I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Espn fantasy baseball auction draft strategy

Ak chcete zoradiť hlavičky, kliknite na položku Hlavičky. Pomocou textových polí môžete filtrovať výsledky < or>a filtrovať údaje (napr. >30 v $ Všetci hráči, ktorých $ je väčšia <30). view= multiple= names/data= with= |= and= wildcard= with= *= (e.g.,= *ruth*|*aaron*).= see= more= in= footnotes.= notes:= $= methodology/faqs/definitions: the= foundation= behind= these= player= values= is= our= point= share= methodology.= wtf= is= a= point= share= you= ask?= it represents= the= estimated= difference= in= an= average= team's= points= if= they= were= to= substitute= a= given= player= for= the= average= drafted= player= at= his= position= (same= in= concept= as= alex= patton's= standings= gain= points).= so= if= a= player= has= a= 1.0= for= runs,= he= would,= on= average,= increase= a= team's= standing= points= in= runs= by= 1= point.= thus,= a= completely= average= player= is= worth= zero= point= shares.= these= point= shares= are= converted= to= dollars= at= the= total= player= level= as= well= as= for= each= category.= the= sum= of= a= player's= category= $= plus= $1= (for= replacement= level)= equals= their= total= auction= $= value.= converting= point= shares= into= $= is= covered= in= the= faqs that= i= had= put= together= as= part= of= the= historical= player= rater.= filtering= results: = you= can= filter= multiple= fields= at= the= same= time.= the= text= fields= below= the= column= headers= enable= several= methods= for= filtering= the= data.= here= are= some= examples:= function= symbol= example= explanation= any= match= 'b'= in= pos= typing= b= in= pos= will= filter= to= any= player= with= 1b,= 2b,= or= 3b= eligibility.= type= in= more= details= to= filter= further= -= e.g.,= "1b',= "1b,= 3b",= etc.= or= |= ruth|aaron= in= 'name'= all= players= with= ruth= or= aaron= in= their= name= not= != !fm= in= 'halls'= all= players= who= are= not= in= both= the= hall= of= fame= and= the= hall= of= merit= nor= != |= !f|m= in= 'halls'= all= players= who= are= not= in= the= hall= of= fame= nor= the= hall= of= merit.= just= use= the= != once.= greater= than=>ako 30 menej <> <30 in= $= all= players= whose= $= is= less= than= 30= greater= than= or= equal= to=>ako = > = 30 <=></=> <=30 in $ All players whose $ is less than or equal to 30 Roster: For 'ESPN Roster', this is C/1B/2B/SS/3B/5 OF/CI/MI/UTIL/9P. For 'Yahoo Roster', this is C/1B/2B/SS/3B/3 OF/2 UTIL/2 SP/2 RP/4 P. For AL/NL-only leagues, this is 2C/1B/2B/SS/3B/5 OF/CI/MI/UTIL/9P. Pos / MVPos: 'Pos' includes every position the player is eligible. 'MVPos' is the position that was used for their Point Share rankings and is the position where the player is judged most valuable. The order of most valuable to least valuable for positions is: C, SS, 2B, 3B, OF, 1B, DH. Note that the position eligibility rules for ESPN and AL/NL only formats is 20 games season / 10 games current season while Yahoo format is 10 games previous season / 5 games current season. Steamer Projections – Created in 2008 and maintained and operated by Jared Cross, Dash Davidson, and Peter in= $= all= players= whose= $= is= less= than= or= equal= to= 30= roster:= for= 'espn= roster',= this= is= c/1b/2b/ss/3b/5= of/ci/mi/util/9p.= for= 'yahoo= roster',= this= is= c/1b/2b/ss/3b/3= of/2= util/2= sp/2= rp/4= p.= for= al/nl-only= leagues,= this= is= 2c/1b/2b/ss/3b/5= of/ci/mi/util/9p.= pos= mvpos:= 'pos'= includes= every= position= the= player= is= eligible.= 'mvpos'= is= the= position= that= was= used= for= their= point= share= rankings= and= is= the= position= where= the= player= is= judged= most= valuable.= the= order= of= most= valuable= to= least= valuable= for= positions= is := c,= ss,= 2b,= 3b,= of,= 1b,= dh.= note= that= the= position= eligibility= rules= for= espn= and= al/nl= only= formats= is= 20= games= previous= season= 10= games= current= season= while= yahoo= format= is= 10= games= previous= season= 5= games= current= season.= steamer= projections -= created= in= 2008= and= maintained= and= operated= by= jared= cross,= dash= davidson,= and= peter=></=30 in $ All players whose $ is less than or equal to 30 Roster: For 'ESPN Roster', this is C/1B/2B/SS/3B/5 OF/CI/MI/UTIL/9P. For 'Yahoo Roster', this is C/1B/2B/SS/3B/3 OF/2 UTIL/2 SP/2 RP/4 P. For AL/NL-only leagues, this is 2C/1B/2B/SS/3B/5 OF/CI/MI/UTIL/9P. Pos / MVPos: 'Pos' includes every position the player is eligible. 'MVPos' is the position that was used for their Point Share rankings and is the position where the player is judged most valuable. The order of most valuable to least valuable for positions is: C, SS, 2B, 3B, OF, 1B, DH. Note that the position eligibility rules for ESPN and AL/NL only formats is 20 games previous season / 10 games current season while Yahoo format is 10 games previous season / 5 games current season. Steamer Projections – Created in 2008 and maintained and operated by Jared Cross, Dash Davidson, and Peter > v $ Všetci hráči, ktorých $ je väčšia alebo rovná 30 menej alebo sa rovná</30> </30).