Introductory note

The rules for the Alphabet Soup League format are the intellectual property of Scott E. Kramer, who designed the format of the league. Portions of the rules were suggested by other members of the original Alphabet Soup League.

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If you have questions, comments, or simply want to tell me stories about your version of the Alphabet Soup League, drop me a line at SomeCasualObservations@Gmail.com

This document can be downloaded at http://sites.google.com/site/tcodocs/pdf/AlphabetSoupLeague.PDF

Alphabet Soup Fantasy Baseball League
Version 1.001
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Draft
1) Establish a draft priority through a random process.
   a. Assign number 0-9 to each player, alphabetically. The player with the last name closest to A gets 0; the player with the last name closest to Z gets 9.
   b. User the closing of the Dow on the first market day in March to determine the slots (using the last full digit). If the market close at 9876.54, the person who has been assigned the number 6 will be in the top slot. The person assigned number 7 will be in the second slot. The person assigned number 5 will be in the last slot.

2) Letter distribution
   a. Utilize this grid for drafting. Randomize the columns each year using the integer generator from www.random.org

Name	1	2	3	4	5	6	7	8	9	10
	HA	CFI	WG	TM	SN	PDE	RJ	%K	LO	BV
	%K	BV	SN	LO	PDE	HA	WG	CFI	RJ	TM
	CFI	TM	PDE	RJ	HA	%K	SN	BV	WG	LO
	BV	LO	HA	WG	%K	CFI	PDE	TM	SN	RJ
	TM	RJ	%K	SN	CFI	BV	HA	LO	PDE	WG
	LO	WG	CFI	PDE	BV	TM	%K	RJ	HA	SN
	RJ	SN	BV	HA	TM	LO	CFI	WG	%K	PDE
	WG	PDE	TM	%K	LO	RJ	BV	SN	CFI	HA
	SN	HA	LO	CFI	RJ	WG	TM	PDE	BV	%K
	PDE	%K	RJ	BV	WG	SN	LO	HA	TM	CFI

3) Select players
   a. Each player emails the commish their choices for round 1 (i.e. the player in the top slot will select players whose names begin with H and A).
      i. Note that % refers to the letter group Q, U, X, Y, Z. When you have % as one of your letters, you can select a player whose name begins with any of these letters.
      ii. The commish will email his choices to the league first, to avoid having the ability to use his knowledge of the other teams' picks as a tool for making his own picks.
      iii. Commish will update a pick spreadsheet after each round and will send to all teams.
      iv. Repeat steps i-iii for rounds 2-10.
Game play

1) After drafting twenty two players, the teams should fill the final roster spot via the email waiver process. The #10 seed should have first waiver priority, descending to worst waiver priority for the #1 seed.
   a. The player with the #10 seed will send the commish his pick. Commish will then update the spreadsheet and send to the #9 seed, who will make his pick. Etc.
   b. Remember that only one player for each letter can be in the starting lineup, so picking a waiver player with the same letter as one of your team's stars is not a very good strategy, since you would need to bench the star in order to play the waiver player.
2) From the twenty three players on the roster, create an active roster of eighteen players.
   a. The active roster shall include one player from each of the defensive positions, a utility offensive player and a nine man pitching staff.
      i. 3 OFs are needed, but they can be any combination of OFs. It is not necessary to have a natural LF, CF, RF on your team.
   b. The pitching staff may be comprised of any combination of starters and relievers.
   c. Head to head format is used. Offensive categories are OBP, HR, SB, Runs, RBI. Pitching categories are Wins, Saves, Strikeouts, ERA, WHIP.
   d. The most important rule is that there may NOT be two players whose last names begin with the same letter in your starting lineup. There is no alphabet restriction on the bench players – all five bench players may represent the same letter, if you wish
      i. Q, U, X, Y, and Z are considered separate letters for the purposes of roster eligibility. Thus, you could start Carlos Zambrano and B.J. Upton.
   e. You are responsible for verifying that your week's opponent is not in violation of the rules. Violations must be reported to the commissioner. A pattern of intentional, repeated violations are ground for removal from the league.
      1. Penalty: All points are forfeited to the opponent
         a. If your league's scoring mechanism does not have a way to handle this, the commissioner should keep an adjustment log and adjust wins and losses at the end of the season.
3) You may adjust your roster each week. However, you must continue to have only one player for each letter.
   a. If Alex Rodriguez has an injury, you can move him to the bench. You can choose to replace him with another "R" third baseman. Or you maybe choose to shuffle the lineup. You may choose to put Joe Crede at third base. If you have Aaron Cook on your pitching staff, this puts you in non-compliance for Cs, so you must bench Cook – perhaps replace him with an "R" pitcher such as Horacio Rodriguez.

Mediation of disputes

1) Rule disputes will be voted on by the entire league, with the commissioner abstaining.