

## Player Usage and Restrictions on Over-Use

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### Availability

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A player will be available for a game providing he is active on the roster and not injured.

### *IN and OUT*

These ratings refer to the weeks when the player appears on the team's roster - i.e. plays for them. IN determines the week he becomes available and OUT the week in which he leaves (**after** any scheduled game). So a player with an IN rating of 8 and an OUT rating of 12, would be able to play in weeks 8,9,10,11 and 12. In SAT, these ratings are used primarily to ensure that a player who played for more than one team during a season is not able to play for two teams simultaneously. Seasons do **not** have full transactional detail recorded. They are also used when using the trading feature of the program to control movement between teams.

### *INJ*

This rating is used when the season's injury option is turned on. The rating represents the number of games a player missed during the season, and the program will ensure he misses approximately the same number during a SAT season with injuries turned on. We have deliberately ensured that injuries are not always an exact science in the game, to add a degree of uncertainty to game-play.

### Fatigue

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In SAT, fatigue relates specifically to a player who has not been sufficiently rested during a game. It bears no relation to the number of carries/receptions a player has made. It is solely based on the number of plays a player has been on the field for.

The assumption here is that even the very top players will not play every snap, and to add realism to the game it is necessary for you to manage your roster in a realistic manner.

Based on the season options selected there will be a Rest Play Number Trigger set. By default this is 50. This represents the number of offensive plays which have to be run before fatigue effects are triggered.

Each running back and receiver is allocated a rest number, representing the number of plays he needs to sit out to avoid becoming fatigued. This is generally 5 or 10, depending on the CPG rating and the makeup of the roster. If the player doesn't sit out the requisite number of plays, AND the number of plays has exceeded the trigger then he enters the game fatigued. Fatigue penalties are quite significant:

- His LG rating is halved (to a minimum of 2)
- His run rating is reduced by 5 points
- His PCR rating is reduced by 8 points
- He is not eligible to catch a long pass

A player who plays fatigued will also have an increased chance of being injured.

If a player becomes fatigued and then rests the required number of plays he still remains less effective:

- His run rating is reduced by 1 point for every play he played fatigued (to a maximum of 5)
- His PCR is reduced by 2 points for every play he played fatigued (to a maximum of 8)

Example: A running back has a rest rating of 10, run rating of 14, run LG of 8, PCR of 4 and rec LG of 6, and the season has a rest trigger value of 50. To avoid becoming fatigued he needs to rest for 10 plays before the 50<sup>th</sup> play is run.

He only rests for 8 plays and returns to the game for the 51<sup>st</sup> play:

- His run LG becomes 4 and his pass LG 3
- His run rating becomes 9
- His PCR becomes -4

He plays for 3 plays and then rests for the next two. He is not fatigued, but his ratings are affected as follows:

- His run rating is permanently reduced to 11
- His PCR is permanently reduced to -2

## Over-Use

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### *Running and Receiving*

In SAT there are no over-use penalties for WH=A-B or PRR=A-B players. However the run key and DC penalties become more penal as their CPG is reached during a game. The document on keying explains this in detail.

There are penalties for over-use for WH=C and lower and PRR=C and lower. This prevents these low attempt players from being used in an unrealistic manner. Once a player equals or exceeds his CPG by 1 ½ times, the following penalties are applied:

- His run rating is reduced by the ratio the CPG has been exceeded
- His LG rating is reduced by the ratio the CPG has been exceeded

Example: A RB with a CPG of 2, a run rating of 24 and a LG of 6 is given the ball for his third run. The ratio is  $3/2=1.5$ , so he is being over-used. For this play his run rating is reduced to 16 and his LG to 4. If he runs a 4<sup>th</sup> play, his run rating would be reduced to 12 and his LG to 3.

### Receivers and L/ML Passes

If a receiver has a PRR of C or lower, his pass eligibility can be reduced.

When his PRR drops to E he cannot catch long passes and he loses any + rating.

When his PRR drops to F he cannot catch medium-long passes.

Example: A WR with a PRR=D, a CPG=1 and a 5+ yards rating, catches a pass. He drops to PRR=E. He immediately loses the ability to catch a long pass and his + rating, becoming a 4.

He then catches another pass. He now drops to PRR=F. He now cannot catch a medium long pass and becomes a Yds=3.

### Receiver CG Over-usage

If a receiver has a CG of 3 or less then he is penalised if he catches more than  $3 * CG$  passes in a game. If a receiver has a CG of 4 or more, he is penalised if he catches more than  $4 * CG$  passes in a game. The penalty is that his LG rating is reduced to a maximum of 3 and both his PCR ratings are automatically reduced to -16

### Long Pass Allowance

This concept was introduced to counter certain college teams who ran the ball a significant number of times. These teams often also had a long passing threat, which was due in part to the fact that the defense was always playing the run. This promoted unrealistic over-usage. In reality these players were effective primarily because the team passed so infrequently. Thus we felt it was necessary to reduce the effectiveness of these receivers if they were thrown to considerably more often than would have been the case during the actual season. The rule is as follows (and applies to all teams).

Each receiver is given a Long Pass Allowance (LPA) of  $2 * (CPG+1)$ . This LPA is reduced by 2 points every time a long pass is thrown to him and 1 every time a medium-long pass is thrown to him (actual pass thrown, not just intended). Once his LPA reaches zero his L rating is reduced by 4% for each LPA under 1, and his ML reduced by 2%. An example will explain this.

**A receiver has a CPG=2 and a L rating of 30 and a ML rating of 40. His LPA is  $2 * (CPG+1)=6$ . The offense then throws 2 long passes and 2 ML passes to him. His LPA is now  $6-2*2-2*1=0$ . Another L pass is thrown. His % is reduced from 30 to 26. A subsequent L throw would reduce the % from 30 to 18 (LPA is now -2 and the rule states that a 4% reduction occurs for each LPA under 1, here that is 3).**

While at first glance this may seem restrictive, in reality with secondary receivers, DC shifts and hurrys, it would take some effort to ever hit these limits unless the play-calling was unrealistic.

### End-Around Runs

A receiver gets 1 end-around per game at his original rating (2 if he had more than 12 end-arounds in the season). For subsequent runs he performs with a rating of F.

If a receiver has exceeded his end-around runs for the season his rating is reduced by 1 (e.g. from B to C). If a receiver has exceeded his end-around runs for the season by 50% then his rating is reduced to F.