> </ or> or> One of the highlights (if not the top) executing projection systems based on our 2012 baseball projection test. Playing time estimates as well as saves, holds, and quality starts are provided by Rudy Gamble of Razzball. Hitter/Pitcher Split in Auction Values – Pre-season $values are based on a 67/33 hitting/pitching split to better mirror draft behavior (vs. 59/41 mix for the league with 13 hitters and 9 pitchers). The 2013 Razzball Commenter League had a median hit/pitch breakdown of 66.5/34.5. Position Eligibility - 20 games last season for ESPN and '2 Catcher' formats. 5 games for Yahoo. ESPN Roster Format - C/1B/2B/SS/3B/CI/MI/5 OF/UTIL/9 P. Yahoo! Roster Format - C/1B/2B/SS/3B/3 OF/2 UTIL/2 SP/2 RP/4 P. Mar 27, 2020Some may call it a stupid little game, but I'll tell you the secret: Once you play fantasy baseball, you'll be addicted to a lifetime. There's a simple reason: It's great. That's because it's fun, and it's easy to play. Whether you're an obsessive fan who doesn't like to miss a pitch in a given season, or a casual fan who just has a game from time to time, anyone can be deeply, instantly in love with fantasy baseball. In fact, it changes the way you watch the game. On opening day, you'll scream with child-like excitement as your ace starting pitcher strikes all three batters he faces in the top of the first inning, propelling his team to the top of your league live scoring page. On a Sunday in June, you'll be moaning in misery when your opponent's top slugger hits a walk-off two-run double, these two RBIs providing the critical advantage needed to defeat you in your weekly head-to-head matchup. And as the regular season final game enters the ninth inning, your hearts will race with anticipation as you root for your closer to convert that

solitary save needed to capture your league championship. Innings 1: Fantasy Baseball 101 Inning 2: League Formats Shift 3: Auction Drafts Shift 4: Preparation Shifts 5: Roster Optimization Shifts 6: Nine must-follow tips Shift 7: Adapt to league trends Shift 8: Take advantage of advanced stats Shift 9: Master player pool in the process, you get more recognition for the game. You could be a die-hard Cleveland Indians fan whose knowledge goes deep enough to be able to name all 10 pitchers who started the game for their 1948 championship squad, or an occasional New York Mets fan who just liked grumbling about the team's curious, excessive use of Jeurys Familia last season but knows little about the rest of the division (let alone the rest of the league). Either way, engaging in fantasy baseball management will educate you on all aspects of the game, reinforcing your passion for it. But perhaps most importantly, fantasy baseball provides an opportunity to build camaraderie. What better way to share that passion for the game than to challenge your family, friends or co-workers in fantasy league? Here's how to startŠte it can be played individually, as with everyday games, fantasy baseball is most often played as part of a league, or a group of people who compete against each other. To sign up for the espn league, go here or go to the baseball card in the ESPN Fantasy app. Your first decision is whether to embark on this fantasy baseball experience yourself or as part of a group. Baseball is back, and so is fantasy! Put the gang back together, or start a new tradition. Everything you need >> you need to know nine, or 11, or any other number of people that you should fill out your league of choice. If you're interested in playing but either don't know enough people to fill the league, or would rather spend time rounding people up, ESPN can connect you with other people, using the GET TEAM option on the right side of the page under the link above. If you mean the group, you will want the option to CREATE A LEAGUE on the left side of this page. But there's a catch: You'll first have to nominate someone from that group to serve as commissioner of your league, a role that involves creating and running a league as well as making important league decisions. Once your commissioner is selected, he or she should be the one to create the league, after which point he/she can use the Invite Owners button to send out individual invitations via ESPN for other members to sign up for the league. On this page you will notice that Scoring Type is one of the selections of offers. Carefully consider the type of scoring system you want to play. So... How did the players score? In order to be a league champion, we need