

Baseball GamePool App

Rules & workouts of GamePool

The rules that apply to a pool depend on its type and characteristics such as a one game pool or a game series pool; the choice selected for randomness in name allocation and whether or not you have selected to use cumulative scoring where available. These choices are available when you initialize a new pool. The following is a summary of rules that the app applies to different type of pools.

Game Pool

Bets

1. There are three type of bets available for a game pool.
2. A **Game Win bet** consists of two parts, the team to win and by how many points. Game bet can be entered directly in the app or as a GameBet file as long as the betting stage is OPEN. Only one Game bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game
3. The **Score bet** is the bet on the combined score of the two teams at the end of the game. Only one Score bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game
4. The **Lucky Square bet** request by a player should be for a specific number of squares. The host may set a limit on the maximum number of squares allowed to a player. This limit is set to 20 as the initial app default. GamePool assigns the Lucky Squares at random from the pool of remaining squares that have not yet been assigned to other players. A maximum of 100 Lackey Squares are available in a game. All squares are considered assigned when the game is closed to prepare for scoring. All unassigned squares at that point are assigned (sold) to the host (represented as House). Lucky Squares cannot be changed once they are assigned to a player. Players can increase the number of Lucky Squares in their bet but they cannot be decreased.

Scoring

Squares

1. Score for each team is manually entered at the end of each inning.
2. The score entry determines the winning square for the inning. This square and squares that are above, below, left and right of it are the winners for this inning.
3. Entry of such scores triggers the announcement module that declares the Super Cross and Lucky Square winners for this inning. If the vocal option is set at ON the app will display the winners and vocally announce each winner and the winning amounts. Otherwise, it will only display the winners and amounts at a slightly faster pace. This step is repeated for each inning of the game including any tie-breaking overtime inning. This step is omitted if the components for the Lucky Square and Super Cross bets have been deactivated.
4. The score at the end of the last designated inning determines if the game ends there or goes into overtime if the score is even.

5. GamePool provides one extra set of scoring slots if the game goes beyond the designated number of innings. In such case you should enter the score of the final inning that ends the game. Any intermediate extra innings should be ignored.
Win & Score bets
6. After announcing winners of the final inning the app provides a tab to declare the winners of the Game and Score bets. Both of these winners depend on the final game score that has already been entered.
7. that has already been entered.

Winners

Squares

1. Each inning has one Lucky Square winner and up to four Super Cross winners. The Super Cross winners are the squares that are Above, Below, Left & Right of the Lucky Square. If any of such square(s) do not exist the Super Cross winning pot for this inning is shared equally by the existing squares.
2. GamePool in its default designed to distribute 100% of the amount of bets made on squares. As an example, if a square costs \$1, the total sum awarded to all winners of Lucky Squares and Super Crosses will be \$100. The pool assumes all squares are sold before the betting starts. Any unsold squares are sold to the host (House).
3. The total pot is divided in two pots, Lucky Square pot and Super Cross pot. In the default setting Lucky Square pot gets 60% of the total pot for squares. This is a customizable setting similar to all other payouts which can be changed to your liking.
4. GamePool divides each pot in to a number of equal pots that are one more than the designated number of normal innings of the game, e.g. each pot will be divided in to ten sub pots for a 9-inning game. Each sub pot is awarded at the end of each inning except in the last inning.
5. In our example of a 9-inning game if the game end in 9 innings the Lucky Square and Super Cross winners will share the remaining pot. In such case each winner of the ninth inning will receive about twice the normal amount. If the game goes into overtime then the remaining pot is available for winners of the tie-breaking inning. This is all handled by the app.

Note that the app tries to round the percentages for innings for the convenience of all involved, so as a result the final distributions may be a hair larger.

Score Winner

6. The final scores of both teams is added to get the perfect Score Winner. Player or players who had bet the combined score to be this number share the Score bet pot. In case of no bet was made for the exact score number GamePool looks for the player or players that had bet the closest score points. Equal weight is given to plus and minus variation, e.g. 2 points above the perfect score is treated the same as 2 points below.
7. The Score pot is the sum total of all bets placed on the score bet.

Game Winner

8. GamePool looks for the player or players that picked the winning team with the exact winning results at the end of the series. The sum of all Game bet amount is equally divided if there more than one such winner. In case of no exact point winner GamePool looks for the player or players that had bet the closest points for the winning team. Equal weight is given to plus and minus variation, e.g. 2 points above the winning spread is treated the same as 2 points below.
9. The Game Win pot is the sum total of all bets placed on the Game Win bet.

