs are conceded at double the rate of additional overs. If a player bowling penalty overs has no working average then the run rate conceded is eight runs per over.

Note: Only one team in each game can bowl penalty overs. If both teams fail to complete their overs then the game is played over a reduced number of overs.

5.14 RUN OUTS The coached levels of the fielding side for attack and the coached levels of the batting side for batting (running between the wickets) are compared. If the attack level is equal to or greater than the batting level then at least one run out will occur (more if the difference is greater). The number of runouts is added to the total of wickets taken by the bowling side.

5.15 WICKETS TAKEN   The number of wickets taken by the bowling team is added up. If the total is greater than ten then both the number of wickets taken and the number of runs conceded by each bowler are reduced in proportion. The "original" number of wickets taken by a bowler is recorded as "chances" in the game statistics (and listed in place of maidens: 24-3-84-2 indicates 25 overs, 3 chances, 84 runs and 2 wickets).

5.16 FIELDING   The initial "fielding total" for the fielding side is the coached levels of the batting side for batting (running between the wickets), less the coached levels of the fielding side for defence (saving runs in the field). The fielding total is modified by several other factors, and added to the score of the batting side (see later).

5.17 TEAM CAPTAIN   One of the players in your team selection should also be nominated as team captain. If this player is not classified as a captain then twenty runs are added to the fielding total when your opponent is batting. If your team captain is "inactive" (that is, neither scores any runs nor bowls any overs that week in real life) then ten runs are added to the fielding total (whether or not he is classified as a team captain).

5.18 BOWLING BALANCE   The overs bowled by the fielding side are totalled up according to the classification of the bowlers (unclassified bowlers are treated as right arm medium pace). If a bowling team sends down too many overs of the same type then it is penalised by having the number of excess overs in each category added to the fielding total. The classifications, and the maximum numbers of overs in each are as follows:-

RIGHT ARM, PACE:	60 overs	LEFT ARM, PACE:	30 overs
RIGHT ARM, MEDIUM:	60 overs	LEFT ARM, MEDIUM:	30 overs
OFFSPIN:	30 overs	LEFT ARM SPIN:	30 overs
LEGSPIN:	30 overs	VARIATION:	30 overs

5.19 EXTRAS   Ten extras are always allocated to each innings, and any rounding errors that occur between the final scores and the sum of the batting and bowling scores are also allocated to extras. If you have positions in your team selection left unfilled then a penalty is added to the number of extras you conceded (as well as being deducted from your balance of losing points: see 3.22).

5.20 WICKET KEEPER   If the player you select as your wicket keeper is classified as a wicket keeper batsman (WKA) rather than a proper wicket keeper (WKT) then twenty runs are added to the total of extras when you are fielding. If your wicket keeper (whether a WKT or a WKA) is "inactive" (that is, doesn't score any runs that week in real life) then ten runs are added to the extras total.

5.21 FINAL RUNS   The final runs scored in an innings is the average of the total number of runs scored by the batsmen and the total modified number of runs conceded (see paragraph 5.15), plus the number of extras and the fielding total.

5.22 BATTING   The final score of each batsman is his own original runs scored, modified in the same proportion as the final runs totals (see 5.21). This is basically his "share" of the final total.

5.23 BOWLING   The final runs conceded by each bowler is his own original runs conceded, modified in the same proportion as the final runs totals (see 5.21). This is basically his "share" of the final total.

5.24 WINNERS   The winning team in each game is the one that scored the most runs. The winning margin is expressed as a number of runs, as if the winning team had batted first (this is simpler than deciding which team did bat first and reducing the score of a winning team that batted second to get a wickets win). Tied games are possible.

5.25 LEAGUE STANDINGS   For each game, twenty points in the league table are given for a win, and ten for a tie. One bowling bonus point is scored for each wicket taken, and one batting bonus point is scored for every fifty runs.

6 GAME REPORTS

6.1 INTRODUCTION   The game reports for Cricket Stats are in four parts, outlined in the following sections. There are also three other occasional and optional reports.

6.2 TEAM REPORT   Your team report takes up one page and carries information that is private to your team. It is not seen by any of the other players. Team reports include a listing of your current squad, your LP balance, coaching, marketing, merchandising and membership levels. Your special actions and bids are also reported each week, along with your batting/bowling order and strategies.

6.3 STATS & AVERAGES   The squad listing includes individual player statistics accumulated and the "working averages" scores that are available to be counted in the next game (see paragraphs 5.5 and 5.12 for the importance of these averages).

6.4 GAME REPORTS   The scorecards for all the games played (including your own) take up two pages for each league. Each innings is reported separately, with a list of the batting side and the bowlers used by the fielding side. The captain of the batting side is indicated with a "c" in brackets beside his name, and the wicket keeper is indicated with a "w". Playing tactics are also indicated next to the name of the batsman (note that for players selected as bowlers the tactic is a bowling strategy and not a batting strategy). An "a" indicates an "attack" strategy, and a "d" indicates a "defend" strategy. Players with no tactic indicated played a "cruise" strategy. An "x" indicates an inactive batsman who defends despite your orders to the contrary.