a way of scoring players' performances. ESPN provides five point systems: Roto, Head-to-Head Points, Head-to-Head Each Category, Head-to-Head Most Categories and Season Points.How do you know which type of league is right for you? I'll dig deeper into the inputs and outs of everyone in the next column, but for now, here's a quick overview of everyone. Roto, or traditional rotisserie baseball: While not necessarily the original fantasy baseball format - there's evidence that some form of play was placed back in the 1950s - this has brought this into the mainstream, with the first published set of rules for gaming. Named after new York's defunckled Restaurant La Rotisserie Francaise, rotisserie baseball scoring compares the seasonal totals of teams to each other in a select group of statistical categories. The most powerful team in the scoring category a point total equals the number of teams in the league, with points awarded in the relegation order, while the worst-performing team scores a single point. For example, in a 10-team league, the best team scores 10 points, the second best team nine, and so on, while the worst-performing team scores one point. Links in a category divide points, so if and the third-best-performing teams in home runs in the 10-team league have the same number, then these teams both score 8.5 points (average eight and nine points, second and third place). These points in all categories are then total for overall standing, with the team finishing with the most total points per season declared league champion. As new statistics accumulate every day, they are added to each team's cumulative sum and order of rerun daily, until the end of the season and said that the champion is crowned. The original rotisserie league used eight categories, four apiece for hitters and pitchers (or rotisserie 4x4) - batting average, home runs, RBIs and stolen bases for hitters, and wins, saves, ERA and WHIP (walks plus hits in split innings pitched, which was created specifically for rotisserie format) for pitchers - but most rotisserie leagues nowadays use 10 categories (or rotisserie 5x5), adding runs scored for hitters and strikeouts for pitchers. ESPN's standard leagues, for example, use only these 10 categories. Rotisserie league, however, you can use all the categories that you wish, but if you choose your own for your own league, for symmetry I recommend the same number of categories for hitters and pitchers, as well as the same number of ratio categories - categories that are either averages or ratios such as batting average, ERA and WHIP - if at all possible. (Note the imbalance in the ratio of categories in the original version, something with which I have long disagreed.) Head-to-Head points: The most common scoring format in fantasy football, which has helped boost its popularity in fantasy baseball over the years, it pits teams against each other in weekly head-to-head matchups, with the team scoring more total points in each individual matchup declared the winner. Bindings are billed as bindings in sequence. The season is generally divided into 25 scoring periods of roughly one week - though in the opening week of Week 1, it's 11 days, running from Thursday's opening day until the second Sunday, and around the All-Star break, it's another 11 days - with the first 21 serving as the regular season and the last four divided into a pair of two-week playoff matchups. As in football, teams with the best regular season records advance to the playoffs, which is a one-elimination tournament to declare a league champion. Points within these matchups are scored based on the player's achievements in the selection group statistical categories. For example, a hitter can get one point on total base and one behind an RBI, so a home run with no one on base would earn that hitter five points. Most league points also penalize - or charge negative point totals - for accumulating statistics in bad-result categories like strikeouts for hitters, or hits, walks or earned runs for pitchers. ESPN's Leagues use the following points system: Total Bases (TB): 1, Runs Batted In (RBI): 1, Runs scored (R): 1, Stolen Bases (SB): 1, Walks (BB): 1, Strikeouts (K): minus-1Innings Pitched (IP): 3, Wins (W): 5, Losses (L): minus-5, Saves (SV): 5, Earned runs (ER): minus-2, Hits allowed (H): minus-1, Strikeouts (K): 1, Walks issued (BB): minus-1Head-to-Head Each category: This is a mixture of the previous two formats using categories rotisserie league, but with head-to-head matchups format. Instead of matchups being decided by a team with more total points, teams earn wins by having a better number in each of the selected groups of statistical categories. In ESPN's standard leagues, these are the same 10 categories in rotisserie 5x5 scoring, so a team