

Transcontinental Baseball League

Rules and Procedures, Revised for 2009

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1. ORGANIZATION

1.1 Definition

TBL operates as a continuous ownership APBA Master Game and Computer Game play-by-mail baseball league. Its current size is 24 teams, divided equally into two conferences with three divisions in each conference and four teams in each division.

1.2 Schedule

Between April 1st and November 30th, each TBL team plays 162 games. Each manager is responsible for playing 81 home games, an average of about 10 games per month. Each team has the opportunity to play some games against every other team in the League.

The TBL schedule for all games is distributed to managers before the start of each season, frequently at the Rookie Draft (see Section 3.4). The schedule determines rest requirements for starting and relief pitchers, injury duration, etc.

1.3 Format

All games are to be played by mail unless opposing managers of a game or series can make other mutually satisfactory arrangements (such as face-to-face or side-by-side play). The APBA 66! Master Game (circa 2006) or the Computer Game, as modified in Section 4.6, must be used for all games.

The APBA Computer Game – Baseball for Windows, versions 5.5 or higher – is allowed with the mandatory use of the WIZARD editor (or equivalent) as indicated.

Any new game version (board or computer) needs to be ratified by league vote before becoming eligible for use in league play. The league will publish a set of board revisions per game type, which must be employed in league play.

The APBA game versions mentioned above can be used in face-to-face play by mutual agreement of the participants; otherwise, the home team's previously declared preference prevails. This rule also applies to the playoffs. An owner's game choice cannot be changed during the season.

Each owner shall send the League standard instructions, to be used to manage his team on the road for any series for which he does not send specific road instructions. The League shall publish these instructions, which include rosters and starting pitching rotations, for all managers before the start of the season. See Section 2.1.1 for more information about these standard instructions.

Road managers may use active rosters and rotations to create unique road instructions for each series. Each home manager shall use the standard instructions to manage the road team for any series for which he does not receive specific instructions by the 4th of the month.

The home manager is responsible for playing all series he is designated to play in time to send copies of the game sheets (Computer game players only need to follow this rule when requested by visiting manager) and statistics for both teams to the road owners and the Commissioner, postmarked by the 20th of the month. Computer Game players are required to send cumulative statistics of all teams to the Commissioner.

The League shall provide the forms for scoring the games and compiling the stats for those managers not using the Computer Game – white copy to the road manager, pink copy to the Commissioner, and yellow copy for the home manager. A standard computer printout is acceptable for game sheets and stats summaries.

Each League member must maintain cumulative records for his own team. IT IS EACH MANAGER'S RESPONSIBILITY to keep track of these stats and issue appropriate instructions to keep player usage within prescribed limits. It is the Commissioner's fervent hope that managers will check their addition on game and stats sheets to validate the numbers. The Commissioner also suggests that managers check the equality between offensive and defensive results (i.e., total hits allowed by pitchers in a series should equal total hits by opposing players). Computer players can submit a full month's home stats, instead of the stats for each series. See Section 2.6.1 for the list of required statistics each team manager shall keep.

1.4 Alignment

The Commissioner determines the alignment of the League as required by League expansion and owner demand. No team is required to compete in the same division as any other team for more than two consecutive seasons. Any team that has participated in the same division as any other team for two consecutive years may petition to be placed in another division. The Commissioner shall realign in such a way as to cause the minimum movement of teams between divisions necessary to satisfy such petitions. Owners may request to be placed in the same division as other owners in the same geographic area or those using the same game. The Commissioner will honor such requests if practical, and if all affected members in that area agree to the change. Nobody shall be forced into a computer or geographically aligned division against their will.

1.5 Dues

The Commissioner sets the dues, and they are \$40 for the 2005 season. Dues can fluctuate \$5 to \$10 a year, but TBL dues have actually decreased in recent years. Dues are due at the beginning of the season and are non-refundable. [Editor's note: Virtually all of this money is for printing, score sheets, newsletter, the TBL Annual, and mailing costs.]