Series Pool

Bets

1. There are three type of bets available in a series pool.
2. **Series Win Bet** - A Series bet consists of two parts, the team to win the series and by how many games. Series bet can be entered directly in the app or as a GameBet file as long as the betting stage is OPEN. Only one Series bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game.
Example: In a 7-game series between Dodgers and Yankees if you want to bet the series will end for Yankees 4-2 then you should enter Yankees will win by 1.
3. **Series Score Bet** - The Score bet is the bet on the combined score of the two teams at the end of the series regardless of the number of games needed to finish the series. Your input represents the bet for the sum of the scores of both teams in each game. Only one Score bet can be assigned to a player name. This bet can be changed during the OPEN stage of the game
4. **Lucky Squares** bet request should be for a specific number of squares. The requested numbers of squares are allocated randomly. The randomization of squares can be applied for each game individually or applied once for the first game and replicated in all succeeding games. Randomization in each game could be more interesting to players as it gives everyone a new set of squares to look forward to. The host has the choice to set the type of randomization when initializing a series.
The host may set a limit on the maximum number of squares allowed to a player. This limit is set to 10 as the initial app default.
GamePool assigns the Lucky Squares at random from the pool of remaining squares that have not yet been assigned to other players. A maximum of 100 Lackey Squares are available in a game. All squares are considered assigned when the game is closed to prepare for scoring. All unassigned squares at that point are assigned (sold) to the host (represented as House).
Lucky Squares cannot be changed once they are assigned to a player. Players can increase the number of Lucky Squares in their bet but they cannot be decreased.

Scoring

Squares

1. Scores are manually entered at the end of each game.
2. Winners are determined in one of two different ways depending on how you have created this pool with regards to the option for the determining Lucky Square winner based on the score of Each Game Score individually; or based on Cumulative Score of the series up to this game-
 - With *Each Game Score* option the final score of each game will be used to determine the Luck Square and Super Cross winners
 - With *Cumulative Score* option the scores of each team is summed up individually for all games played thus far. The two sums of scores are used to determine the Lucky Square and Super Cross winners.NOTE that the impact of the above choice is limited to the squares only and has no impact on the other betting for the series.

3. The score entry subject to the above condition determines the winning square for the inning. This square and squares that are above, below, left and right of it are the winners for this inning.
4. Entry of such scores triggers the announcement module that declares the Super Cross and Lucky Square winners for this inning. If the vocal option is set at ON the app will display the winners and vocally announce each winner and the winning amounts. Otherwise, it will only display the winners and amounts at a slightly faster pace. This step is repeated for each game until the series has been decided. This step is omitted if the components for the Lucky Square and Super Cross bets have been deactivated.
5. The winning amounts announced by GamePool are tentative amounts until the score of the deciding game is entered. The final amount could be higher if the series ends in less than all the games played. The app will display the final winning amounts for all Lucky Squares and Super Crosses after the series is over.
6. Use the Display Winners tab to review the final amounts for each game
Win & Score bets
7. After announcing winners of the final/deciding game the app displays a tab for declaring the winners of the Game and Score bets for the series. Both of these winners depend on the final game score that has already been entered.
Score Winner
8. The final scores in each game played by both teams are added to get the perfect Score Winner number. Player or players who had bet the combined score to be this number share the Score bet pot. In case of no bet was made for the exact score number GamePool looks for the player or players that had bet the closest score points. Equal weight is given to plus and minus variation, e.g. 2 points above the perfect score is treated the same as 2 points below.
9. The Score pot is the sum total of all bets placed on the score bet.
Game Winner
10. GamePool looks for the player or players that picked the winning team with the exact winning results at the end of the series. The sum of all Game bet amount is equally divided if there more than one such winner. In case of no exact point winner GamePool looks for the player or players that had bet the closest points for the winning team. Equal weight is given to plus and minus variation, e.g. 1 point above the winning spread is treated the same as 1 point below. As a further clarification, in the above example of a 7-game series if it ends after 4 games the winner will be considered to have won 4-0, i.e. by 4 points.
11. The Game Winner pot is the sum total of all bets placed on the Game Winner bet.

Game Stages

GamePool functions in two stages: **OPEN** and **CLOSED**.

Initially a game starts in OPEN stage. In this stage you can add and edit bets. You should keep your game OPEN until all the bets have been made and you are ready to CLOSE the betting and move on to the next stage to enter the scores for the game in progress.

You should try to allocate maximum number of squares (preferably all) to the players included in the game before closing the OPEN betting stage. GamePool will assign all unassigned squares to House at CLOSE of betting making them owned by the host.

It is possible to OPEN a CLOSED game as an option in the Options menu. In doing so the app wipes out all the scores entered thus far.

What happens when no one had picked the winning team?

In such rare circumstances the player(s) with the lowest winning points for the other team will be the Game winner(s).

Cost of Bets

This Setting can be used to set the cost of bets for a Game Bet and a Score Bet. Similarly, cost of a Lucky Square can be set.

