

# StatsLab SQL Utilities for OOTP11

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Version 2.0.0

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## Introduction

These utilities are intended to provide a one-stop shop for a number of online league utilities that I wanted for my own use and simply felt could not be accomplished without a database engine behind it.

Originally written for OOTP9, StatsLab has evolved with the help of countless suggestions and bug reports by users like you. I've lost track of the number of hours spent on this, and I hope you enjoy them. With just about every project I undertake for OOTP, it evolved into something bigger each time I thought about something cool to add or got a comment from a member of the OOTP community. If you really enjoy these, please consider a PayPal donation at my email address for the time I've put in.

I highly encourage you to read through this admittedly lengthy document before installing the utilities. I've tried to include enough detail to help people through most issues.

## Disclaimer

You are welcome to distribute or modify this code as long as you've credited me for my work. However, I would recommend that you try to contact me first before making any code changes. I'm always open to enhancement suggestions, and as long as I'm available, it'll probably be easier for me to code something than for you to figure out my code and do it yourself. At this point, there's quite a lot of functionality in StatsLab that wasn't originally my idea. If you do choose to modify it, please let me know so I can incorporate your changes for others to use as well.

## Credits

It would be an insult to ignore the contributions of Getch's Online OOTP Utilities as both an initial guide and an inspiration for these utilities. Naturally, Catobase was also an influence, and I would not have done any of this without Markus' willingness to include an SQL export of the database with OOTP.

I need to specially thank John of the Planetary Extreme Baseball Alliance (PEBA) and the GM's in that league. They've spent a number of hours requesting fixes and suggesting changes. They have been patient and gracious as I struggled to fix issues that took me far too long. Many thanks as well to the rest of you who've struggled through the install of this utility and been patient with me as I've tried to make it one of the premier OOTP mods.

## Requirements

You will need the following to install these utilities:

1. A web server with MySQL (v5.0 or later) and PHP (v5.0 or later) installed.
2. FTP access
3. Shell access

## Installation Instructions

*Please be sure to read and understand the entire installation instructions before you begin. The instructions below are for a new StatsLab installation. If you are upgrading from a previous version of StatsLab, additional instructions will appear in each section.*

### *1. Create a MySQL database for your utilities*

If your league website incorporates a discussion forum or content management system such as WordPress or Joomla, you've already got SQL databases available to you. Your web host should have some ability to allow you to manually add databases and database users to SQL. You will need to do the following:

- a. Create a new SQL database for these utilities (e.g. ootpsql)
- b. Create a new SQL user with access rights just for this database. This user needs to be able to create tables, drop/delete tables, modify tables, and select data from this database.

If you're not sure how to create these, I recommend checking with your webhost. I do recommend using a dedicated database for StatsLab rather than adding the data to a web tool such as your forum database. It is highly recommended that this SQL username and password be different from any others used to manage your website (especially your FTP account).

**Upgrading from StatsLab for OOTPX:** You can use the same database as your old install if you want to. No action is required in this section.

### *2. Create upload directory for SQL data dumps*

You'll need to create a dedicated folder to store the OOTP generated SQL files. This folder should be in a location NOT accessible from the web. Often, your website will be located in a directory such as /home/username/www.domain.com or /home/username/public\_html. Any directory at the /home/username level is therefor not accessible from the web, and a good place for your SQL files. This is where you will FTP your league generated SQL files on a regular basis and it will also contain the script which connects to your database. Please review the SQL Tables Used section in the appendix of this document to see which tables you'll need to export out of OOTP for the utilities to work. Failure to load all the required tables will result in page errors when trying to access the utility. Loading files that are not needed by StatsLab will result in errors.

**Upgrading from StatsLab for OOTPX:** You can use the same upload directory as your old install if you want to. If you do, it's recommended that you disable write access to this directory for "others" if you had this enabled.

### *3. Create and upload the dbopen script*

StatsLab requires information about your new SQL database in order to access the database. When you downloaded StatsLab11, the top level folder contained a file called dbopen.sample.php, which reads like this:

```
<?php
$db = mysql_pconnect('www.hostname.com', 'sql_user', 'sql_password') or
die('Could not connect: '.mysql_error());
mysql_select_db('sql_database_name');
?>
```

Open this file in a text editor like WordPad (don't use a word processor like MS Word). You'll need to make some changes to this file in order to get StatsLab to function.

**www.hostname.com** should be changed to your SQL host (could be "localhost" if on the same server as your website)

**sql\_user** should be changed to your SQL username that you created in step 1.

**sql\_password** should be changed to that user's password.

**sql\_database\_name** should be changed to the name of the new SQL database you created

Once these changes have been made to this file, save it with a new name of dbopen.php. Then FTP it to your server in the newly created SQL upload folder (remember, this is the one hidden from the public's view).

**Upgrading from StatsLab for OOTPX:** If you are using the same upload directory as your old install, there should be an old dbopen.php file in that directory. If it still matches the database and SQL user you plan to use, then you don't need to do anything here. Otherwise, updated it to reflect the new database and user.

### *4. Modify the config.txt file*

The zip file that you downloaded for StatsLab contains a subfolder called StatsLab that has all the php scripts for the utility in them. In this folder, you'll find a file called config.sample.txt. Edit the path after the pipe character (|) to be the absolute server path to your SQL upload folder. Save this file as config.txt in the StatsLab directory.

**Upgrading from StatsLab for OOTPX:** Complete this step.

### *5. Install utilities code on your web server*

After modifying the config.txt file, you'll need to upload the StatsLab folder to your league website. The code for the utilities should be put in a dedicated folder accessible from the web. Do NOT place it in the

same directory as your league's HTML. At this point, StatsLab is fully installed, although it's not yet configured.

**Upgrading from StatsLab for OOTPX:** It is recommended that you create a new install of StatsLab when installing StatsLab11. While this is not required (you could just install StatsLab11 over the existing install of StatsLab for OOTPX), the code base has changed enough that your GM's will thank you for keeping the old one around if anything goes wrong.

## *6. Upload Your HTML To Your Server*

If you haven't yet loaded the HTML reports to your server, you'll want to do that at this time. They'll be referenced by StatsLab, and StatsLab will not display properly in your browser without your league's stylesheet.

**Upgrading from StatsLab for OOTPX:** There's no need to upload a separate set of HTML reports for your new StatsLab install.

## *7. Copy Images*

There are a few images that StatsLab needs to have from your OOTP reports folder in the StatsLab/images folder in order to display the HTML page properly. They include the following:

bg\_bottom.jpg  
report\_header\_menu\_bg.jpg

Go into your league folder, then navigate to news/html/images, and copy these images to the StatsLab/images folder on your website.

**Upgrading from StatsLab for OOTPX:** Complete this step.

## *8. Verify Commish Account*

If you're just experimenting with StatsLab, it's entirely possible to upload a set of SQL files that contain either no human GM's, or no GM's who have commish access. This can be a bit of a pain to correct in StatsLab if you load your SQL into the database. To protect against this, open up your league in OOTP and verify that you have at least 1 human manager account with commissioner access to the league.

**Upgrading from StatsLab for OOTPX:** You've almost certainly already got this.

## *9. Upload SQL Files*

If you didn't do it when you created your SQL upload directory, go ahead and upload your SQL files to your server at this time.

**Upgrading from StatsLab for OOTPX:** If you're using the same upload directory as you were using previously, you only need to upload the files once for both installs.

## 10. Configure StatsLab General Settings

The first thing to do after installing the utilities and uploading your initial SQL data dump is to point your web browser in the direction of the admin page of the SQL utility.

e.g. “<http://www.domain.com/StatsLab/admin.php>”

At this point, you’ll see one of several errors:

- a. Warning: include(<path>/dbopen.php) – if you see this “failed to open stream: No such file or directory” error, then you’ll need to make sure that your config.txt file is correct and that you’ve uploaded the dbopen.php file to that directory.
- b. Mysql\_pconnect() – if you see an error indicating “Unknown MySQL server host”, then go back to step 3 of these installation instructions and make sure that your dbopen.php has the right hostname.
- c. Mysqlpconnect() – if you see an error indicating “Access denied for user “, then go back to step 3 of these installation instructions and make sure that your SQL user and password are correct in your dbopen.php file. It’s also possible that you’ve entered an incorrect SQL database name, or a database that you haven’t given your SQL user access to.

If you don’t get either of these types of errors, you’ll most likely see several other errors and the page formatting will look awful. Knowing that we have a valid connection to our database, we’ll configure some settings first, load the SQL files, and then see if those issues remain.

The first settings to take care of are the Server Settings fields. Update each of the following fields, and then save your settings:

**HTML Root:** Enter the full server path to your website. e.g. /home/username/domain

**HTML Path:** Enter the relative path to your league’s HTML folder from your HTML root directory. e.g. /league.lg/html

**Server URL:** Enter the web address of your league’s website. e.g. <http://www.domain.com>

**Primary League ID:** Scroll down a little and enter the primary league ID for your league. If you’re not sure what the league ID is, go to your league website and look at the URL in your browser. The home page of your league will have the league ID in it (e.g. league\_100\_home.html). This number is what you should enter at this prompt. e.g. 100

Now scroll down and click save. The admin page should, at the very least, look a bit better.

**Upgrading from StatsLab for OOTPX:** Note that if you’re using the same database as before, you’ll have to login as a commissioner before you can access this page. The database will already have your previous credentials in it, so just use those.

## 11. Load SQL Files

Do NOT click the “Load SQL Files” button on the admin page the first time you try to load the SQL into your database. Instead, point your browser to the individual SQL file load page: [sql\\_file\\_load.php](#).

e.g. “[http://www.domain.com/StatsLab/sql\\_file\\_load.php](http://www.domain.com/StatsLab/sql_file_load.php)”

This page will show you all the SQL files you’ve loaded to your SQL upload directory. You should compare this list to the list of SQL files needed by StatsLab in the appendix of this document. If there are any discrepancies, make a note of them. Then either upload the missing ones or remove the ones you don’t need. When you’re done, come back to this individual SQL file load page and reverify.

Once you’ve confirmed that you’ve got all the correct files, we want to verify the SQL load works. To do this, we’ll load the leagues.mysql.sql file first. On the individual SQL file load page, scroll down to where you see leagues.mysql.sql and click the “Load” link next to it. The page should only take a few moments to reload, and it should display a few notes about processing, including how long it took and how many SQL queries were executed to load the leagues table into your database. You should see the “Last Loaded” timestamp update.