1.6 Playoffs

The TBL Championship shall be determined by a best-of-seven World Series. The two teams that meet in the World Series shall be determined by Conference Playoffs. Within each of the two conferences, the three division winners and the next two teams with the best won-loss records (wild-card teams) shall advance to the playoffs.

The first round of the playoffs shall match the two wild card teams in each Conference in a seven-game series scheduled to start on December 1 on the TBL calendar. In the second round (Conference Semi-Finals), the remaining teams are reseeded by won/loss record. They will play a seven-game series scheduled to start on December 10.

The winners of the Conference Semi-Finals meet in a seven-game series for the Conference Championship. The victors of the Conference Championship series advance to the World Series. By tradition, the World Series is played at the Winter Meeting whenever possible.

In the wild-card playoff series, the team with the best record shall be the home team for games 1,2,6, and 7. In the Conference Semi-Finals, the Conference Championship, and World Series, the team with the better winning percentage shall be the home team for games 1, 2, 6, and 7, with one exception. Wild-card teams never get home field advantage past the wild-card series, unless two wild-card teams meet in the Word Series. In the event of ties for winning percentages and for one-game playoffs to resolve ties, the team with the best head-to-head record will gain the advantage. If still tied, then a coin toss determines the home field advantage. Off dates are taken off the playoff schedule to accommodate playoffs for ties.

Two-way ties for playoff berths shall be decided by a one-game sudden-death playoff with the home team determined by the best head-to-head record or by coin flip, if necessary. Ties between three or more teams will be broken by one-game series seeded in favor of the team with the best winning percentage during the regular season against the other tied teams or by coin flip, if necessary.

When three teams are tied, two for a division title, and a wild card, the team outside of the division is automatically the wild card. When three teams are tied, all in the same division, for a division title and a wild card, rank the second seed is the wild card and the 3rd seed plays at the 1st seed for the division title.

If there are an odd number of teams tied, then either 1 or 3 top seeds will receive a bye to create a second round of playoffs (with 2 or 4 teams) to decide the tie. A team with a bye in the first round is the visiting team the next round. Playoff games to resolve ties for division winners take place before playoffs to determine wildcard spots. The Commissioner has the power to resolve all ambiguous situations and to determine the playoff schedule. If the Commissioner is involved in the playoffs, an appointee will arbitrate.

Here are some other guidelines for ties:

1. Sudden-death playoffs for a postseason berth are to be played with 25-man playoff rosters. These 25-man rosters may be changed between playoff series, but not during a series.
2. Ties for Division titles are always played off. (exception, see para. 6)
3. Ties for seeding purposes only are not played off, but instead are decided by the tie-breaking procedures outlined above.

4. When scheduling tie-breaking playoff games, the emphasis will be on getting the game(s) played in the fewest possible days or games, rather than the chances being completely equal. Still, there should never be more than a 25% difference in a team's chances of advancing.
5. The home team for one-game playoffs is determined by this priority:
 - A. Bye advantages.
 - B. Home/road advantages from previous round.
 - C. Seeding by head-to-head record.
 - D. Coin flip.
6. Rosters may not be changed between a one-game playoff and the playoff series immediately following.
7. Tie breaker examples are found in Section 6.4

1.7 League Officers

In 2000, TBL has a Commissioner, a Treasurer, and an Editor for the newsletter. The same person may hold two or more of these offices simultaneously. The Commissioner shall be responsible for the administration of the League, editing and mailing of the newsletter, setting up the Annual Meeting, conducting the rookie and waiver draft, ruling on protests, and any similar duties not otherwise given to the other officers. The owner(s) who hold these positions may have all or a portion of their dues waived in consideration of the expenses incurred and time spent on the jobs. [ADDED NOTE: Examples of other duties performed are the preparation of statistics for separate starting and relief grades, preparation of pitching grades, keeping conference stats leader boards, and playing home games for players that drop out before the end of the season.]

Each position is essentially held for an indefinite term of office, which shall end when either the officer no longer wishes to continue in office or when a two-thirds majority of the owners eligible to vote petition for his recall. When an office other than the Commissioner becomes vacant, the Commissioner shall select a replacement. When the Commissioner's office becomes vacant, the position shall be "awarded" to any owner who expresses an interest in holding the office who can gain at least a majority vote among eligible owners. If only one owner desires the job, he shall receive it by acclamation.