that hits a larger number of home runs would score a point, a team with a lower ERA would score a point, and so on, in each individual weekly matchup. Categorical ties go down as ties in the standings so the team could go 6-3-1 in the matchup. Play-off teams are determined in the same format of matchups as in Head-to-Head points as well as the Champions League. Head-to-Head Most Categories: Rather than score each statistical category individually, this format awards one matchup victory to a team that wins a larger number of categories under this matchup. For example, a team with better numbers of home runs, RBIs, runs scored, wins, ERA and strikeouts, but worse numbers in batting average, stolen bases, saves and whip would still win six categories on opponent's four and would therefore pick up one win in a row. Ties, again, are recorded in turn as ties. Play-off teams as well as the Champions League are determined in the same way as other head-to-head formats. Seasonal points: Using the same method of awarding points for players' statistical achievements as in head-to-head points, the critical difference here is the lack of head-to-head matchups. In season points, the team that has the largest number of total points scored per season is declared league champion. Congratulations, Mr. or Mrs. CommishAs mentioned above, if you are among a group of people who create a new league, you will need to choose a commissioner who will be responsible for entering all the league settings in advance. The commissioner is the only member of the league with access to change the settings of the league, and he or she is also one that everyone else will turn to for critical decisions or decisions in times of conflict, so think wisely - the commissioner's job is ungrateful, but it is also one that deserves great respect. If you are the Commissioner chosen, my advice to you is simply this: Be fair, but be firm. The best commissioners always place the good of the league before their own interests, they are detail-oriented and transparent. But most importantly, make sure that check your league settings - twice if you have to! In addition to the basic scoring system, fantasy baseball offers several different styles of play that cover such things as roster, player pool exploits, the way transactions are handled during the year. Let's take a closer look at each to help commissioners structure their league. Define a roster list or a list of players who are part of your team can have many shapes and sizes. The traditional rotation guide allowed for a 23-man roster, 14 of those hitters - broken down as two catchers, one piece at first base, second base, third base, shortstop, corner infielder and middle infielder, five outfielders and one utilityman/designated hitter - and nine other pitchers of any type. Corner infielders, for these purposes, are all players who qualify at either first base or third base, while middle infielders qualify at either second base or shortstop. You can play with any arrangement of positions you wish. ESPN's standard leagues, for example, utilize only one catcher and a 22-man active lineup with three other bench spots - these are players who are members of your team but who don't accumulate stats for you while in those spots. Some leagues divide pitchers into starting pitchers and relief pitchers and require a certain number of either. Others have extensive benches of six players, while others still don't distinguish between different infield positions. When it comes to the bench, the advantage of more is a greater range of options as you set up an active lineup, while the downside is the smaller amount of talent available on your league's free agent list. I find that six is the optimal number of bench seats regardless of the league, but you can freely experiment with your league number. Another option is the Injured List (IL), which will give you space to place players who are on the official 7-, 10-, 15- or 60-day injured list. ESPN's standard is three IL spots, but some leagues prefer to limit that to one, while others still have unlimited IL spots (something not offered on ESPN, eight is the maximum number). You can also limit the maximum number of players in a certain position if desired. For beginners, it's probably best to go with one of the standard size list, with my preference for a 23-man - making two catchers rather than one - arrangement with six reserve rounds. It's laborious in size, but won't drain your pool player too much. What are these single leagues? When rotisserie baseball was first invented, Major League Baseball's two leagues - the American and National Leagues - were much more prominent than they are today. Each had its own president - only the NL currently has an honorary president, Bill Giles - and