Once we’ve confirmed that we can load the leagues table, load the teams table (teams.mysql.sql). This table is a bit bigger and may take a little longer to load, but you should see a similar set of information confirming success of the load. It’s imperative that you load the leagues and teams tables before loading the human managers table.

Until this point, you’ve been able to access all the admin functions in StatsLab without logging in. Obviously, we only want commissioners to be able to access these pages, so we’re going to load the human managers table. Scroll down until you see human\_managers.mysql.sql, and click the “Load” link for this file.

At this point, one of two things will happen, depending on how your server handled the load of the table. You’ll either be taken back to the individual SQL file load page with a report on how long and how many queries it took to load the human\_managers table, or you’ll see a note that “You must be a commissioner to access this page”. In either case, go to the login page and verify that you see a list of users. Find your commissioner account and login. The default password in StatsLab is “baseball”. It’s recommended to change your commissioner password immediately. You can now finish loading the rest of your SQL files and configuring your StatsLab install while logged in, and visitors to your site will no longer be able to access these pages. If you wish to continue loading the SQL files individually or in small groups (some server configurations can’t handle very large SQL loads), you can get back to the individual SQL file load page via the “SQL Files” toolbar link on the main admin page of StatsLab.

Note that if you split SQL files, you’ll need to keep track of loading the splits yourself. Loading any of the splits will tell StatsLab that the table is loaded, and thus it’ll look as though all the splits have been loaded even though they have not.

**Upgrading from StatsLab for OOTPX:** There isn’t anything new about the SQL file load process except for the fact that the individual SQL file load page will now display the last time the file was loaded.

## Admin Page

### General Settings

**Maximum SQL File Size (bytes):** This setting affects two of the administrative buttons: Load SQL Files and Split Files Over Max Size. If you wish to load SQL files in batch, but know that your server can't handle some of the very large SQL files OOTP generates, use this setting. When you enter a value here, the Load SQL Files button will ignore files larger than this setting, loading all your smaller files in batch. You can then load the very large files individually or via splits. Likewise, the Split Files Over Max size button will split all of your SQL files that exceed this setting. You can then load the splits via the individual SQL file load page.

### Server Settings

**HTML Root:** Enter the full server path to your website. e.g. /home/username/domain

**HTML Path:** Enter the relative path to your league's HTML folder from your HTML root directory. e.g. /league.lg/html

**Server URL:** Enter the web address of your league's website. e.g. http://www.domain.com

**Time Zone for Time Display:** If your server is utilizing PHP version 5.0 or higher, you will see this option to specify the time zone you wish to have times displayed in. The time zone setting here affects display on the Export Tracker and in the Draft Utility. All draft time slots will be based on times matching this setting. The web server that hosts your website will have a predefined time zone, typically based on the physical location of the server, so this setting can be useful if most of your GM's are located elsewhere.

**Allow Non-GM's To Login:** Checking this box gives users who are not currently in control of a team the ability to login to the utilities. This can be useful if you wish to allow ex-GM's, future GM's, or just casual league observers the chance to vote for All-Stars or awards. It will also allow these users to see profile information for the GM's in your league. If you turn this off, only users who are in control of a team or designated in OOTP as a commissioner will be able to log in.

### Export Tracker Settings

If you choose to use the SQL utility to track league exports, you'll need to address this section. Note that the export tracker can only verify league file and export file timestamps if the files exist on the same server that StatsLab is installed on.

**League Name:** OOTP uses the league name as the first portion of your league file name. So if your league is named "MLB", then your league file will be MLB.lg.tar.gz. You just need to enter the portion before ".lg.tar.gz".

e.g. League Name: "MLB"

Some leagues use a name other than their league name for their league file (for security reasons, in which case you should enter your league file name. Alternatively, if you aren't using the default league file naming convention and the in-game upload/download functionality, you can enter the full name of your league file with extension.

e.g. League Name: "MLB.zip"

**League File Path:** This is the full server path to your league file directory.

e.g. Export File Path: "/home/username/domain.com/MLB/leaguefile"

**Export File Path:** This is the full server path to your export directory.

e.g. Export File Path: "/home/username/domain.com/MLB/exports"

**Files Are Renamed on Import:** OOTP has the option to have team exports renamed with ".imported" appended to the filename after they are imported into OOTP. If you're using this option in the game, check this box and the export tracker will check for a team export that has not been renamed. If you're not using this option, leaving this box unchecked will result in the export tracker comparing the timestamp of the team export to the timestamp of the league file to determine if it's new or not.

### *OOTP Settings*

**Primary League ID:** Scroll down a little and enter the primary league ID for your league. If you're not sure what the league ID is, go to your league website and look at the URL in your browser. The home page of your league will have the league ID in it (e.g. league\_100\_home.html). This number is what you should enter at this prompt. e.g. 100

**Actual/Potential/Other Ratings Scales:** The three ratings scales are fairly self evident and correspond to the same settings in OOTP game setup. Use the hidden option if you've turned off ratings. If you're using scouts in your league, bear in mind that the utility only checks the actual raw ratings, so you may wish to hide ratings in the utility if that is the case.

**Calculated Sim Length:** Once you've uploaded your second set of SQL files, this read-only field will display the number of game days between uploads. This value is used in the Last Sim module if you have configured it to do so, and is displayed here for reference.

### *Enable Pages*

This is the section where you enable sub-modules of StatsLab, although some StatsLab pages must be turned on within a sub-module as well. It's recommended to leave functionality off that isn't currently being used.

Most of the utility pages have additional configuration specific to their area that can be addressed in page specific admin screens similar to the general one. If you're logged in as a commish, you'll see links to these pages in the navigation bar when you go to them.

**Note:** If you've enabled the development tracker, you'll need to go to the development admin page and enable which ratings you wish to see before anything shows up.

**Note:** If you've enabled the career metrics utility, you'll need to run the career position tool from the career metrics admin page before positional leaderboards will work correctly.

## *Administrative Functions*

**Load SQL Files:** This button will attempt to load all the SQL files in your SQL upload directory, excluding any over the maximum size specified under General Settings.

**Split Files Over Max Size:** This button will split any SQL file in your SQL upload directory that exceeds the maximum size specified under General Settings. Each file will be split into 5 smaller files, which can be individually loaded from the individual SQL file load page.

**Delete All Split Files:** This button will delete all existing split files in your SQL upload directory.

**Update Player Development:** While this functionality is also accessible from the player development admin page, it's included here as well so you can run the development tracker right after loading your SQL file updates.

**Run Career Position/Run Park Factors/Run Season Metrics/Run Win Shares/Run Career Metrics/Run Similarity Scores:** See the Career Metrics admin page discussion for detail on what these buttons do. They are included on the general admin page for convenience.

## *User Functions*

**Note:** *These will not appear until you've uploaded the human\_managers table.*

**Login As User:** Need to troubleshoot a problem or make a manual draft pick for one of your teams? Use this option to log in as that user.

**Reset Password For User:** Use this option if a GM has forgotten their utility password. Passwords will be reset to "baseball".

## *GM Login History*

The GM Login History is provided for commissioner reference to see whether or not StatsLab is really providing any benefit to the GM's in the league. For each individual in the database, their current team and the last time they logged in will be displayed.

## **SQL Files Page**

The Individual Table Load page, or SQL Files page, is accessible off of the bottom navigation bar of the admin page. If the "Load SQL Files" button on the main admin page is seeming to take way too long or doesn't result in a full load of all your data (usually due to a timeout error), click over to this page and try loading files individually. You may be able to isolate an issue with the data in one of the files. This page is also useful if your webhost has limited the timeout on php scripts, preventing StatsLab from extending the timeout temporarily for the purposes of loading these files all at once. You can also see when you last loaded an individual file.

## **Widgets**

Widgets in StatsLab are little pieces of HTML code that can be used to display stats out of OOTP on your league website dynamically. Once you've got StatsLab configured and the data loaded into your database, you can generate widgets. This document does not cover the necessary skills needed to add

the widgets to your website, you'll need someone with some web programming experience for that, due to the wide variety of environments in which you might like to display them.

There are two ways to generate widgets in StatsLab11:

1. Static, pregenerated widgets
2. On-demand widgets

### *Static Widgets*

For static widgets, you'll need to configure the settings on the widgets page and then click the "Generate Widgets" button after each SQL upload.

**Save files to:** Enter the website directory where you wish the widget files to be saved. If this folder does not exist, you should create it first. The path entered here should be the path relative to your HTML root folder that you entered on the admin page. It should be writable by the utility, and readable by whatever website pages you wish to link to.

#### **Standings**

**Division Standings:** Check this box to generate division standings widgets containing team name, W, L, GB in <table> format.

**Division Leaders:** Check this box to generate a list of divisional leaders in <ul>, <li> format.

**Leaderboards** - (*<table> format, displaying player, team, and stat value*)

**Number of Players:** Enter the number of players to appear on each leaderboard.

**Combined Leaders:** Check this box to generate a single leaderboard widget for all players in your utility's primary league. Leaving this box unchecked will result in each subleague having its own leaderboard (e.g. MLB vs. AL/NL).

**Statistic Checkboxes:** Check the statistics for which you want a widget created.

Once you've saved your settings, you can click the Generate Widgets button to create them. Once created, a listing of the widgets with an option to view or delete them will appear on the right side of the widgets page. This button will also appear on the utility's main admin page, so if you have no changes to your widgets settings, you can just click from there without coming to this screen.

All the widgets are saved in the specified folder with the \*.wgt extension. The widgets listing will tell you exactly how each one is named. There are also CSS classes applied to most elements in the widgets which can be used for formatting.

### *On-Demand Widgets*

On-demand widgets are a new feature of StatsLab11 that allows you to call a widget directly without regenerating it after every sim. The script that creates them is widget.php, and by including a link to the widget.php file with the appropriate parameters defined, you can get a widget to display on your website that will automatically display the most recent stats after every SQL upload.

The following parameters can be applied to widgets.php to generate a widget:

**show:** The “show” parameter defines what type of widget you want to display. By setting it to ‘leaders’, it’ll display the top teams in each division in an unnumbered list format. By setting it to ‘standings’, you can get the divisional standings for any division in your league (with additional parameters). Anything else, including omitting this parameter, will result in a listing of the top players in a specific stat (stat must be specified).

**league\_id:** Specifies the league that you wish to display the widget for. Will default to StatsLab’s primary league if omitted.