1.8 Managers

1.8.1 Managers in Good Standing

The Commissioner has the responsibility to recruit new managers to replace those who leave the League. TBL members shall spend their first season as "probationary owners." Probationary owners are eligible for all privileges of membership except that they may not vote on rule proposals. At the end of their first season in the League, they shall be subject to an approval vote by members in good standing, and themselves become members in good standing by receiving a 2/3 majority.

Members who do not receive a majority approval vote shall be asked to leave the League. A new member who receives a majority approval vote, but not two-thirds shall be a probationary owner for an additional season. He must then have two-thirds approval at the end of his second season to remain in the League. The Commissioner may call for a two-thirds vote to dismiss the owner at any time during the second probationary season.

Failure to communicate for a period of two months or accumulation of 12 penalty points within a 12-month period shall result in automatic expulsion from the League.

1.8.2 Backup Managers

Potential owners placed on a waiting list for an opening have the option of becoming "backup owners" before they are accepted as regular (probationary) members. Backup owners shall be eligible to take temporary custody of teams for periods of one to two months while their owners have a scheduling conflict. Backup owners shall receive all regular TBL newsletters, current rules, and other mailings as appropriate. They shall pay one-quarter of a normal member's dues, and shall be given first priority in filling vacancies in the League.

1.9 Rules Amendments and Additions

Owners may propose rules changes or additions before August 1st. Any rules not judged to be frivolous by the Commissioner shall be published in the newsletter and placed on a ballot for the owners to vote on. The vote occurs at the end of the season, but before the draft, so owners know the effects on players to be added to their rosters. Any rule that receives one more vote than half the League size, or two-thirds of non-abstentions (rounded to nearest integer) whichever is smaller, shall pass and become part of the League rules. To be eligible to vote (for rules or officers), an owner must be in good standing (see Section 1.8).

2. MANAGERS' RESPONSIBILITIES

2.1 Instructions

2.1.1 Emergency Instructions

The deadline for emergency instructions and cuts will be March 15th. By that date, each owner must supply the League with a set of "emergency" (or "standard") instructions for his team, to be used to play his team for any road series for which the home manager does not receive instructions by the 4th of the month. Emergency instructions should include:

- Complete 35-man roster (including uncarded players), indicating the 25-man active roster for Opening Day.
- Major League team envelope containing the player's card.
- Master Game and TBL symbols for all players and pitchers.
- Total games, plate appearances, and stolen base attempts for position players.
- Total starts, innings pitched in relief, and throwing arm (L or R) for pitchers.
- Default starting lineups.
- Pitching rotation for the entire season.
- List of substitutes and rules for their use.
- Strategy options – base stealing, hit & run, sacrifice, in or deep, holding, etc.
- Choice of game (board or computer version) to be used in all home games throughout entire season.
- Whether or not the owner wants to see the game sheets for computer-played away series.
- Choice of micro-manager (or exclusion of it) for Computer Game (optional).

The above instructions should be typewritten if at all possible and **NO LONGER THAN FOUR PAGES**. The League will provide copies of the Adams Tables, the TBL Injury Severity Chart, the Ready Reference Sheet, the fatigue chart and the TABL SuperChart to all members. They may be freely cited in the instructions (except for cutoff plays).

IN ADDITION TO THE EMERGENCY INSTRUCTIONS, each owner shall deliver to the League the choices for his team's All Star selections (one player for each position, including three outfielders and one DH, and 5 pitchers). These choices will be used to construct an All Star ballot at season's end. [Editor's note: In the past, an All-Star game has been played at the Winter Meeting.]

2.1.2 Road Instructions

In addition to the standard instructions for his team, an owner might want to send the opposing managers instructions for his road games for use in specific series. These instructions can be tailored to fit the individual home team, but may not exceed four pages. These instructions must reach the opposing manager by the 4th of the month to be valid. Road instructions should contain changes to the active roster due to transfers, trades, or injuries, and special limitations on player use to prevent exceeding plate appearances, stolen base attempts, etc.