there was no such thing as an interleague game. As such, the original game designed for players - defined as player universes on ESPN - to be divided between AL- and NL-only leagues rather than majors as a whole. Many leagues maintain this format today, often as a way of tradition. On ESPN, if you want to separate a pool of players from which you draw only those in the AL or NL, you can do so in league settings. Selecting only leagues, as it's commonly referred to these days, allows managers to dig deeper into the pool of player talent, at the expense of thinning your league's free-agent pool, effectively increasing the challenge. The annual Alternative Baseball Reality League (LABR) and the Tout Wars league, competitions populated entirely by industry analysts, host pairs of such AL and NL leagues that run from 1994 to 1998. Leagues that include all players are called mixed leagues and are selected with the MLB option in the league settings. It's time to pick a playerPerhaps the biggest part of the fantasy baseball experience is the thrill of the draft - or the auction if you're brave enough. These are meetings of all members of your league at a set time to select players for your team that will serve as a starting point for your season, and events can either be held live and in person or performed online through the ESPN draft room. If you've never attended a draft before, I highly recommend a live, in-person format because it's the best way to build camaraderie, and provides the experience most as a real general manager choosing your players. If you plan to do this, you might want to select Offline in Draft settings, and then manually enter the results of the draft live. If it's a snake proposal, you can set up your league to run the draft online with people entering their selections when meeting in person, even if it requires a little patience. For those who propose online, you have three options: snake design, autopick design or auction. These must be selected in advance, and the commissioner will have to enter a draft date and time, the amount of time each team will have to make a selection and draft order. Snake: The snake draft continues in that order in odd-numbered wheels, going in the opposite direction in even-numbered wheels. For example, in a 10-team league, selections in Round 1 would continue from 1-10, but in Round 2 it would go from 10-1, meaning that the team selection first gets the first overall selection, but then 20. This is done in an effort to create equity among all draft positions. There are, of course, advantages and disadvantages for certain positions despite this attempt at balance. Autopick: For leagues that have trouble finding a common time in which everyone can meet or who do not want to have the time needed to complete a live draft, autopick proposal Our computers assign players to all rosters for you. In this option, individual managers have some control over the players selected for their teams, because ESPN gives each team the ability to pre-assign players, as well as the ability to choose how many players to choose in each position. Auction: If you are looking for real fun and increased level of strategy when selecting players, consider selecting players through the auction. Each team is provided with a set budget - typically $260, using traditional fantasy baseball rules - with which to fill out their roster, with the format providing each team with access to each player (assuming it has the necessary funds remaining). Players are nominated one by one, with the team making the highest bid to secure their services until all rosters are filled. While I will discuss auction-format strategies in much more detail in a future column, be warned that auctions require a great level of skill, focus and patience, and are more recommended for intermediate or advanced players than beginners. They also tend to last considerably longer than making snake drafts, often as long as six or seven hours. The best auctions are live and have their own designated auctioneer to keep the process running smoothly. plan accordingly. Regardless of your preferred draft format, keep in mind: It's best to find a common time in which all managers can be available. For teams that are missing or whenever a team timer expires, ESPN's computer manager will take control and select players for that team, reducing overall experience for those present. After I suggested to my players, what's next in the season? Oh, a lot. Many championships have smart leadership in a season. Before we get there, though, you have to define parameters for how teams can improve themselves, through lineup changes, free agency or trades. Teams in fantasy baseball leagues typically allow lineup changes, moving players freely between their bench and