Note: The second figure in the bowling stats (which would normally be the number of maidens) is the number of "chances" made by that bowler.

6.5 SCORECARDS   Extra information given beneath the report of an innings includes "All Out" if the fielding and bowling team took ten or more wickets, reducing the total runs conceded, and "restricted by run rate" if the bowlers conceded fewer runs than the batsmen were able to score, so the batting total wasc reduced. The various intermediate totals that come together to make up the final score are also given as an aid to working out how your final total was reached. "Runs Scored" shows the original total runs scored by the batsmen, "Conceded" shows two totals, the original total runs conceded by the bowlers and the number conceded after being modified for the loss of wickets, and "Wickets" shows the original number of wickets taken by the bowlers. "Average" shows the average of the runs scored and conceded, before the addition of runs for extras, fielding and running between the wickets.

6.6 LEAGUE REPORT   The league report covers two pages, and includes the current league table, player messages and messages from the GM, plus reports on player movements (waivers, trades, free agent bids, fast signings and poaching). Two additional sections in the league report list any players that produced good stats during the week but aren't signed in the league, or are signed but weren't selected. The former group are players you might consider trying to sign, and the latter group are players that might be worth trying to trade for.

6.7 TURNSHEET   Your turnsheet for your next set of orders is found at the end of your game report. You return the turnsheet to your GM, and keep the rest of the game report.

6.8 FIXTURES LIST   A full fixtures list is issued at the start of each season. If you lose your copy there is a special action to order a new copy.

6.9 PLAYER LIST   A complete player list is issued at the start of each season. If you want an updated copy there is a special action to order one.

6.10 LEAGUE ROUNDUP   The league roundup is a summary of the squads and status of all the teams in the league, and is normally issued only at the start of the season. If you want an updated copy there is a special action to order one.

7 TIPPING COMPETITION

7.1 INTRODUCTION   A tipping competition is a game in which players compete to score points by predicting the results of real life games. It costs nothing to enter.

7.2 EXPLANATION   We include tipping competitions to our stats games in order to provide an extra diversion, especially for players whose teams are doing badly. Rebuilding a poor team can take a while, but everyone has an equal chance in the tipping competition, no matter what the state of their team. And the prize is extra LPs that will be useful for rebuilding your team.

7.3 ORDERS   On your turnsheet each turn you will find a section devoted to the tipping competition. This section shows the games to be tipped for the next week, and provides a box in which to enter your prediction for the result of that game. Your prediction will be W for WIN, D for DRAW or L for LOSE, relating to the team listed first.

EXAMPLE In the example below:-

 Middlesex vs Surrey   [D] predicts a draw

 Yorkshire vs Glamorgan   [W] predicts a win for Yorkshire

 Northants vs Lancashire   [L] predicts a win for Lancashire (a loss for Northants)

7.4 RESULTS   The actual results and the scores (number of predictions correct) for each team are listed in the league report each turn. In Cricket Stats two points are scored for each prediction of WIN or LOSE that is correct, and one point is scored for each prediction of DRAW that is correct.

7.5 GAMBLE   The special action GAMBLE alters the scoring system for your tips that week. You score four points for each prediction of WIN or LOSE that is correct, and two points for each prediction of DRAW that is correct, but lose three points for each prediction that is incorrect. You may also gamble a number of LPs by entering a number in the "amount" box. If your tipping score for the week is greater then the amount gambled, then you win the number of LPs gambled, and if it isn't then you lose the LPs gambled.

7.5 TIPSTERS TABLE   The tipsters table in the league report each turn shows the current scores of each team in the tipping competition.

7.6 PRIZE   There is a prize of 300 LPs awarded at the end of each season to the team that finishes at the top of the tipsters table, and a prize of 150 LPs for the team that finishes second.

7.7 DROPOUTS   Dropout teams will continue to make predictions in the tipping competition, with tips decided by the computer according to a combination of random selections and predictions based on computer analysis of past results.

8 SECOND HALF COMPETITION

At the end of the season there is a prize for the team that performs best during the second half of the season compared to the first half. This provides an extra incentive for players joining part way through the season, and makes the second half of the season more competitive.

The points you score in this competition is the number of points you score in the league table in the second half of the season less the number scored in the first half. This is shown in the table during the second half of the season. The prizes are 300 LPs for the winner and 150 LPs for the runner up.

QUICK REFERENCE TABLES

TABLE 1 SCORING OUTLINE

This table sets out a quick summary of the procedure by which the game scores are worked out for each game.

BATTING

1. Batting scores are assembled for each player selected, based on their average runs per innings since the last adjudication.

2. "Working averages" are worked out for each batsman (and wicket keeper) based on scores so far in the game.