Even if detailed instructions are not sent, the road manager is expected to send an e-mail, mail a postcard, or call the home manager to inform him of roster changes and the need to use the emergency instructions (unless the road manager's emergency instructions specify their default use).

2.2 Timeliness

If a road manager does not intend to send monthly instructions, he should indicate this in his standard instructions. For other cases, if a home manager fails to receive road instructions for a series by the 4th of a month he could call the opponent to determine if the instructions had indeed been mailed and to determine what modifications to the standard instructions are necessary to play the series. If the home manager cannot get in touch with the opposing manager, he should play the series using the emergency instructions.

Games should be played and the results and statistics mailed, postmarked by the 20th of the month. (When a due date for postmarking results occurs on a weekend or holiday, the next business date will be used.) If an owner fails to receive results of a road series by the 27th of a month, he should contact the opponent involved. If he cannot obtain necessary data or get in touch with the opponent, he should contact the Commissioner, who may direct that the series be played by the road manager using the home team's emergency instructions.

All owners are required to send series-by-series home results to the Commissioner or his designee. In addition, monthly won-loss records must be e-mailed to the league by the 25th of the month. This ensures that timely League standings can be published. If due to vacation, extended illness, or other legitimate reasons, a manager realizes that he will be unable to fulfill his obligations to provide road instructions or to play home games on time, he should contact the Commissioner as soon as possible so that arrangements can be made to work around the situation. In this case, a backup manager may be designated to handle the team in the actual owner's absence. Home games may also be played by the road manager.

2.3 Home Manager

It is expected that the Home manager will know the rules of baseball and TBL sufficiently to allow him to play his home games efficiently and accurately. He is expected to read the visiting team's instructions with sufficient care to permit him to play the road team in a manner consistent with a reasonable interpretation of those instructions. Within the boundaries of the road team's instructions, he is expected to play both teams in such a way as to give each team its best chance to win the game. Managers using the Computer Game must provide game sheets if requested by the road manager. [Editors note: It is especially important to follow player limitations in the road instructions whenever possible, and to contact the opponent if unusual situations occur.]

2.4 Road Manager

It is expected that the road manager will provide standard instructions to the League and series instructions to home managers in accordance with the League's schedule. These instructions are expected to represent the road manager's general desires about how his team should be played on the road. They should not be so complex or so detailed that they cause problems of interpretation or time in playing the games. They should include any player usage limits that may affect strategy decisions in unexpected ways. (E.g., the road manager should mention if a potential pinch-hitter is not supposed to be used on days he does not start, if a relief pitcher has a limit on his IP for the series, and especially if there are any injuries to members of his active roster).

2.5 Protests

The visiting manager may protest any loss he feels resulted from the home manager's negligence, error, or misinterpretation of the rules of baseball, APBA, or TBL, or from failure to follow visiting instructions without good reason. The home manager may protest after a series only if he discovers that a player was used illegally.

Protests should be directed in writing to the Commissioner before the end of the month following the one in which the series was played. The Commissioner will direct the arbitration of the dispute. In general, any protest that results from ambiguous or overly complex instructions shall be overruled. [Editors note: Try calling the opponent first. He might be willing to replay the game from the disputed point for something obvious.] Protests of computer games that are upheld will be tabled until the end of the season and replays of upheld protests will be tabled until the end of the season.

