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FLY BY NIGHT BASEBALL ASSOCIATION
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Status of the League Report

Richard Nevarez has resigned from the FBNBA because of a limited time due to a promotion at work and Brian Savereaux has also resigned due to insufficient amount of time. We wish both of them luck in their future endeavors. Because of the late date in season the rest of both managers games will be played by Emergency Instructions. If you have not played either or both of them please do so as soon as possible. Please send your results to AL President Rob Bruno.

My printer is still not working properly. This newsletter was typed and by Becky (and also adlibbed once in a while) and copied on NL President Mike Kostek's copier. Sorry for the delay.

Voting Agenda

Here are the long awaited voting proposals. I received very few comments on Ideas set forth by Rob, however I have received several ideas to vote on.

1A. VII Post Season: Part D. Changed to: The first and second place teams in each division will qualify for the playoffs. Reason: At this time we do not play all the teams in our same league the same number of games. (Rob Bruno)

I think we should allow the top 2 teams from each division into the playoffs. This will give more managers a chance at participating in the playoffs which I'm sure are exciting! Also, it shouldn't take too much longer to finish the playoffs under this format.(Dave Gineo).

B Or Keep playoffs the same but change VI season to:

A 166 game season will be played with each team playing teams within its own league a total of 14 games each (7 home and 7 away) and teams in the other league 4 games each (2 home, 2 away) Reason: This would make our playoff arrangement fairer. Playing all league teams the same number of games. (Rob Bruno). Comment: I like our present 162 game schedule we play since we play our own division more games than the other teams. (Dave Gineo). Since this is more than a 166 game season I do not favor this idea. (Steve Walters).

VI Season Part B: If we vote on a 166 game season "B" would be changed to: The season will consist of 20 series. (One extra week would be added to our schedule. We could start 4/06 rather than 4/13. (Rob

2.VIII PART C: Change game by game highlights to score sheets. Reason: 15 out of 17 managers are already doing so: (Rob Bruno). Comments: Game score sheets should be required as the reporting medium for game results. This should be easy as most managers do this now. Score sheets are easy to copy and the opposing managers can see easily how the game went. (Dave Gineo) I think we should come up with a standardized highlight sheet. *it is very expensive to have to copy games as much as 10 cents per game* or if I send out my games then I have no record of my games if any kind of problem evolves and can you actually read a manager's game sheets.(Becky)

3. XII Players and player use. Part B. Expand roster to 35 players. 25 active and 10 inactive. Reason to build a minor league system and to use more cards. NOTE: Only carded players would be eligible for draft!!!(Rob Bruno). Comments: I support an increase to 35 man roster (25 active, 10 inactive) I think this will be more realistic as teams can build somewhat of a minor league system. This obviously will allow more cards to be drafted and hence, utilized each year. I've noticed it seems that several decent ddveteran and utility players are passed over in late draft rounds as teams rather select younger players for later potential. With the larger roster, teams could then draft those veteran and utility young players for the future and keep everybody without cuts.(Dave Gineo) Increase roster size would bring our rosters more in line with real baseball. (Steve Walters)

3A. XI PART 2: Changed to: A manager may protect fewer than 35 players going into the draft. In this case he will receive 1 draft pick for each player less than 35:(Rob Bruno)

4. XII Injuries: Keep present injury chart, use chart A, use chart B.(Rob Bruno). You should have already received a copy of Chart A and B in one of Rob's past reports. Comments: I would like to see the present injury chart changed. It is too simplified compared to all the advanced rules we use. I would prefer to use "Chart D" which Bruce Fogg introduced. This has quite a few more options and incidents occurring including ejections, brawls and rain delay. I think it would be more fun to use. (Dave Gineo). Regarding injuries in the FBNBA. A player's injury during the real life season is reflected by the AB or IP that player missed during a season. Therefore since each player is already restricted by the number of AB or IP a player may have during the FBNBA season why have more reduction in AB or IP by injuries during the FBNBA season? Answer: In the FBNBA we add 10% to AB and IP. Why add 10%. It used to be 20% addition, why? Here's a rule we don't need!

In order to counter the 10% rule we have injuries to players which reduce player usage. The best reason to have injuries to players is to make each team's bench strength more important. If a player is injured but remains in the game what influence on the game did this injury have, none! You might as well as not have injuries.

The result of an injury is to reduce a players usage and to bring a manager's bench into play. The by product of which is to create more managerial decisions. Under our current rules I see no reason to change our current injury rule. (Steve Walters).

5. XIII Trading part A: There will be four trading periods. (1) Preseason stays the same. (2) First period seasonal: from 4/13 to 6/21 with trades becoming effective with the first game of series 10. (By using 6/21 there will be less confusion because instructions are not due out until 6/22). 3. Second period season: from 6/22 to 8/15 with trades becoming effective with the first game of series 17. (4) Post season trading period from 8/16 to 2/22/00. Reason: The extra trading period is more like MLB.(Rob Bruno) Comments: I agree with adding an additional trading period for the start of series *17. The final few series are usually very important as they are against your own division. A late trade could be a key to winning some of those games. (Dave Gineo).

6.XIV. The Annual Draft: Part C. Item 1. Remove penalty points for neatness, completeness and readability. Reason: what is readability or completeness????????? (This is too vague)(Rob Bruno). Comments: Readability is to be able to distinguish one letter from another and clearly make out individual words in order to read instructions. Completeness is not leaving out a part of instruction which would be vital to playing the games. Example: Batting order, pitching rotation, injury replacements, etc. (Steve Walters)

7. Add to the rules that it be mandatory to identify all 25 active players on game instructions. If an active roster is not attached to the instructions, award penalty points. (Jim Jalutkewicz).

7A. Also identify the player's first name or team when there are more than one player with the same last name. I've had trouble more than once this year trying to figure out what the roster are.(Jim Jalutkewicz)

8. Add to the rules that game instructions specifically identify if a player is not supposed to steal. (Jim J.) Several instructions this year have been confusing as who is supposed to try to steal and who is not. Perhaps when supplying stealing ratings only supply those players that are to steal if a target rating is achieved. (Jim J.)

9. Drafting of Minor League Prospects. Maximum of 1 per team in the first 3 rounds.

Post Season Trade

Munsons sent H. Baines, T. Higuera and Wallingford's #2 draft pick to Salem for R. Sutcliffe, H. Reynolds and Buddy Bell.

Traded Players

It is the responsibility of all managers who trade players during the season to send that player(s) stats while a member of his team to the team which the player was traded to. There are several managers who have not done this. If you are one of them please meet your responsibility and complete your transaction as soon as possible.