**sub\_league:** Specifies the sub-league you wish to display. Use the sub league’s ID number or abbreviation (if unique). If omitted, leagues will be combined. This parameter must be specified to display a division’s standings.

**division:** Specifies the division you wish to display. Use the division ID as the value, and it must be combined with the sub\_league parameter. It has no effect on player stat widgets.

**topX:** For player stat widgets, this parameter defines how many players to display. By default, the top 3 players will be included.

**stat:** For player stat widgets, this parameter defines which stat to display the top X of.

The following stats are available for player stats widgets (note that this list is more extensive than for static widgets):

*Batting Stats:* AB, H, 2B, 3B, HR, RBI, R, SB, CS, BB, K, SF, SH, IBB, HP, GDP, PA, AVG, OBP, SLG, OPS, wOBA, VORP

*Pitching Stats:* W, L, SV, IP, K, BB, R, ER, G, GS, HP, HA, BF, GB, FB, HRA, BK, GF, QS, CG, SHO, HLD, ERA, WHIP, VORP

To include any of the above stats, set the stat parameter equal to the lowercase version of the stat, with the following exceptions:

1. K, BB, R, G, GS, HP, and VORP for pitchers should be preceded with a “p” to differentiate them from the batter stat version (e.g.: k=batting K’s, pk=pitching K’s).
2. Use “s” for SV.

Examples:

widget.php?stat=h&topX=7&sub\_league=NL – Will display the top 7 NL leaders in hits.

widget.php?stat=pk&sub\_league=AL – Will display the top 3 AL leaders in pitching strikeouts

widget.php?show=leaders – Will display the division leading teams in each division.

widget.php?show=standings&division=1&sub\_league=1 – Will display the standings for sub\_league 1, division 1 (in my test case, the NL Central).

widget.php?stat=ops&topX=10 – Will display the top 10 batters in OPS across all subleagues (e.g. All MLB, rather than just AL or NL).

You can test your on-demand widget out in your browser before adding the code to call it to your website.

## Widget CSS

**wdgT** – Applied to <table> tags

**wdgH** – Applied to <tr> tags contained inside <thead> tags.

**wdgH\_I** – Applied to <td> tags inside <thead> tags that might require different alignment.

**wdg1, wdg2** – Applied to alternating <tr> tags

**wdg1\_I, wdg2\_I** – Applied to alternating rows <td> tags that might require different alignment

**wdgUL** – Applied to <ul> tag in division leaders widget

**wdgLI** – Applied to <li> tags in division leaders widget

## Export Tracker

The export tracker looks at teams at the major league level for the primary league and reports whether or not the export is new, old, or unavailable. Configuration is handled by the SQL utility's general admin page. Any additional leagues that have human GM's will display on this page as well.

## All-Star Voting

The All-Star Voting utility will automatically generate All-Star Ballots based on settings you input and is enabled via the general admin page of the utility.

### *Configuration*

Once enabled, click the All-Star link in the navigation bar and go to the admin page to set up the ballot. From there, you'll have the following settings:

**Enable Voting:** Check this box to start allowing votes to be cast.

**Show Results to All:** If this box is checked, anyone can view the results for the current ballot. If not, only those who have voted will be able to see the results.

**Minimum Plate Appearances:** Enter the number of plate appearances per team game that will get a player on the ballot. e.g. 3.1 – which is the modern rate stat qualification for leaderboards.

**Minimum Fielding Innings for Position Qualification:** Enter the minimum number of fielding innings per team game required for a player to be listed at a defensive position. If a player qualify for more than one position, they will only be listed at the position where they have the most fielding innings. If a player does not qualify for any position, but does meet the plate appearances requirement, they'll be listed as a designated hitter. If the league in question does not use the designated hitter, then they'll be left off the ballot. e.g. 4.5

**Qualify based on total fielding innings:** By default, StatsLab will qualify players at a position only if they have met the minimum fielding innings played at that position. This can prevent utility players from appearing on the ballot anywhere but DH, even if they have never DH'd. Check this box if you wish to qualify players for non-DH positions based on their total innings in the field. They'll then appear at the position where they've recorded the most innings played.

**Split Outfielders By Position:** By default, StatsLab will put all outfielders into a single "Outfielders" section where GM's choose their 3 choices. If you wish to have GM's vote specifically for LF, CF, and RF, check this box.

**Minimum Innings Pitched for Starters:** Enter the number of innings pitched per team game for a pitcher to qualify as a starting pitcher. e.g. 1.0 – which is the modern rate stat qualification for leaderboards.

**Minimum Innings Pitched for Relievers:** Enter the number of innings pitched per team game for a pitcher to qualify as a relief pitcher. e.g. 0.4

**Minimum Games Started Ratio for Starters:** Enter the games started ratio (GS/GP) for pitchers to qualify as a starting pitcher. Pitchers must meet this requirement and the innings requirement to be listed on the ballot as a starting pitcher. e.g.0.5

**Maximum Games Started Ratio for Relievers:** Enter the games started ratio (GS/GP) for pitchers to no longer qualify as a relief pitcher. Pitchers must meet this requirement and the innings requirement to be listed on the ballot as a relief pitcher. e.g. 0.5

**Include All Pitchers With At Least X Saves:** If you enter a value in this field, then any pitcher with this many saves will appear on the All-Star ballot, even if they haven't met the innings requirement for relievers. e.g. 6

It is possible that a pitcher will fall between the innings pitched requirements and not appear on the ballot if they've started too high a percentage of their appearances. None of these settings need to be adjusted between simulations, as they're all based on playing time ratios. The ballot will automatically be regenerated after each SQL load.

The utility will automatically determine if each league is using the DH or not, and voting will match the league's setting. e.g. In an MLB setup, you'll vote for the DH on the AL ballot, but not on the NL ballot.

The right side of the admin page will report on which users have voted for the current season's ballot. Use the "clear" link to cancel an individual user's submission. Clicking on the word "Yes" for users who have cast a ballot will show you that user's individual ballot.

### *Voting*

Users must be logged in to vote for All-Stars. The ballot will be presented in a series of pages for each sub league (e.g. AL, NL) in your major league, and will have separate pages for batters and pitchers. So in a standard MLB setup, you'll vote first for AL batters, then for AL pitchers, then for NL batters, and finally for NL pitchers. Lastly, you'll have a page to review your ballot before submitting the votes. If you don't submit the votes on this final page, the votes are not counted.

While the intent of the All-Star voting utility is to vote for All-Stars in the middle of the season, it can also be used to vote for positional All-Pros or Silver Sluggers after a season is completed if you have no All-Star game.

### *Voting History*

The History link in the All-Star module allows you to see the results of past votes.

## End of Season Awards Voting

The Awards Voting utility will automatically generate Awards Ballots based on settings you input and is enabled via the general admin page of the utility.

### Configuration

Once enabled, click the Awards link in the navigation bar and go to the admin page to set up the ballot. From there, you'll have the following settings:

**Enable Voting:** Check this box to start allowing votes to be cast.

**Show Results to All:** If this box is checked, anyone can view the results for the current ballot. If not, only those who have voted will be able to see the results.

**Maximum Players Per Ballot:** Enter the maximum number of players you wish to see on any one ballot. This setting does not apply to Gold Glove award voting. Rookie award ballots will split this number evenly between pitchers and hitters. So if you set it to 40, then the top 20 batters and top 20 pitchers will show for rookies. The recommendation is to set it at roughly 1.5 players per team in your league.

**Ballot Size:** There are three ballot size settings, one each for your league's best batter, best pitcher, and best rookie. These settings determine how many votes a voter needs to submit when voting, and also how those votes are counted. Votes are counted as follows:

<b># of Votes</b>	<b>Scoring</b>
10	14,9,8,7,6,5,4,3,2,1
5	10,7,4,2,1
3	5,3,1
1	1

**Minimum Plate Appearances:** Enter the number of plate appearances per team game that will get a batter on the ballot. e.g. 3.1 – which is the modern rate stat qualification for leaderboards. This setting applies to best batter award voting. Best rookie voting ignores this value due to the typically small rookie pool.

**Minimum Innings Pitched:** Enter the number of innings pitched per team game for a pitcher to qualify for the best pitcher award. e.g. 1.0 – which is the modern rate stat qualification for leaderboards. Best rookie voting uses a fixed rate of .3 innings per team game.

**Rookie Qualification – Maximum Service Days Prior to Current Season:** Enter the number of service days the player cannot have completed prior to the current season in order to appear on the best rookie ballot. e.g. 45

**Enable Gold Glove Voting:** Check this box to include the ballot for defensive awards. Voting will consist of one vote per position Pitcher through Shortstop. Outfielders are lumped together, and the user is asked to vote for 3 out of the group. Outfield stats are presented for the outfielder's primary position.

**Split Outfielders By Position:** By default, StatsLab will put all outfielders into a single "Outfielders" section where GM's choose their 3 choices. If you wish to have GM's vote specifically for LF, CF, and RF, check this box.

**Minimum Fielding Innings for Position Qualification:** Enter the minimum number of fielding innings per team game required for a player to be listed at a defensive position. If players qualify for more than one

position, they will only be listed at the position where they have the most fielding innings. Outfielders must meet this qualification at one of the three primary outfield positions, rather than combined from more than one of them. e.g. 5.0

**Enable Custom Award Voting:** Check this box to include the custom award.

**Award Name:** Enter the name of your custom award. This name will appear on the admin page, voting page, results page, and voting history pages.

**Custom Award Votes:** Just like for the standard awards, you define how many votes users should cast for the custom award when voting. Votes are tallied using the same point scales.

**Player Pool:** Select the group of players to include on the ballot: Batters, Pitchers, Relief Pitchers, or all positions. Players are subject to the same plate appearance and innings requirements with the exception of relievers, who have a lower inning requirement.

**Player Qualification:** Select whether you want to include all players on the ballot, or limit this award to rookie qualifiers only. Rookies qualify based on the same qualification listed higher on the admin screen.

**Enable General Manager of The Year Voting:** Check this box to include the GMOTY award.

**GMOTY Votes:** Just like for the standard awards, you define how many votes users should cast for the custom award when voting. Votes are tallied using the same point scales.

**Allow GM's to vote for themselves:** Check this box to allow GM's to include themselves on their ballot. By default, they may only vote for other GM's.

**Clear This Year's Vote:** This button will reset the votes already cast for the current season only. This will affect all GM's.

**Clear Historical Votes:** This button will clear out all awards voting history.

The right side of the admin page will report on which users have voted for the current season's ballot. Use the "clear" link to cancel an individual user's submission. Clicking on the word "Yes" for users who have cast a ballot will show you that user's individual ballot.