2.6 Scoring

2.6.1 Statistics

TBL managers are required to track the following BATTING statistics for his team and for the visiting team:

- Games
- At Bats
- Runs
- Hits
- RBIs
- Doubles
- Triples
- Homeruns
- Walks
- Strikeouts
- Int. Walks
- Stolen Bases
- Caught Stealing
- Sacrifices
- Sacrifice Flies
- Hit-by-Pitches
- Grounded into
Double Plays
- Batting Avg.
- On-base Pct.
- Slugging Pct.
- Total Bases
- Errors
- Passed Balls

TBL managers are also required to track the following PITCHING statistics for his team and for the visiting team:

- Games
- Games Started
- Complete Games
- Shutouts
- Wins
- Losses
- Saves
- Innings Pitched
- Hits
- Runs
- Earned Runs
- Homeruns
- Walks
- Strikeouts
- Int. Walks
- Wild Pitches
- Balks
- Hit Batters
- ERA
- Winning Pct.
- Errors

The home manager shall send statistical summaries and copies of the game sheets of all series to the opposing manager. These reports should be postmarked by the 20th of the month the games were scheduled. It is the home manager's responsibility to ensure that the stats are correct, match the information on the game sheets, and that the two teams' stats are correctly balanced. Failure to do so on a consistent basis will result in the assessment of penalty points. In addition to game and series statistics, each manager will, at the end of May, July, September, and November, send to the Commissioner and to heytbl a copy of his team's cumulative statistics to date. Said statistics will cover all home and road series results received as of that date, and should clearly delineate any series that are missing. The May, July, and September cumulative statistics should be postmarked by the last day of that month. The November statistics should be postmarked no later than December 10 and include full 162 game statistics.

2.6.2 Game Sheets

The League will distribute duplicate score sheets for all owners to use to record their games and to total the statistics for the road and home teams for each series. Each game shall be scored completely, including an indication of each play result, and explanations of any unusual results (especially those from the RP boards).

Each batter's result should be indicated in such a way that the road manager can "play back" the game in sufficient detail to verify the result (i.e., A notation of "O" for "out" is NOT acceptable. Use "6-3" for a groundout to short, "9" or "F9" for a fly to right, etc.). [Editor's note: most managers also like to see some indication of hit-and-run plays, sacrifices, etc.] If requested, computer players must provide game sheets to the visiting team owner.

2.6.3 Save Definition

A relief pitcher must satisfy ALL of the following to be credited with a save:

1. Finish a game won by his team.
2. Not be the winning pitcher.
3. Qualify under one of the following:
 - Enter the game with a lead of 3 runs or less and pitch at least one inning.
 - Enter the game with the tying or winning run on base, at bat, or on deck.
 - Pitch effectively for at least 3 innings.

The official rules of baseball apply in all cases. [Editor's note: more definitions and clarifications may be placed in this section in the future.]

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2.6.4 Statistics for incorrectly used players

If an inactive visiting player is mistakenly used by a home manager in a non-protested game, the stats are credited to that player, but the usage is not charged. (In other words, if the inactive guy pitches 2 innings he shouldn't have, simply add two innings to his limits.) The commissioner must be informed and the burden of proof is on the visiting manager to show that his active roster was clear. (Beard)

2.7 Fines and Penalties

The Commissioner may assess penalties for various infractions of the rules of the League, lateness, etc. The penalties will take the form of "penalty points" and will vary according to the severity and frequency of the offense and the offending owner's previous standing in TBL. Managers must be notified within 30 days of the infraction or there is no penalty.

A minor infraction is defined as the first infraction of any kind or the first two occurrences of lateness beyond the 20th but not beyond the 25th. A minor infraction counts as one-half a penalty point. There can be no more than two minor infractions. If an owner misses the 20th deadline, a half point is assessed. If the owner misses the 25th deadline, an additional full penalty point is assessed.

At the end of each season, each owner's penalty points for the year shall be totaled, then "paid back" by the loss of rookie draft picks. Each manager is allowed a "grace point" – the first half-point assessed during the year is without penalty. After that, the next half point forces an owner to lose his 8th round pick. For one full point, the owner loses his 7th round pick. For 1.5 points, the owner loses both the 7th and 8th round picks. For 2 points, the owner loses his bonus pick, but gets back the 7th and 8th round choices.