3. Initial batting scores are calculated from the real life scores and working averages, according to the strategies selected for each batsman.

BOWLING

4. Bowling stats for "original" overs are assembled for each player in reverse batting order, based on their run rate and strike rate since the last adjudication.

5. The stats of the bowlers that bowled original overs are modified according to their bowling strategies.

6. "Working averages" are worked out for each bowler based on their stats in the game so far this season.

7. If the total of original overs bowled by a team is less than the number required, then each bowler may bowl "additional" overs based on their working averages.

8. If the total of overs bowled is still too fewer and also fewer than the number of overs bowled by the opposition, then penalty overs are added to make up the difference. Penalty overs are allocated only to make up the overs allowed for each bowler.

WICKETS TAKEN

9. The number of runs outs is worked out and added to the tally of wickets taken. If more than ten wickets are taken then the total of runs conceded is modified.

FIELDING & EXTRAS

10. The fielding total is worked out, and modified for the team captain and balance of the bowling.

11. The extras total is worked out, and modified for the wicket keeper.

FINAL SCORES

12. The average of the runs made by the batting side and the runs conceded by the bowling side is calculated.

13. The final total is the average worked out in the previous step, plus the fielding and extras totals. The winner is the team with the highest total.

14. The final individual batting and bowling stats are calculated, and the number of extras is "tweaked" to bring the total of the individual scores back to the final total already calculated.

QUICK REFERENCE TABLES

TABLE 2 COACHING & MEMBERS COSTS

The cost of these actions is given below, and can also be calculated from list in table 5.

DEFENCE (fielding for saving runs):-   (NEWxNEW + INCRxINCR divided by 3
BATTING (running between the wickets):-   (NEWxNEW + INCRxINCR) divided by 2
ATTACK (fielding for run outs):-   (NEWxNEW + INCRxINCR)
MEMBERS (recruiting new members):-   (NEWxNEW + INCRxINCR) divided by 5

where INCR is the increase in level, and NEW is the NEW level after the increase.

TABLE 3 COSTS CALCULATOR

This table shows the basic cost for increasing from one level to another. For ATTACK coaching this is the full cost. For BATTING divide by 2, for DEFENCE divide by 3, and for MEMBERS divide by 5.

OLD LEVEL	NEW LEVEL								
	1	2	3	4	5	6	7	8	9
0	2	8	18	32	50	72	98	128	162
1	-	5	13	25	41	61	85	113	145
2	-	-	10	20	34	52	74	100	130
3	-	-	-	17	29	45	65	89	117
4	-	-	-	-	26	40	58	80	106
5	-	-	-	-	-	37	53	73	97
6	-	-	-	-	-	-	50	68	90
7	-	-	-	-	-	-	-	65	85
8	-	-	-	-	-	-	-	-	82

EXAMPLES:-

 Increasing ATTACK 3 to 6 costs 45 LPs.
 Increasing BATTING 2 to 4 costs 10 LPs (20 divided by 2).
 Increasing DEFENCE 6 to 9 costs 30 LPs (90 divided by 3).
 Increasing MEMBERS 6 to 7 costs 10 LPs (50 divided by 5).

QUICK REFERENCE TABLES

TABLE 4 SPECIAL ACTIONS

Full details on use of all of these actions are given in section four of the rulebook.

ACTION	RULE	AMOUNT/VALUE	PLR NUM
ATTACK	4.1	number of levels gained	not used
BATTING	4.1	number of levels gained	not used
CONTRACT	4.8	value of new contract	player no to be given new contract
DEFEND	4.1	number of levels gained	not used
FAST	4.4	amount of bid	player no to be signed
FIXTURES	4.15	not used	not used
GAMBLE	7.5	not used	not used
MARK	4.11	amount to be spent	not used
MEMBERS	4.13	number of members gained	not used
MERC	4.12	amount to be spent	not used
NOPAYALL	4.14	not used	not used
PAYALL	4.14	not used	not used
PLAYERS	4.15	not used	not used
POACH	4.6	amount offered	player no to be poached
PRICE	4.16	not used	player no to be surveyed
ROUNDUP	4.15	not used	not used
SCOUT	4.9	not used	not used/player no to be scouted
TRADE	4.5	amount wanted	player no to be traded
WAIVE	4.2	not used	player no to be waived

TABLE 5 SCOUTING ACTIONS

The list of scouting actions that alter your current scouting type are available is as follows. For more details of these actions see paragraph 4.9.

ALL	any all rounder	CAPTAIN	any player classified as a team captain
ANY	any player type	LEFTARM	any left arm bowler/all rounder
BAT	any batsman	LEGSPIN	any leg spin bowler/all rounder
BWL	any bowler	MEDIUM	any medium pace bowler/all rounder
WKA	any wicket keeper batsman	OFFSPIN	any off spin bowler/all rounder
WKT	any wicket keeper	PACE	any pace bowler/all rounder
		SPIN	any spin bowler/all rounder