## *Voting*

Users must be logged in to vote for awards. The ballot will be presented in a series of pages for each sub league (e.g. AL, NL) in your major league, and will have separate pages for batters and pitchers. So in a standard MLB setup, you'll vote first for AL batter of the year, then for AL pitcher of the year, then for AL rookie, then for AL gold glove (if enabled), then for AL custom award, then the same progression for the NL, and finally for GMotY. Lastly, you'll have a page to review your ballot before submitting the votes. If you don't submit the votes on this final page, the votes are not counted.

On all but the gold gloves, voting occurs by checking the box next to the players for your ballot, clicking the add to list button, ordering them how you want them, then submitting the vote. It's important to order the players how you want them with the 1<sup>st</sup> place vote at the top and last place vote at the bottom.

## Hall of Fame Voting

The Hall of Fame Voting module is enabled from the StatsLab Admin page just like the other voting modules.

### *Hall of Fame Admin*

Once enabled, click the Hall of Fame link in the navigation bar and go to the admin page to set up the ballot. From there, you'll have the following settings:

**Enable Voting:** Check this box to start allowing votes to be cast.

**Show Results to All:** If this box is checked, anyone can view the results for the current ballot. If not, only those who have voted will be able to see the results.

#### **General Settings:**

**Minimum Years Since Retirement:** Enter the number of years since the player last played in the utility's primary league before a player is eligible for the ballot.

**Minimum Seasons Appeared In:** Enter the minimum number of seasons a player must have appeared in the utility's primary league before he will be included on the ballot.

**Maximum Number of Years on Ballot:** Enter the maximum number of years a player can appear on the ballot. This number, combined with the minimum years since retirement, determines the earliest retirement year for players to appear on the ballot.

**Maximum Number of Votes per Ballot:** Enter the maximum number of votes a user may cast on their ballot.

**Percentage of Votes Required for Election:** Enter the percentage of votes that earn election as a whole number (e.g. 75 would be entered for 75%). This number is for display purposes only, and will not actually elect the player in OOTP.

**Minimum Percentage of Votes to Stay on Ballot:** Enter the minimum percentage of votes required to appear on a future ballot. Players who have never been voted on in StatsLab are ignored by this setting.

#### **Batter Qualifications**

**Hits:** Enter the number of hits beyond which players will appear on the ballot.

**Home Runs:** Enter the number of home runs beyond which players will appear on the ballot.

**Stolen Bases:** Enter the number of stolen bases beyond which players will appear on the ballot.

**Minimum X Batting Average In X Plate Appearances:** Players with this batting average or higher and at least this many plate appearances will appear on the ballot.

**Minimum X OPS In X Plate Appearances:** Players with this OPS or higher and at least this many plate appearances will appear on the ballot.

**HOF Standards:** Enter the HOF Standards value beyond which players will appear on the ballot.

**Minimum Plate Appearances:** All batters appearing on the ballot must have at least this many plate appearances.

**Always Include These Players:** If there are batters not appearing on the ballot based on your qualifications, you can force them to appear by entering their player ID's in this field. Separate each player ID by a comma. Players must be retired, have played in the utility's primary league, and not already be in the Hall of Fame.

**Always Exclude These Players:** If there are batters appearing on the ballot based on your qualifications, you can force them to not appear by entering their player ID's in this field. Separate each player ID by a comma.

### ***Pitcher Qualifications***

**Wins:** Enter the number of wins beyond which players will appear on the ballot.

**Strikeouts:** Enter the number of strikeouts beyond which players will appear on the ballot.

**Saves:** Enter the number of saves beyond which players will appear on the ballot.

**Minimum X Winning Percentage In X Innings Pitched:** Players with this win percentage or higher and at least this many innings pitched will appear on the ballot.

**HOF Standards:** Enter the HOF Standards value beyond which players will appear on the ballot.

**Maximum ERA:** Any pitcher with an ERA above this mark will be left off the ballot.

**Minimum Innings Pitched for Starters:** Enter the minimum number of innings that a relief pitcher must have before he will appear on the ballot. For the sake of HOF voting, starters are any pitcher who does not meet the reliever criteria.

**Minimum Innings Pitched for Relievers:** Enter the minimum number of innings that a relief pitcher must have before he will appear on the ballot. For the sake of HOF voting, relievers are defined as any pitcher with more relief appearances than games started and a maximum of 4.0 innings per appearance.

**Always Include These Players:** If there are pitchers not appearing on the ballot based on your qualifications, you can force them to appear by entering their player ID's in this field. Separate each player ID by a comma. Players must be retired, have played in the utility's primary league, and not already be in the Hall of Fame.

**Always Exclude These Players:** If there are pitchers appearing on the ballot based on your qualifications, you can force them to not appear by entering their player ID's in this field. Separate each player ID by a comma.

From the right side of the admin page, you can manage individual ballots and see who has and has not voted.

### ***Hall of Fame Ballot***

Once configured, the ballot will show batters first, then pitchers. Players will appear with links to their player page, awards won, career metrics, career totals stats, win shares, and previous voting history. Users may submit a blank ballot by clicking the submit vote button without checking any of the players. If too many players are checked, users will not be able to continue.

After submitting the vote, the user will be asked to confirm their submissions and then be shown the ballot results.

### ***Hall of Fame Inductees***

This page defaults to a tabular view of all Hall of Fame inductees. Players must be added to the Hall of Fame in OOTP before they will show up on this page.

The expanded view will show Hall of Fame inductees in the same format as the ballot sans the checkbox for voting or voting history.

## Metrics (aka Career Metrics)

The Career Metrics portion of the SQL utilities contains several functions for evaluating players from a seasonal and career perspective, and is broken up into administrative functions and reports. For the most part, the reports will not show anything that the OOTP HTML reports don't show until you've run the admin functions. For each of the different buttons on the right hand side of the career metrics admin page, it's recommended that they be run at least once each season, after the regular season is over, but before the end of the postseason when the game "rolls over" the data dump to the offseason. The best day to do this is the day immediately following your last postseason game, although you can run them at any time during the postseason. The buttons are listed in the order they should be run. It is recommended to run the seasonal stat buttons after each sim, since this will keep the utility most up to date. They are included on the main admin page of StatsLab for convenience

### *Admin Settings*

The Similarity Scores settings will be discussed below in more detail, but these are the minimum playing time requirements before Similarity Scores will be run for a player.

### **Designated Hitter Configuration**

The SQL dump out of OOTP doesn't provide detailed batting stats by defensive position played, nor does it provide games played at DH in the fielding stats table. When determining each team's positional starter at DH, then, StatsLab will assign the DH to the player with the most game played while not playing in the field. This may capture some pinch hitting or pinch running appearances, but there simply isn't more detail available.

In addition, the DH setting for each of your leagues isn't tracked historically. For this reason, StatsLab has a setting for each league which allows you to tell StatsLab when that league implemented or discontinued use of the DH. The option will change depending on the current configuration for the league. When determining positional starters at DH, then, StatsLab will not assign a DH until the year implemented, and will stop assigning a DH when the league stopped using it. Teams that switch leagues during their life will respect the league they were in at the time. At this point, StatsLab only accommodates a single historical change of DH usage in a league.

For example, in a modern MLB league, you'd enter 1973 as the year the American League implemented, and leave the National League field blank because they've never had a DH.

### *Admin Functions*

**Primary Position: (run after each regular season sim)** In order to determine HOF Standards and Similarity Scores, each player in the league must be assigned a primary position. To use the player's assigned position in the players table would potentially be inaccurate due to the fact that players may retire at a position other than where they spent the majority of their career. For that reason, the utility has a tool to determine each player's primary position based on the number of fielding innings they spent there throughout their career. The position with the highest total is what's assigned to the player.

Always run this tool once before running the Career Metrics or Similarity Scores tool. The leaderboards page will not function correctly for positional leaderboards until this has been run at least once.

**Park Factors: (run after each regular season sim)** The SQL utilities will automatically determine park factors for runs and home runs if they haven't yet been calculated for the current season when season metrics or win shares are run. If they have been run for the current season, and you've since moved further along in the year, it's a good idea to run this before running either of the other two utilities. This tool can only be run when the database has data for regular season games in it, so this button will be disabled during the offseason.

**Season Metrics: (run after each regular season sim)** The season metrics tool will calculate OPS+, wOBA, EqR, and EqA for qualifying batters and ERA+ and ERC (component ERA) for qualifying pitchers. Both OPS+ and ERA+ are park adjusted and will display on the utility player page if they've been calculated. The batter stats section will additionally display EqA and wOBA as well with the pitcher stats also displaying ERC. Unadjusted OPS+ and ERA+ are also calculated. Those, and EqR are in the database but not displayed for space considerations. This tool can only be run when the database has data for regular season games in it, so this button will be disabled during the offseason.

**Win Shares: (run after each regular season sim)** The SQL utility has the ability to calculate win shares for the current season. Batting, pitching, and fielding win shares are calculated. The methodology employed is "close" to the win shares methodology outlined in Bill James' book, with some minor digressions made to accommodate the OOTP data structures or for simplicity. For example, player win shares are not rounded down to the nearest integer and then the remaining win shares distributed to those players with the highest remainder. Instead, fractional win shares are awarded.

Since no postseason numbers are included in the win shares calculations, the postseason is the best time to run it and ensure that you have all the data from the just completed season. OOTP "rolls over" the league file and SQL data dump a day or two after the completion of the World Series (or final regular season game with no postseason), so be careful about getting the SQL dump uploaded to run win shares if you're planning to use this piece of the utility.

To view win shares data, turn on the win shares option in the utility admin page and a new report will appear in the menu bar where you can get all your win shares data needs fulfilled.

This tool can only be run when the database has data for regular season games in it, so this button will be disabled during the offseason.

**Career Metrics: (run after the regular season)** The SQL utility has the ability to calculate Black Ink, Gray Ink, and HOF Standards scores. Black and Gray Ink scores are calculated based off of player leaderboard appearances, and therefore require that the player's leaderboard appearance be in the players\_league\_leader table. This table is updated by OOTP as the game simulates seasons; however it is not updated for historically imported players in the years played prior to OOTP import. In other

words, if you create a historical league starting in 2004, you won't get Black or Gray Ink scores for stats collected by Randy Johnson prior to that season, even though he was among the league leaders in strikeouts before then.