Additional draft picks are lost for further infractions, according to the following scale:

- 8th round pick = 0.5 penalty point
- 6th round pick = 1 penalty point
- 5th round pick = 2 penalty points
- 4th round pick = 3 penalty points
- 3rd round pick = 4 penalty points
- 2nd round pick = 7 penalty points
- 1st round pick = 10 penalty points

In the event that there is more than one way to pay back the penalty points, the owner shall inform the Commissioner which picks he wishes to give up for penalties. Draft forfeitures are final as of January 15th. In all cases, at least enough picks must be given up to satisfy penalties; in certain cases (e.g., some picks have been traded away), it may be necessary to give up picks worth more than the penalties. It is permissible, however, to trade to acquire picks to meet forfeitures. For example, if you must forfeit a 5th round pick, but you have none, you can legally trade for one to forfeit.

Because penalties are totaled at the end of the season, it should not be possible for an owner to avoid paying his penalties by trading away all of his picks. If it appears to the Commissioner that an owner is attempting to do this, the Commissioner may, at his discretion, penalize the offender by deducting wins from his team for the current season at the rate of one win per two unpayable penalty points, voiding the questionable trades, deducting future years' picks from the offending team, or such other actions as he deems most suitable under the circumstances.

Actions that are subject to penalty points include:

- Failure to file emergency instructions with the League. (1 pt.)
- Late reporting of series results by the home manager. Series reports must be postmarked by the 20th of the month. (1 pt. first time, 2 thereafter). Late road instructions do not constitute a penalty. The Commissioner may issue a warning for the first infraction if the delay did not affect other manager's duties.
- Failure to communicate about a schedule problem. (1 pt.)
- Failure to file series stats at least monthly (by the 20th). (1 pt. first time, 2 thereafter)
- Failure to report trades. Also, any trades involving commodities from an unreported trade are automatically void. (1 pt. per 3 trades not reported)
- Deliberate overuse or misuse of a player in violation of TBL rules. (1 pt. per player, may draw some other penalty at the discretion of the Commissioner)

- Failure to follow road instructions (unless the Commissioner rules the instructions to be vague or ambiguous). (1 pt. first time, 2 thereafter)
- Overruled protest judged to be capricious by the Commissioner (1 pt.)
- Upheld protest requiring replay. (1 pt.)
- Newsletter late by one week or more. (1 pt. to the Editor, at the discretion of the Commissioner)
- Late payment of dues. (1 pt. per week, at the discretion of the Commissioner)

[Editors note: Additional penalties have been assessed to managers who “sandbag” or deliberately use a poorer lineup, pitching rotation, etc., than is reasonably optimum for the purpose of improving his draft choice. Every manager is expected to play to win with the players he has.]

Penalties for late submission of cumulative statistics shall be similar to those assessed for late series reports. Statistics postmarked 1-5 days past the indicated mailing date will be classified as a minor infraction worth a ½ penalty point; if a manager has only one such infraction over the course of the entire season, the Commissioner may rescind this penalty at the end of the year. Statistics postmarked past June 5, August 5, October 5, or December 15 will be assessed a full penalty point. Failure to submit a final team statistics report by December 31 will result in 2 penalty points plus an automatic loss of a team’s bonus pick. (If already lost, the team will provisionally forfeit its following year’s bonus pick. Although this pick may be restored if the manager goes through the next year with a completely clean record.) Owners who have received less than 2 penalty points during the season shall receive a bonus draft choice between the third and fourth rounds of the next rookie draft (a Bonus B pick). If a manager retaining his bonus pick based upon other infractions receives no more than 2 penalty points for the submission of cumulative stats over the course of a season, the bonus draft pick will take place between the 2nd and 3rd rounds of the draft rather than between the 3rd and 4th rounds. (a Bonus A pick) New managers who played part of the year, and are otherwise eligible for a bonus pick will get a bonus pick between the 4th and 5th rounds of the draft (a Bonus C pick).

3. ROSTERS

3.1 Size

Each team can own at most 35 players during any season. Not all of these 35 players need be carded for that season. Any player not carded for use in the Master Game is also unavailable for use in the Computer Game. (*Note: XC’s are defined as “uncarded”.*) Teams must have 162 starts covered for all positions and a minimum of 350 Relief innings on the 35 man roster. This requirement must be met immediately after the April waiver draft.