The valid range of the above costs is from 1 cent to 1000 dollars. Cents should be entered as decimals, e.g. 1 cent as .01

You can also set the maximum number of Lucky Squares that can be allocated to a single player. The initial default is set at 10.

Bet Cost Defaults

The default settings are as follows-

Game Bet \$5

Score Bet \$5

Lucky Square \$1 each

Default maximum squares per player 20

Lucky Square and Super Cross Payouts

The amount of payout to Lucky Square and Super Cross winners is based on the total amount for squares (Lucky Square Cost X 100). This amount is divided into two amounts: payout to Lucky Square winners and payout to Super Cross winners based on a customizable payout percentage. Each of these amounts is segmented for payouts in specific innings (or game, if series) based on customizable percentages. Listed below are the default percentages built in the app. You can change these defaults to customize the game to your liking. To change use the following Settings-

Lucky Square Payout

Super Cross Payout

Default Payouts

The built-in defaults for payout are as follows (you can override and define your own allocations)-

Lucky Square Payout Allocation for a 9-inning game

Squares amount allocated to Lucky Squares 60%

First inning payout 10%

Second inning payout 10%

Third inning payout 10%

Fourth inning payout 10%

Fifth inning payout 10%

Sixth inning payout 10%

Seventh inning payout 10%

Eighth inning payout 10%

Ninth inning payout 10%

Overtime tie-breaker inning payout 10%

If the game does not go to overtime requiring a tie-breaker the Lucky Square winner of ninth inning will receive 20% payout

Super Cross Payout Allocation for a 9-inning game

Squares amount allocated to Super Crosses 40%

First inning payout 10%

Second inning payout 10%

Third inning payout 10%

Fourth inning payout 10%

Fifth inning payout 10%

Sixth inning payout 10%

Seventh inning payout 10%

Eighth inning payout 10%

Ninth inning payout 10%

Overtime tie-breaker inning payout 10%

The Super Cross allocation for each inning is equally divided among the Super Cross winners of that inning. If the game does not go to overtime requiring a tie-breaker the payout available for the winners of ninth inning will increase to 20%

Lucky Square Payout Allocation for a 7-game series

Squares amount allocated to Lucky Squares 60%

First game payout 14.29%

Second game payout 14.29%

Third game payout 14.29%

Fourth game payout 14.29%

Fifth game payout 14.29%

Sixth game payout 14.29%

Seventh game payout 14.26%

If the series ends in less than the designated number of games (7 in this example) the above percentages will automatically get revised to reflect an equal amount of distribution for the games played.

Super Cross Payout Allocation for a 7-game series

Squares amount allocated to Super Crosses 40%

First game payout 14.29%

Second game payout 14.29%

Third game payout 14.29%

Fourth game payout 14.29%

Fifth game payout 14.29%

Sixth game payout 14.29%

Seventh game payout 14.26%

If the series ends in less than the designated number of games (7 in this example) the above percentages will automatically get revised to reflect an equal amount available for distribution to the Super Cross winners of each game played.

Timing of Winner Declarations

- **All Betting Components Active**

Game Bet – End of the final inning of the game or at the end of the deciding game of the series

Score Bet – End of the final inning of the game or at the end of the deciding game of the series

Lucky Square – End of each inning of the game or at end of each game of the series

Super Cross – End of each inning of the game or at end of each game of the series

- **Game/Series Win and Score Bets Active (Square bets inactive)**

In this scenario you will be entering the win and combined score bet of each participant.

For a game pool the bet will be

- Win bet - which team will win and by how many runs
- Score bet – what will be the sum of the scores of both teams at the end of the game.

For a series pool the bet will be

- Win bet - which team will win and by how many games. For example, in a 7-game series if Team1 wins the first 4 games then they will be considered winning by 4-0 or by 4 games.
- Score bet – what will be the sum of the scores of both teams in all of the games played in the series..

- **Only Game/Series Win Bet Active (no squares and no combined score)**

You will need to enter the win bet of each participant.

For a game pool the bet will be

- Win bet - which team will win and by how many runs

For a series pool the bet will be

- Win bet - which team will win and by how many games. For example, in a 7-game series if Team1 wins the first 3 games followed by Team2 winning game number 4 and this is followed by Team1 winning game number 5. In such case Team1 will be considered winning by 4-1 or by 3 games.

Vocal Announcements

GamePool can vocally announce the results of each inning (each game in case of series) along with its winners and the winners and amounts at the end of the game.

This feature could be catchy when participants are watching the game together. It could enhance the game pleasure further by projecting or mirroring the device screen at the end of each inning (each game in case of series) on TV using Apple TV or other means.

This is an optional feature that can be turned on or off. In default setting it is turned off. To change this setting tap **Settings** followed by **Turn Vocal Results OFF**. Also, there is a short cut on the top right of the screen to turn vocals on or off.