The HOF Standards score is calculated off of career stats totals, and these will be available for historically imported players in seasons prior to the start of your league.

**Similarity Scores: (run after the regular season)** Batter and pitcher similarity scores can be generated. This is easily the most process intensive portion of the SQL utility as it has to loop through all batters and all pitchers for every player in league history. The actual calculation is fairly quick, but the number of players is what makes it process intensive.

For this reason, both batter and pitcher similarity scores have settings that allow you to only calculate similarity scores for players with a certain amount of playing time. Baseball Reference uses 300 AB for batters and 100 IP for pitchers. You can configure these yourself on the Career Metrics Admin Page, although the SQL utility allows you to enter the number of plate appearances for batters instead of at-bats.

### *Player Page*

The player page available to you after you turn on the career metrics pages will give a career summary for a player. The page will show major awards won, career stats, leader board appearances, and career metrics data. Simply enter the player ID of the player you wish to view, or enter all or part of the player's name to search for a player.

The player page will display player stats accumulated in the league defined as the utility's primary league. Awards won, pitching stats, batting stats, fielding stats, player leaderboard appearances, similarity scores, and HOF metrics will all be displayed, if applicable. Active players will also provide direct links to the player's development history, game logs, contract pages, and trade block options if those components of StatsLab are enabled.

### *Teams*

A series of history pages for teams in the utility's primary league.

**Team Index:** A yearly summary of how the team did at a high level.

**Batting Registry:** Displays a year-by-year summary of the team's batting performance, as well as a listing of all players to have played for that team and the battings stats accumulated while there.

**Pitching Registry:** Displays a year-by-year summary of the team's pitching performance, as well as a listing of all players to have played for that team and the pitching stats accumulated while there.

**Fielding Registry:** Displays a year-by-year summary of the team's fielding performance, as well as a listing of all players to have played for that team and the positions played for the team. You can select a position to see detailed year by year fielding stats for the team's third basemen as well as each player who's played that position for the team, along with their fielding stats for the team.

**Positional Starters:** A tabular view of which player spent the most time at each non-pitching position over each season.

**Pitching Starters:** A tabular view of each season's pitching staff and their relative role. The top 5 pitchers in games started are listed as starters. The pitcher with the most saves is listed as the closer. The 3 remaining pitchers with the most games pitched are listed for the bullpen.

**Park History:** Shows the yearly runs and home runs park factors for the team's ballpark. This page requires that park factors have been run for the current league for each of those seasons.

**Season Summary:** The season summary displays a team's performance over an individual season. The team's standings result is displayed, followed by award winners (if any), individual batting stats, individual pitching stats, individual fielding stats, and team leaders in various stats.

**Player Tenure:** A graphical display of an individual season that displays whether or not the player played for the team during the years preceding and years following the selected season.

## *Parks*

The Parks page can be used to review park factors for any team or league for which they've been calculated via the "Run Park Factors" button on the Career Metrics Admin page. This page brings you to a league and year filter selector, and upon choosing a valid combination you'll see a listing of all park/teams in the league and the runs and home runs park factors for that year. This allows you to compare parks within a league.

Clicking on the name of a ballpark will take you to that park's individual park page. The ballpark page will tell you which teams are currently using that ballpark. The park's capacity and dimensions will then display, followed by a historical listing of the calculated park factors recorded in StatsLab.

Finally, if the day and/or night images of the ballpark have been loaded to your league's HTML/images directory, these images should also display.

## *Player Leaderboards*

The player leaderboards page is an incredibly flexible tool that allows you to view a variety of statistical reports for your league. Use the filters to determine the type of leaders report you wish to see.

Some important notes regarding use of the leaderboards:

1. Positional career leaders will not work properly unless the career position tool has been run from the Career Metrics Admin page.
2. A pitcher is determined to be a relief pitcher using the same criteria used for Similarity Scores (less than 4 IP/G and  $(G-GS) > GS$ ).
3. Rate stats will reflect completed seasons only.
4. Not all stats are collected during the postseason. (e.g. VORP, BS)
5. Career metrics (e.g. Ink Scores, HOF Standards) will not work with progressive leaderboards.

## *Team Leaderboards*

The team leaderboards page works very much like the player leaderboards page except that it displays stats by team rather than by player.

## *Graphs*

The career metrics graphs page lets you generate graphs of player or team statistics throughout your league's history. The page will also generate some quick links to the active and career leaders in several batting and pitching statistics. Each of these links will graph the top 10 players in each stat. The combination link will display the top 7 career leaders plus the top 3 active leaders (that aren't already in the top 7) for that stat. Player stats can be graphed based on year or based on the player's age along the x-axis. When graphing by age, the From and To fields can be ages rather than years. So you could graph player stats between their age 25 and age 30 seasons.

The **Disregard history prior to dataset** checkbox can be useful if you wish to compare players or teams only based on what they've done since the first year in your dataset.

Use the **Player Search Filter** to limit the list of available players as you add players you wish to graph.

### *Draft History*

The new Draft History page has two sub-utilities provided within it:

1. Draft History
2. Draft Analyzer

The draft history page lets you see a pick-by-pick recap of any season's amateur draft. Each player will be listed with stats accumulated in the utility's primary league, as well as where the player is currently playing. If you have elected not to keep minor leaguers who never make the majors, those player will disappear from these pages when their player ID is reused by OOTP.

The Draft Analyzer allows you to perform a leaderboards type search to see the top careers by players drafted according to a variety of criteria. If you want to know how many 18 year olds drafted after the 5th round have played in the majors, you can find that out.

This page is also accessible from the Draft module.

### *Win Shares*

The Win Shares page is allows you to perform reports specifically around win shares, although these statistics are also now available on the player leaderboards page.

## **Development Tracker**

The development tracker reports on changes in development since the last time the tracker was run. The development tracker will track both ratings and potential according to the scales defined in the admin page of the SQL utility. If you are tracking development, and then change your ratings scales and rerun development, all your players will exhibit a change in their ratings that is picked up by the development tracker.

The development tracker needs to be run by clicking on a button after each database load. You can use the button on the general admin page or the dev tracker's admin page.

The admin page of the dev tracker allows you to define what types of stats to report on.

The default view of the development tracker is for just the most recently run simulation, but you can also review data by season for each team (or free agents).

The development tracker can be very slow to run, and in very large leagues this can cause a web timeout when running it for all the leagues in your universe. For this reason, the tracker also can be run for just the players in a specific league.

## Draft Utility

The draft utility is designed to help online leagues manage their amateur draft. There's a fair amount of flexibility to it, and it consists of three web pages: the admin page, the team war room, and the draft report. The utility has a draft scheduling feature which can be used to maintain the schedule of the draft and automatically process overdue picks.

### *Draft Admin*

This is where all the detail of configuring the draft happens. The left side of the screen has general draft settings, draft schedule settings, and email settings. The right side is used to configure the draft order.

### *General Settings*

**Enable Draft:** This box must be checked in order for any picks to be made. The draft board and team war rooms are available even if this box is unchecked, and teams can configure draft lists and team preferences. They just can't submit any picks until the draft is enabled.

**Number of Rounds:** The number of draft rounds you wish to use the utility to process. As an example, you may choose to use the utility only for the first 3 rounds of your 5 round draft, and then have OOTP auto pick the final 2 rounds, in which case you would set this to 3. If you want the whole draft handled via the utility, set this to 5.

**Number of Players to Display:** The maximum number of players that will show up on the team warroom page at any one time.

**Pause Auto Picks:** If this is checked, the draft will not automatically process auto picks *before they are due*. That last phrase is very important. The commish is still able to auto pick a team, and if the draft timer is enabled, it will still auto pick any picks that are overdue. It is recommended to leave this setting on until you are happy with your draft schedule.

**Set Team To Auto After Auto Pick:** Whenever a team has an auto pick made for them, either by the draft timer or by the commish clicking the Auto Pick option on the draft board for the currently active pick, that team's GM preferences will be set to auto for the remainder of the draft. If the GM wishes to be taken off of auto drafting, they simply need to go to their Team War Room and change their preferences. It is recommended to leave this setting off until you are happy with your draft schedule.

**Auto Open Teams:** Checking this box will tell the draft utility to make auto picks for any team that isn't controlled by a human GM.

### *Feeder League Settings*

**Feeder League Age Limit:** If your league uses feeder leagues, you'll need to define the age at which players in that league become eligible for your major league's amateur draft. Players who reach this age by the draft date will show up as players eligible to be selected. Each feeder league will have a line of its own on which to enter the age.

e.g. College League Age Limit: 21

e.g. High School League Age Limit: 18

### *Draft Schedule Settings*

From here you can control how the utility handles your draft schedule. The draft schedule is fairly flexible. You must fill out all text boxes in order for the draft to be scheduled correctly.

**Enable Draft Timer:** Check this box to use the draft timer and schedule features. Whenever you save your settings with this box checked, the draft will be scheduled out according to the settings defined in this section. If the draft is already underway, re-saving these settings will reschedule the remainder of your draft (that can either be a good thing or a bad thing, so be careful!). Whenever the draft board is accessed, the current time will be compared with the currently scheduled pick's due time, and if the pick is overdue, the utility will auto pick for that team.

**Adjust Pick Time With Each Pick:** This check box controls whether or not your draft schedule uses strict draft times or flexible draft times. Flexible draft times cause the draft to reschedule the remainder of the picks whenever a pick is made. In this way, the time slots move up as the draft goes along. If you do not adjust pick time with each pick, then the originally scheduled time is adhered to from a draft timer perspective.

**Current Server Time:** The draft schedule settings are all relative to the server time, so that is displayed here for convenience. It would be good practice to remind your GM's what time zone the server is configured for. Both date and time are displayed.

**Start Date:** The date on which you wish to have the schedule begin. This is convenient if you wish to set up the draft and give your GM's a few days to prepare before the schedule forces them to make picks. They are welcome to make picks early if they wish, although you should be sure to not have the draft adjust the schedule with each pick if that is your intent. Enter the date in YYYY-MM-DD format.

**Start Time:** The time at which the draft officially begins on the start date. Note that the first pick is not due at this time, rather the first pick is due at this time plus the number of minutes between picks. Enter the time in 24 hour time format as HH:MM. If the start date and start time combine to form a time in the past, then the current time will be used.

**Time Per Pick...:** The number of minutes between scheduled picks. For two hours, enter 120.

**...Through Round:** The round through which you wish the above setting to apply. After this round, the below setting will apply.