Teams may own more than 35 players between seasons, but must cut their player lists to 35 by the date emergency instructions, which include final rosters, must be filed with the Commissioner. Players cut become eligible for the next rookie draft if carded at that time. All carded players cut (or not drafted in the Free Agent Draft) are eligible for the “Waiver Wire” draft when held, usually in April. (For special notes about an expansion team’s roster size, see Section 6.2.)

3.2 Active and Inactive Rosters

No more than 25 players may be active for a team at any time, including playoffs, except for the last month of the season. A team may have less than 25 active players at the owner’s option. Each active roster must include at least two players eligible to play each of the defensive positions (not counting those eligible to play at fielding zero). Players may be counted against more than one position to satisfy this requirement. All owned players not on the active roster are considered to be in the minor leagues.

Transfers between the active roster and the minor leagues during the season occur at the beginning of the month. Players acquired from the Waiver Wire draft or mid-season trades replace dropped players on the appropriate active or inactive roster; these players join their new teams on the first of the following month. Changes to active rosters from those posted in the “emergency” instructions must be reported to all road managers.

Teams may expand their rosters to include all owned players during the final month of the season. However, only carded players may be used in games. Players on the team’s active roster only during the last month of the season may not be used in the playoffs.

3.3 Trades

Trading is permitted only during those periods designated by the Commissioner. [In 2000, these periods are from the end of the 1999 season to February 26, 2000, and during the month of September, 2000. See Section 3.3.1.] Such trading periods will be designated as far in advance as possible.

Trades may involve players and draft choices currently owned by the manager. Draft picks, two years or more out, *cannot* be traded, until the post-season trading period.

EXAMPLE: '10 picks cannot be traded until after the '08 season.

Trades may NOT involve any of the following:

1. Players not on the owner's roster.
2. Players to be named later.
3. Loans of players.
4. Cash.
5. Unethical transactions.
6. Future conditional exchanges.
7. Draft picks more than a season away

All trades must be reported to the League in writing by at least one of the involved parties. Owners may not trade future draft choices more than one year in advance (e.g., managers will be eligible to trade 2005 picks at the beginning of the 2003-04 off-season). Bonus draft picks may not be traded until they are officially awarded by the Commissioner.

3.3.1 Mid-Season Trading Period

During the season, trading is only allowed in September. Roster changes resulting from these trades take effect on the first day of October. Managers are not restricted from talking or making "gentlemen's agreements" at any time during the year, but registration of trades in the League office in writing may only be made during this time. During this in-season trading period, teams may not acquire more than five total new "commodities" (players or draft choices), because the purpose of such trading periods is not to achieve wholesale roster turnover. There is no limit to the number of players or draft picks that owners can trade between seasons.

3.4 Free Agent Draft

Approximately two months before the start of each season, a draft of available free agents will be held. All teams are eligible to participate unless they have lost all their draft choices through trades or penalties. Free agents shall be defined as those unowned players who are carded by the APBA Game Company for the upcoming season. Players never owned and those released in a prior season are included. The League will publish a list of available free agents before the draft.

Teams will draft in an order based on the inverse of their standings at approximately the two-thirds mark of the previous season. Since there is a late-season trading period, the cutoff point for the standings shall be the last day of the month preceding the trade period. This is now the last day in August. The tie breaking procedure for draft order will be:

1. Best head-to-head record gets better pick or, if three or more teams are tied, best record against all tied teams
2. If there are still ties, then a coin flip decides which team gets the first round draft choice and the tied teams alternate thereafter.

Rules for conduct for the Free Agent Draft will be distributed by the Commissioner. In 2000, these rules were:

1. Owners should forward draft instructions in writing to the Commissioner before the draft to be used only in case the owner cannot be contacted by phone or via the Internet.
2. All owners not present at the Winter Meeting will be contacted once at the start of the draft, about noon Eastern Standard Time, to check in and relay the draft central telephone number.
3. Absent owners can connect to draft central via the Internet. For the 2000 Rookie Draft, an online chat room was established, through which selections were made for those not in attendance.
4. If not on-line, absentee owners will be contacted by phone with one ring. They should then call the draft

center for an update on those players chosen previously, and they will be given two minutes to make their choice(s).