active roster spots either daily or weekly in order to take advantage of their real-life teams' schedules or individual game matchups. If you choose a league of daily transactions, you will provide maximum flexibility to managers in using these matchups, improving the overall competitive experience, although this may also come at the expense of teams that make a large number of transactions - namely free agents added to rosters - or try to load up on counting numbers such as scores or wins. Daily leagues can also be taxed according to schedule; baseball is, after all, a 180-day season. If you choose a weekly-transaction league, you will increase the strategy of managers who need to consider the real-life team's entire one-week schedule and matchups it contains, but risk an early-week injury that leaves the team with the missing player pro Days. Another factor to consider: Do you prefer that fantasy lineups for a day or week lock with the first pitch thrown on a given day or week, or can managers change players freely if their teams haven't started their games either that day or during that week? There is no uniform, proper arrangement. Just choose the settings that best serve the needs of your league. Speaking of adding free agents, fantasy baseball teams generally can pick up new players who are not on other teams within their leagues during the season, either to replace a player being released back into the free agent pool or placed on the injured list. As some free agents will be desirable to more teams within a single league, there are two ways to fairly award these players: Either a waiver that determines which team takes precedence when signing that player (usually in reverse order of the league ranking), or a Free-Agent auction where teams can bid from a budget set at the start of the season. The first one provides a simpler method, but the second provides more strategy and better reflects the open market for adding players. The above waiver, by the way, can be adjusted to either reset each week based on order or never reset, with teams making claims always moving to the back of the order. You can also cap the number of players an acquisition a team can make during the season as a whole and in an individual matchup. In general, I advise against restrictions on transactions - these days the increased use of the injured list in the actual game, I feel that limits penalize bad luck in health care - but I see the argument for limits on eight acquisitions within a matchup and 200 during the season as a way of limiting teams trying to load up on counting statistics, which is usually called streaming if adding starting pitchers in an effort to secure more wins and strikeouts in weekly matchups. Trades are an important decision for the fantasy league and its commissioner. Should there be a limit to the number of deals a team is allowed to make in a season? When is the league's trade deadline? And should the commissioner be the ultimate judge on the fairness of all deals, or should the league as a whole vote on it? All of these can be edited in league settings, and you get a variety of views on the best settings. I'd rather limit teams in the number of trades they can make, want a trade deadline that's more than four weeks, but no more than eight weeks before the end of season date (and at least two weeks before the playoffs in head-to-head leagues) and trust my commissioner to decide on all trades. However, each league is different and you are free to choose the settings that will make you most comfortable. Do not forget about these other factors Not a few more leagues guarantee your attention, the first of which is whether to watch ESPN's Undroppable Players List. Our employees regularly update a group of players who are deemed too valuable to be freely released into the free agent pool to avoid collusion or tanking - intentionally lost -- within fantasy leagues. Depending on the trust you have in your league membership, you can opt out of this setting, but I generally recommend using it. Keeper leagues are the ones that overturn a certain number of players from season to season. You can set this number in the league settings if you want to convert the league to goalkeeper format. These tend to be even more entertaining than leagues that repaint annually, mirroring the actual game while general managers building teams over several seasons. Would you like to limit the number of games a team is allowed to play in a certain head-to-head matchup? For example, if you're trying to restrict streaming that, with a certain head-to-head matchup? For example, if you're trying to restrict streaming that, with a certain head-to-head matchup? For example, you might want to consider limiting your team's start count to 14 or two per day for seven