**Time Per Pick After:** The number of minutes between scheduled picks after the round specified above. For half an hour, enter 30.

**Timer Starts At:** The time of day at which you wish the draft timer to start scheduling picks for. Enter the time in 24 hour time format as HH:MM.

**Timer Stops At:** The time of day at which you wish to draft timer to stop schedule picks after. Enter the time in 24 hour time format as HH:MM.

**Pause Timer on Weekends:** Check this box if you wish to have no picks scheduled for Saturday or Sunday.

That's a lot of settings, and since they're sure to be somewhat confusing, let's try an example.

Enable Draft Timer: Checked

Adjust Pick Time With Each Pick: Not Checked

Current Server Time: display only

Start Date: 2009-06-15

Start Time: 09:00 (which is the same as 9 am)

Time Per Pick...: 60

...Through Round: 1

Time Per Pick After: 30

Timer Starts At: 09:00

Timer Stops At: 20:00 (which is the same as 8 pm)

Pause Timer on Weekends: Checked

When you click to save these settings, the very first pick of the draft will be due on Thursday June 18, 2009 at 9 am. Pick 2 is due at 10 am, pick 3 and 11 am, and so on. The last pick of the day is pick 12, due at 8pm. Pick 13 is then due on Friday June 19, 2009 at 10 am. They still get their 60 minutes for a round 1 pick, and that 60 minutes does not include time when the timer is stopped. Assuming a 30 team league, the last pick on Friday will be pick 23, due at 8 pm on Friday. The timer is told to pause over the weekend, so pick 24 is due at 10 am on Monday, June 22, 2009. Round 1 pick 30 is due 4 pm on Monday, and round 2 pick 1 is then due at 4:30 pm on Monday, since all picks in rounds higher than round 1 use the second timer delay setting of 30 minutes.

Because the "Adjust Pick Time With Each Pick" setting is not checked, the draft schedule is adhered to strictly. Had it been set, and the first pick was made at 9:27 am on June 18, then the remainder of the draft would have been rescheduled, and pick 2 would have been due at 10:27 am.

Hopefully, the example isn't too confusing. It is highly recommended that commissioners experiment with the settings a little before letting their league loose on the draft. It's pretty easy to jump back and forth between the admin page and the draft board and make auto picks or clear picks to see how the schedule is affected.

Note that the utility schedules picks to the nearest minute. Also note that you can force the utility to automate the entire draft by setting a pick delay time of 0 minutes.

### *Email Settings*

If you wish to send email notification to teams when it is their turn to draft, this is the where that is configured. In order for email to be sent, both fields must be filled in. Emails will go out whenever the

draft is waiting for a pick to be made manually, and will include the next full round of picks and their schedule.

**Email List:** This is the list of email addresses to which you wish to send the email.

**Reply-to List:** This is the list of email addresses which will populate the email's From field.

### *Draft Administration Buttons*

If you haven't run your amateur draft before, then you will see a button at the bottom of the left side admin settings to generate the auto draft list. StatsLab keeps a list of all draft eligible players in the database and ranks them for the purposes of auto drafting. StatsLab will automatically generate this draft list the first time a draft pick is made after each SQL upload. However, the ranking process can take a little time for your web server to process, especially if you've got upwards of 500 players in your draft (a typical 30-team, 10 round draft will need a minimum of 300 players in the draft pool). For this reason, you can pre-populate the auto draft list by clicking this button. If the draft list has been generated since the last SQL load, then this button will not appear.

### *Draft Order Configuration*

The first time you save your draft settings for a new amateur draft, the draft order will be populated out for the number of rounds you select. The default draft order will be the reverse order of team winning percentage for the previous season, but you'll probably need to adjust this to suit your league and to resolve ties.

The current round that the order applies to is displayed, and you can easily edit this or move up/down a round using the buttons.

To change the order, simply choose the correct team from the drop down for each pick, and then click save at the bottom.

If you wish to populate the order you've selected to the remaining rounds of the draft, check the "Apply to Remaining Rounds" check box before clicking save. You can also apply this draft order in serpentine fashion to the remainder of the draft using the appropriate checkbox. This will then have the last pick in the current round be the first pick in the next round and so on.

If you decrease the number of rounds in your draft, any preconfigured draft order for those rounds will be lost.

If you increase the number of rounds in your draft, the utility will add new rounds using the default draft order of reverse winning percentage. If you've already configured the order for the other rounds, you'll need to go in and (re)configure the new rounds. It's often easiest to select your last configured draft round and use the option to apply to remaining rounds.

If a team trades a pick to another team, simply use this part of the draft admin page to assign the pick to the correct team.

**BE SURE TO SAVE THE DRAFT ORDER BEFORE SWITCHING ROUNDS.**

**NOTE:** Changing the draft order does *NOT* affect the draft schedule or picks already made. So if you've already scheduled out your draft using the draft schedule settings, those schedule settings will remain in effect when you switch the team order. If a pick has been made, changing the order will simply assign that selection to the new team – so verify you're adjusting the correct round when entering traded picks.

### *Handling Sandwich Picks*

OOTP allows draft pick compensation and the result is sandwich picks made between rounds of the draft. In the event that you wish to have a sandwich round, schedule your draft for an additional round. For example, if you have a 10 round draft with a few sandwich picks between round 1 and round 2, schedule the draft for 11 rounds. Round 2 of your StatsLab draft is now a sandwich round. Adjust the team order for the other rounds, then go to the draft report and click the "Skip Pick" link next to all the round 2 picks that don't belong in your sandwich round. You can always click the "Restore" link if you click the wrong pick by mistake. If using the draft timer, StatsLab will automatically reschedule the remainder of the draft. Make sure you've got the right teams assigned to the sandwich picks, and you're good to go. If you have more sandwich picks than teams in your league, you'll need to schedule two additional rounds and then skip/adjust the picks as needed.

Note that while logged in as a commish, you'll see the skipped picks on the draft board, but your non-commish GM's will only see the picks that are actually going to be made.

### *User Configuration*

The user configuration table will display the full list of human managers for the utility's primary league and their auto draft settings. The table will display ON/OFF for the auto draft and the auto from draft list settings in that team's war room. Additionally, you can selective turn off any team that is currently turned on by clicking n the disable link. If the team has a draft round defined for when to auto draft after, that setting will not be changed. At the bottom of the listing is an option to turn off auto draft settings for all teams in the league using the "disable all" link for each column.

## **Draft Board**

The draft board screen is available to any person accessing the draft pages and will show the current status of the draft. Each pick will display the round, pick in that round, overall pick, team that owns the pick, and the player drafted. If the pick is yet to be made, and the draft schedule timer is being used, the time the pick is due will also display. Times displayed are the server time, so there is also an indication of the current server time for users to be able to compare.

With the draft timer on, a countdown timer to the next pick will display, so users can see when the next auto pick will happen if the currently active team does not pick. There is also a setting on the page for the page refresh time, where a user can set the page refresh to occur more or less frequently than the default of 60 seconds.

If a commissioner is logged in, that user will have additional actions available to him. The current pick will have an option to make an auto pick or a manual pick. Choosing the auto pick option will progress

the draft according to the auto draft settings in your draft configuration. Choosing the manual pick option will take you to a new screen allowing a commissioner to enter a player ID to draft a specific player for that team. Just enter the player ID and click “Draft Player”. Making a manual draft pick for a team will not progress the draft according to the auto draft settings in your draft configuration, nor will it email the next team due to pick. As mentioned above, there will also be an option to skip or restore previously skipped picks.

Any picks that have been made will have three options:

**Clear:** Clear will remove an individual pick.

**Edit:** This action will clear the currently selected pick and take you to the manual pick entry screen, where you can enter a different player ID to change the selection. The current selection will be predefaulted in for you.

**Rollback:** Rollback will remove all picks from that point forward.

**NOTE:** *The Clear and Rollback options will cause the remainder of the draft to be rescheduled if using the draft schedule.*

If using the draft schedule timer, any access to the draft board by any user will cause the current time to be compared to the scheduled pick time, and process any picks that are overdue.

If you wish to make a manual pick for a team you do not control, it’s also possible to go to the utility’s main admin page, login as the user in question, then make that pick from that team’s war room page. This can be helpful if you wish to review the team’s auto draft list before making a selection for them, or if you wish to have the utility progress the draft according to the auto draft settings in your draft configuration and email the next team due to pick.

NOTE: The draft utility will auto pick off of the user’s draft list prior to using the draft’s auto pick list, even if the user’s draft list is turned off. It is assumed that effort made to the draft list is relevant to the draft.

### *Manual Draft Picks*

When entering a manual draft pick as the commissioner (accessed by clicking the Manual Pick link on the draft board), you’ll be taken to a page where you can enter a player ID. This page will also have a checkbox to let StatsLab know whether or not you want the entire draft schedule updated when the manual pick is made. This checkbox will default to your draft’s setting for adjusting the draft schedule after each pick.

## **Team War Room**

The Team War Room is available only to logged in users who are currently in control of a team as defined in the league file. From here, teams can review the available players, see what picks they’ve made and when their next ones are due, manage their draft list, configure their auto draft settings, and manually draft players if it is their turn to pick.

To add players to the draft list, click the check box next to their name, then click the Add To List button. You can add multiple players at once, and they are added in the order they appear on the page, not the order clicked. Use the up/down/remove buttons next to the draft list to manage the players once they're on the list. The view button will take you to the HTML page of the highlighted player in the draft list. You MUST click the save button for changes to your draft list to take effect.

There are three options under user preferences that GM's should address:

**Auto Draft From List:** Checking this option tells the draft code to go ahead and pick the top player off your draft list should the draft come around to your pick. If you leave this box unchecked the draft will still auto select from your draft list when it is your turn to pick.

**Auto Draft...:** Checking this check box tells the draft code to make an auto selection of your pick. If you have this box and the auto draft from list box checked, the draft code will first check your draft list for the first available player, and then auto your pick only if there are no available players left on your draft list. If this box is checked, but the auto draft from list box is not checked, your draft list will be ignored when the draft auto picks for your team.

**...After Round:** If you have the auto draft option checked, and entered a draft round number in this field, then the draft will wait until that round has completed before auto picking for your team. For example, a team may wish to make manual picks in their first three draft rounds, but auto pick the remaining 7 rounds of a 10 round draft. In that case, you would click the auto draft check box, and enter 3 in the draft round field. The utility will then auto select for you in rounds 4 and higher. If this field is left blank and the auto draft box is checked, then all rounds will be auto drafted. If this field contains a number, but the auto draft box is not checked, then no auto picks will be made even after the round specified.

The save button will save both the draft list and the user preferences. You MUST click this button to save changes to your draft list.

If it is your team's turn to pick in the draft, the "Add To List" button will be replaced by a button used to make a draft pick. In this case, check the box next to the player you wish to draft and click the button.

You'll also see an additional button appear in the Team Settings box labeled "Draft From List". If you wish to draft a player already on your draft list without finding him in the list below, just highlight the player by clicking his name, then click Draft From List.

## How Does the Utility Auto Pick Players?

A logical question to ask is whether or not you should let the draft utility auto select player for teams. It's a bit of a complicated formula, but it evaluates a player's ratings, potential ratings, running ratings, and fielding ratings to come up with a player value. All batters in the draft are then compared to the average batter in the draft, while all pitchers in the draft are compared to the average pitcher in the draft. Each player is assigned a relative score and then ranked. Players are picked off of this list.

Players are ranked for the auto pick algorithm based on your league's settings for ratings. This adds a bit of fog-of-war to the auto selection process, so it's not going strictly off of the internal ratings. If your league has set ratings to hidden in StatsLab (either because you're stats only or a scouted league), then the auto selection process will rank players use the 1-5 ratings scale to provide that fog-of-war while still maintaining a reasonable ability to rank the best players above the worst ones.

The player valuation formula is NOT easily editable. While I think it does a decent job, if you don't like it, encourage your GM's to set up auto draft lists and disable auto picks.

## Draft History

The Draft History page is covered under the Career Metrics module.

## Front Office

The new Front Office module contains several new pages and the navigation bar will also include links to the development tracker, ratings page, and ratings search page if they are enabled.

### *Admin Page*

The admin page contains three checkboxes used to configure the front office module:

**Trade Block:** Check this box to enable the new trade block tool. Enabling the trade block adds two new menu options to the Front Office navigation bar: Team Admin and Trade Block.

**Only allow players to be added in-game:** Check this box to prevent GM's from adding players to their StatsLab trading block in StatsLab. GM's will still be able to remove players in StatsLab, but they won't be able to add them back in until the next sim.

**Financials:** Check this box to enable the payroll page and the projected free agents page. This will also cause player salaries to appear in the trade block if it is enabled, and a link to the player's contract page from their StatsLab player page. If this option is checked, you MUST include the players\_contract and players\_contract\_extension SQL files in your upload.

## Trade Block

The trade block will automatically pull in any player put on the trade block by teams in OOTPX. Players will be listed by team, and each trade block will include player positions, ratings, salary (if financials enabled), and some basic stats from the current season. In addition, teams can configure a team notice and positions of need in the trade block admin page. Players can also have a headline added to their entry to draw attention. Below each team's trade block will be contact links if the GM has defined these in their StatsLab profile. These links will respect the GM's privacy setting of only displaying to logged in users. Lastly, an Expand Block link allows GM's to look at the players on the block in greater detail.

The trade block can also be filtered by player positions and team needs, if configured.

The expanded block will show the team notice, needs, and contact info, followed by a more detailed listing for each player. Each player's entry will include links to their player pages and team page. Player headlines and notices as configured in the trade block admin will display here, too. Ratings, if enabled, will show, followed by three lines of statistics: the current season, the previous 3 seasons averaged, and the career totals for this player. These stats will only be taken from the primary league.

## **Team Admin (trade block admin page)**

The team admin page is where logged in GM's can configure their trade block. GM's can enter a team notice of up to 255 characters for display on the trade block pages. In addition, they can configure team needs that will display and can be used to filter the trade block. Below this will be a listing of players on the block, followed by a listing of all players in the organization. Players can be added or removed from the trade block, and players on the trade block can be configured.

Configuring a player on the trade block consists of entering a 50 character headline and 255 character notice. The headline will display on the all-teams view of the trade block, while both will display on the expanded block.

The setting to "Only allow players to be added in-game" controls whether or not players can be added to the StatsLab trade block in StatsLab or not. Since players added to the trade block in OOTPX have their morale affected, this option may be something to consider if your league uses that feature of OOTPX. GM's will still be able to remove players from the block, though they won't be able to re-add them until the next sim, so StatsLab will warn users before removal if this option is enabled.

The player page in Career Metrics will also display links to the trade block admin functions for players in the logged in user's organization.

## **Payroll Page**

The Payroll page requires that the `players_contract` and `players_contract_extension` files are included in your SQL upload.

The payroll page will display all players with major league contracts in an organization, along with their roster status, primary position, age, major league service time, and salaries for the next 10 seasons. Arbitration estimates are not made by StatsLab, so players who may be eligible for arbitration will merely have that indicated. If a player's contract includes an option for the final year, that will be indicated as well. Extensions will display in-line with the player's current contract.

Clicking on a player's name will take you to that player's contract detail page. The contract detail page will show both a player's current contract and any extension that has been signed. Clauses and incentives will display, so you can see any potential bonuses the player may earn. StatsLab will also calculate the remaining amount of money on the contract.

## Projected Free Agents (FA's)

The new Projected Free Agents page can be filtered by year and/or team to display a list of players who will become free agents prior to the season selected if their current contract is not extended. Minor league free agents are not included. When looking at free agents after the current season, player stats from the season in progress will display.

## Last Sim Results

The Last Sim Results utility is divided into several pages. A new nav bar will appear providing links to Box Scores, Stats, Team Stats, and Top Performances. Additionally, playoff odds, spring training standings, graphs, milestones/records watch, playoff summary, and stat of the day pages can be enabled.

### *Last Sim Admin*

There are several configuration options in the Last Sim module. The first section is the most important as it impacts almost all of the pages in the module, and it's where you define how many days to include in the last sim.

**Auto Determine Sim Length:** This checkbox tells StatsLab whether or not to use the calculated sim length or the user defined sim length. If your sims are very short, you may wish to have the Last Sim pages be a view of the last 10 days rather than the 3 day sim you actually ran.

**Calculated Sim Length:** This read-only field will display the number of days simmed between the last two SQL uploads into the StatsLab database.

**Sim Length:** This field lets you enter a user defined sim length if you wish not to use the calculated length. e.g. 10

### *Playoff Odds Report*

This report shows the league standings along with an estimation of how likely a team is to reach the postseason. The report will show each team's likelihood of winning a division title, wild card (if applicable), and the total chance of making the postseason. In addition, the Opp% field shows the estimated winning percentage of the team's remaining opponents on the schedule. Essentially, it's a quick way to gauge how one team's strength of remaining schedule compares to another.

The report determines a team's playoff odds by simulating a number of seasons and then counting how many times the team reached the postseason during those simulations. The utility estimates a team's chances of winning a game by comparing a win percentage for each team involved in the game. The win percentage used to determine a team's chance of success is configurable on the Last Sim admin page.

Playoff Odds configuration settings on the Last Sim admin page:

**Enable Playoff Odds:** This checkbox determines if the playoff odds report is available or not.

**Seasons to Simulate:** The number of seasons to simulate when estimating playoff odds. It is not recommended to set this higher than 2000. Setting it to 1000 seasons is probably a better number. You

can certainly set this much lower, although very low numbers (like 2 or 3) are subject to odd results as there is a random element to each team winning a game.

**Estimate Future Success Based On:** This setting tells the utility how to determine which team is likely to win a game. Your options are as follows:

1. Pythagorean Win Pct (Exp) – Determines a team’s likely win percentage based on run differential with a fixed exponent for all teams
2. Pythagorean Win Pct (Pythagenpat) – Uses the Pythagorean win percentage but with an exponent specific to a team’s run differential and number of games played
3. Actual Win Pct – Uses the team’s current winning percentage

Whichever choice you make will be displayed at the top of the playoff odds report for all to see, so people will know how it’s being determined.

**Pythagorean Exponent:** This is the fixed exponent used if you choose that option for estimating future success. If not, you can leave this field blank. The formula is named for its similarity to the mathematical formula that uses 2 as an exponent, although statisticians seem to think something like 1.82 is a little more accurate.

**Regress to Mean Percentage:** Due to small sample sizes early in a season, you may find that the playoff odds are skewed by a fluke performance. A 20-5 loss on the second day of the year can greatly skew a team’s Pythagorean record early on. For this reason, StatsLab has the option to regress teams to the mean. While the team’s actual win percentage and actual Pythagorean win percentage will display on the report, for the purposes of simulating out the remainder of the season, the expected win percentage will be regressed towards .500 by the percentage specified. So if you set this field to 25 (for 25%), then a .600 team will be estimated as a .575 team, and a .550 team will be estimated as a .538 team. This brings all teams a little closer together in terms of expected performance. Entering 100 will estimate the playoff odds as if every team played .500 ball the rest of the way. Enter the percentage as a whole integer. e.g. 25 (for 25%)

**Number of Playoff Teams Per League:** If entered, the total number of playoff teams from each subleague (e.g. American League, National League, etc.) that should be calculated to make the postseason, including division winners. The number of wild card teams that the Playoff Odds report will assign odds to is the number entered here minus the number of divisions in the subleague. So if you enter 4 here, and have 3 divisions, you’ll get 1 wild card winner chosen in each simulated season. Likewise, if you enter 4 here and have 2 divisions, you’ll get 2 wild card winners.

If this number is not entered, the utility will check the league\_playoffs SQL table for the presence of wildcards if it finds it, will assign 1 wildcard if an odd number of divisions or 2 if an even number of divisions.

**Note:** Wild card winners are always chosen from the subleague’s pool of non-division winners, so if you’ve customized your playoffs to have the top 4 teams from each division, it’s possible the utility will assign the 5<sup>th</sup> place team in one division over the 4<sup>th</sup> place team in another division.

Playoff odds will regenerate after each sim and whenever you hit the save button on the Last Sim admin page.

### *Spring Training Standings*

The SQL utilities can generate a standings page for Spring Training games by enabling the page in the Last Sim admin page. Just click on the check box, and the utility will generate an additional link in the Last Sim navigation bar. The Pythagorean exponent used will be the same one configured for the Playoff Odds report. If you leave the Pythagorean exponent settings blank, the Spring Training standings page will default to a fixed exponent of 1.82.

### *Box Scores*

The Box Scores page is the default StatsLab page. It displays a team's record and box scores over the course of the past sim, as well as the team's upcoming schedule over the same number of days.