days or another number. Just keep in mind that the team can be prevented from accumulating statistics until after exceeding its cap begins a new day of competition. That means if a team had 13 starts entering the game on Saturday, it could do three (and potentially more) on Saturday before limiting it to earn points from multiple starting pitchers on Sunday. I generally don't like caps on games, but in a mixed league where starting pitching is rich on the free-agent roster, it's a reasonable limitation. Head-to-head leagues have the ability to divide their teams into divisions that give you the opportunity to draw your league's top playoff seeds from the winners of their respective divisions. This is under Team and division settings in your league settings. If you choose one of the head-to-head formats for your league scoring, keep in mind that you don't have to follow ESPN's prescribed regular-season or playoff plans. You can do regular-season matchups to extend a few weeks, the playoff matchups can be a one-week competition and you can extend or shorten the length of the regular season. Given how major league teams often shut down star players at the end of the regular season, usually giving them a rest before the postseason or concluding their years earlier if they are removed from contention and could use the rest, a shorter regular-season schedule makes some sense. All of these can be changed within the regular season setup and playoff bracket settings within the league settings. For any other topic I don't cover, you can also go to the ESPN fan support portal, which has an informative Q&A and provides a search for your question. Be thorough Not more advice I can share with the Commissioner just at the beginning of your trip, how to be detailed, nor fantasy manager is a league how to know the rules of your league! Many leagues, in addition to setting them up within the ESPN system, craft their own, printable constitutions. All details regarding the league are included in the document to help with any disputes that arise during the season. Amendments that apply to any subject that is unclear under the Constitution or potential rules may be proposed at any time, or the league may make a decision to trust its commissioner to make the necessary decisions. No matter which way your league takes, that's why it's essential that you choose the right commissioner. Tip for the commissioner: Never, ever change the rule regarding the league once the championship season process has begun, unless it does disrupt the functionality of the league. (Even then I would ask why the topic was not raised earlier?) The rules are best changed between seasons so that everyone can get closer to the new year according to the same set of guidelines. To be clear, what is changing or whether the league vote - the preferred method of amendments - is clear when it will come into force. Fantasy managers, meanwhile, should always know the rules of their league. It is up to you to review every single setting in your league, or read your league constitution before each season. There are small advantages to be gained by any individual setting of the league, many of which I will detail in future columns. But -- and I can't stress it enough -- being the ethical manager of the Golden Rule certainly applies to our stunner, even if I edit it to read! Treat others with the same respect you'd like them to treat you. Don't be the guy or girl who demanding and/or looking for loopholes on every detail within the Constitution. Don't be the guy or girl who offers anything but fake deals, dogs people on the shops all the time at night, or completely ignores his business offers. Don't be the guy or the girl who won't see his team all the way up to Game 162. The best leagues are all committed, from the beginning to the end of the season. There are many others, but they all come down to the same root point: If what you're planning to do is something that might irk you, if a competitor did it, there's a simple answer to what you should do. no-! Now, let's play ball! Congratulations on completing an effective first inning of my multipart Playbook series. Now you're seasoned enough to be ready to play the league yourself, but don't worry, I'll still have a lot of tips to help you handle your league. Future shifts will further explore ESPN league types and tips on how to structure them and succeed in auction, how best to prepare for your draft, business tips for Intermediate strategies, leaguewide trends to consider, advanced stats and Statcast tips, and how to identify secret pockets of value within your league players pool (including individual player tips). It's going to be a hell of a ride. Buckle up, sit back and enjoy! You'll never watch baseball the same way again. Again.