### *Graphs*

The Last Sim graphs page is different from the Career Metrics graph page in that it only graphs data from the current season. Either teams or players can be graphed, and any relevant date range for the current season is possible. A list of quick links to the top 10 players in a number of statistical categories as well as links to divisional races are available.

### *Stats*

The Stats page is designed to show individual player stats over the last sim, entire season, or a date range. By default, it will display both batters and pitchers for the logged in user's team, but it can be filtered to display any other team, division, or league. Each player's listing will have a link to the player's season log, which will show the player's game logs over the date range indicated as well as a variety of splits during the same time period.

### *Team Stats*

The Team Stats page defaults to a view similar to the player log page, only from a team perspective. A game log followed by various splits.

This page can also display a team comparison by league or division over a date range. This view will show batting and pitching stats during the time frame selected followed by a display of head-to-head records.

### *Top Performances*

The Top Performances page displays the noteworthy performances of the last sim. The left side of the page displays box scores that StatsLab deemed to have noteworthy performances or interesting results. The right side displays the top 20 batters and pitchers over the past sim.

### *Milestones/Record Watch*

The Milestones page contains two views: Milestones and Record Watch.

Milestones shows the career leader in a handful of selected stats as well as active players who are either approaching the record or a significant numerical milestone along the way. Significant milestones are determined based on the career leader, so they will evolve somewhat over the course of your league's life. For example, if your league has only been in existence for 2 seasons, your career home run leader at 96 home runs means that reaching 50 is a significant milestone. Whereas in a historical MLB league, 50 HR's would go ignored and 400 would be considered significant. The Projected column displays an estimate of where that player will finish at the end of the current season given their production so far in the current season and the number of games remaining on their team's schedule.

Record Watch shows both the seasonal and career record holders in a handful of selected stats. The five active players who are projected to finish the season closes to the record (or above it) are listed with their current total and their projection.

### *Playoffs Page*

The Playoffs page displays postseason series as they are scheduled by OOTP in the game. Each series will display the current standings in the series and a link to the Series Detail page. The Series Detail page displays box scores for that playoff series, a listing of the top 5 batters and pitchers in the series, and then an expanded listing of batting and pitching stats for each team involved.

Note that postseason games do not appear on these pages until OOTP adds them to the schedule at the conclusion of the regular season and each playoff round.

### *Stat of the Day*

The Stat of the Day page generates a unique statistical report each day. Each SOTD is intended to provide a more immersive experience to your online league by highlighting an unusual statistical accomplishment that might not be easily discovered using other methods. You might learn who had the most walks in a season without an intentional walk or which teams have finished in 2<sup>nd</sup> place the most frequently. It's a great place for article topics about your league.

## **Ratings Report**

There's no configuration necessary for the ratings report. This report shows all players in an organization along with their ratings as defined by the league settings for ratings scale. You can sort each view by different ratings.

### *Ratings Search*

The Ratings Search page is accessible from the sub-navigation bar and allows you to search for either batters or pitchers based on their ratings.

## Managers

The managers page will display a list of all teams in leagues with human GM's and the GM affiliated with each team. Any contact information entered on the profile page by an individual user will optionally be displayed here as well, per the user settings define in their profile (see below). GM's in other leagues and individuals listed in the game who are not running a team but able to access StatsLab will appear at the bottom.

The Managers page is also where a logged in user can access their profile from.

## Profile

The user profile page displays some information about your account when logged in, and also provides a place for users to change their password. The default password for all users is 'baseball'. In addition, this is where users go to configure the contact information they wish to share with other GM's in the league. All of the information is optional.

**Email:** Enter the fully qualified email address. (e.g. BobSmith@yahoo.com)

**Forum Name:** The identifier this GM goes by on the league forums.

**Forum PM Link:** The full HTML path to send this user a private message on the league forums.

**AIM:** The users's AIM handle.

**Yahoo IM:** The users Yahoo Instant Messenger handle.

**MSN:** The users's MSN Instant Messenger handle

**ICQ:** The user's ICQ number

**Facebook:** The full HTML path to the user's Facebook page.

**Twitter:** The full HTML path to the users's Twitter page

**External URL:** Any HTML link the user wishes to link to (will be displayed as "Website") on the managers page. This is useful for GM's who have a team blog or personal website they wish to share.

**Hide From Guests:** If checked, all of the contact information will only be made available to users who are logged in to the SQL utilities. By default, this information will be hidden.

## Customization

The SQL utilities make use of the same HTML stylesheet that the OOTP generated HTML pages make use of as well as an additional stylesheet containing elements specific to the utilities.

If you wish to modify the appearance of the SQL utility pages, the primary place to go after the utility stylesheet is the `html_functions.php` file. This file contains the functions that generate the page header, and page footer. For anyone familiar with HTML, you should be able to see where you might need to make changes to the HTML code, but don't hesitate to contact me if you need help.

## Appendix

### FAQ's

1. What do I do if I get a “**Warning:** mysql\_pconnect() ...” error?
  - a. Verify that your SQL user, password, and host name have all been defined correctly and that the user has full SQL permissions for the SQL database you’ve defined for the utility. When you enter this information, a file called dbopen.php is created in your SQL upload folder. This file will contain the php code that connects to the database, so you can review this file to see that it’s got the correct information. This is why this folder should be off limits to those visiting your website. If this file is correct and you’re still getting the warning, verify that the user is correctly configured in SQL. If the file is not correct, either delete it and reenter the information on the admin page of the utilities, or correct the file manually.
2. What do I do if my admin page gives a “MYSQL CONFIG ERROR: ...” message?
  - a. This means that your SQL users is probably configured correctly, but you can’t establish a connection to the database defined. Follow the same steps as for a mysql\_pconnect error. It could also mean that your config.txt file doesn’t contain the correct path to your SQL upload folder, or that the dbopen.php file isn’t in that folder.
3. How can I address other mysql errors?
  - a. Most of the time, other mysql errors will be the result of not having the correct data tables in your database. Verify that you’ve uploaded all the relevant tables listed for each portion of the utility in this appendix.
4. How do I sort?
  - a. Most of the data tables in the SQL utilities have the ability to be sorted by clicking on the column headers. You can even perform multiple sorts by clicking on multiple columns. For example, if you are trying to sort ratings by contact and then by power, click the power column header twice (to sort in ascending order), then click the contact column header. You’ll now have players sorted by contact and power, both in descending order. To restore the default page view, just refresh your browser page.
5. What if I have more than one major league in my online league?
  - a. These utilities are primary league centric. For most of the functionality, it will run only for the primary league. An example of this are the career metrics utilities. For example, when you run similarity scores, it only includes stats compiled in the primary league.

If you have more than one major league in your game universe, it is possible to install a second copy of the utilities and point it to the same SQL upload folder and database but define a different primary league ID. You might then, for example, have a folder called StatsLab\_Lg1 and a folder called StatsLab\_Lg2. If you go this route, then each of the sub-utility pages will need to be kept up to date for that particular utility. For example, you’ll need to run the similarity scores utility in both instances. Users who are switching between installs of the utility may need to refresh their browser an additional time to get their

browser session to display the correct information. You'll also need to configure the individual sections of StatsLab separately for each league.

If you are running two installs of the utilities, the SQL load and player development tools will run for all leagues. You will, however, need to run all of the career metrics tools separately for each league.

6. I imported historical leagues, and not all statistics from past seasons are showing up.
  - a. Not all data necessary for leaderboards or career metrics are available in the SQL dump for historically imported players. You'll have to do with the data from league creation forward.
  
7. Why am I not seeing all my team logos display?
  - a. StatsLab makes use of OOTP's different image sizes for team logos. For example, the box score displays utilize the 40 pixel image size, while the managers page utilizes the 110 pixel image size. There are therefore several different logo files for each team. As an example, `boston_red_sox_40.png` would be the 40 pixel image and `boston_red_sox_110.png` would be the 110 pixel image. These images get uploaded with your HTML reports in the `news/html/images` folder, and if you're not seeing them in StatsLab, you're not seeing them in your HTML reports either. One of the advantages of this is that you can use a highly detailed logo for large logo displays and a more basic logo for smaller image displays.
  
8. I get errors when importing my SQL files.
  - a. Some of the other SQL files exported by OOTP have the same issue as the leagues file, where SQL syntax errors are contained in the data dump, however none of these other files are used by StatsLab. To avoid errors, as well as keep the size of your database down, it's recommended to only export the SQL files out of OOTP used by StatsLab (see Appendix below).
  
9. OOTP has created my draft pool but I can't draft anyone in StatsLab!
  - a. The SQL dump out of OOTP won't mark any of the potential draftees as draft eligible until the day after the draft pool is released. Advance one day in your league and that should take care of the problem.
  
10. How does the auto-draft process rank players if ratings have been set to Hidden in StatsLab?
  - a. StatsLab will use the 1-5 ratings scale in its auto-drafting calculations to provide some basis for relative skill of players without providing too much detail about where the players truly are relative to similar players.
  
11. Why isn't the Draft History report displaying my supplemental draft picks correctly?
  - a. OOTP tracks draft picks in the internal database more accurately than it exports to the SQL dump. As a result, there's no way from the SQL dump to differentiate between a supplemental pick, and the same pick in the round prior to the supplemental round. As an

example, the first supplemental pick after round 1 of your draft looks exactly the same as the first pick of the draft in the SQL dump. This has been submitted to OOTP for remediation, but in the meantime, the Draft History report in StatsLab will display whichever player it finds in the database first.

## SQL Tables Used

The following SQL tables are used by StatsLab:

1. divisions
2. games
3. games\_score
4. human\_managers
5. leagues
6. league\_playoffs
7. parks
8. players
9. players\_awards
10. players\_batting
11. players\_career\_batting\_stats
12. players\_career\_fielding\_stats
13. players\_career\_pitching\_stats
14. players\_contract
15. players\_contract\_extension
16. players\_fielding
17. players\_game\_batting
18. players\_game\_pitching\_stats
19. players\_league\_leader
20. players\_pitching
21. players\_roster\_status
22. sub\_leagues
23. teams
24. team\_batting\_stats
25. team\_fielding\_stats\_stats
26. team\_financials
27. team\_history
28. team\_history\_batting\_stats
29. team\_history\_fielding\_stats\_stats
30. team\_history\_financials
31. team\_history\_pitching\_stats
32. team\_history\_record
33. team\_pitching\_stats

34. team\_record

35. team\_relations

After loading these tables and configuring StatsLab, several other tables will be created by StatsLab to accomplish all that StatsLab does.