Approximately 220 players were available in 2009 in the Rookie Draft, although this number changes year to year. The draft will be limited to 9 rounds plus a Bonus Round. (Note that since you can not be awarded both a Bonus A and Bonus B, together they amount to one round)

3.5 Waiver Draft

During the first month of the season, the Commissioner and the League's Roster Czar may conduct a Waiver Wire draft by mail. The order for this draft is identical to the order for the most recent Rookie Draft. Available players are all the carded players who were waived (or cut) by their owners before the start of the season, plus any undrafted players.

A list will be distributed in the newsletter, via e-mail, or posted on the League's Web site by the Commissioner. Owners should send instructions, with alternate choices and players to be dropped (or cut) to the Commissioner or the Roster Czar by a date to be specified. Managers will be contacted with the results. Changes are effective on the first day of the next month (usually, May).

3.6 Playoff Rosters and Limits

To be eligible for use in postseason play, a player must have been on the team's active roster for one full month, not counting the last month of the season when active rosters expand to 35 players. Players acquired in late season trades are eligible as long as they meet the above requirement for the team with which they END the season.

Player usage limits given below are based on their real-life use in the regular season. Note that these restrictions are more liberal than a strict ratio of 7 games to 162 would require. Limits for one-game playoff series (to break ties) will be determined by adding one game to the first regular playoff series and pro-rating the limits for that number of games.

**Players with fewer than 112 PA's during the major league season are plate appearance limited, regardless of how many games they appeared in.

FOR BATTERS

140+ G or 567+ PA
120+ G or 450+ PA
100+ G or 337+ PA
70+ G or 225+ PA
40+ G or 112+ PA
**less than 112 PA

7-GAME SERIES

unlimited
6 G or 30 PA
5 G or 25 PA
4 G or 20 PA
3 G or 15 PA
5 PA

100+ steal attempts (StA)
80+ StA
60+ StA
40+ StA
20+ StA
10+ StA
1 to 9 StA
0 StA

12 StA
10 StA
8 StA
6 StA
3 StA
2 StA
1 StA
0 StA

FOR STARTING PITCHERS

35+ starts
21+ starts
10+ starts

7-GAME SERIES

3 starts
2 starts
1 start

(minimum 4 days rest between starts except 3 days for pitchers with 35 or more starts)

FOR RELIEF PITCHERS

For a 7-game series, relief innings are set at 160% of regular season total times the fraction 7/162, which comes out to 0.069 times the full season total. Rest requirements are the same as in the regular season. Again, rest requirements are the same as in the regular season.

4. NON-PITCHERS

4.1 Player Usage

4.1.1 Limitations

All regular and XB player cards issued by the game company in the current card set (for the preceding Major League season) can be used in TBL. Players listed only on the computer disk are not available.

A carded player with fewer than 112 plate appearances is restricted in TBL play to the number of plate appearances he actually had in the preceding Major League season. All other carded players are restricted by either the number of games played or the number of plate appearances he actually had in the Major Leagues.

Note: Plate appearances = AB + BB + SH + SF + HBP + catcher's interference.

· No such player shall exceed the number of games played AND the number of plate appearances charged to him in the previous Major League season.

EXAMPLE: Joe Jones played in 121 games and had 385 plate appearances in 1999. In TBL play for 2000, using the 1999 season cards, Jones may play in 150 games with 385 plate appearances or in 121 games with 500 plate appearances, but not in 122 games with 386 plate appearances.

· Innocuous players, defined in Section 4.1.2, are exempted from restrictions on plate appearances and have alternate restrictions on games.

Players are also restricted in the number of base stealing attempts they may have in a TBL season by the number they actually attempted in the Major League season on which their cards are based. Players who run out of steal attempts in a season have an effective SSN of zero ("0") for the remaining games of that season. Road managers should reflect these changes in their instructions. Innocuous players are also limited by this rule.

4.1.2 Innocuous Position Players

Innocuous position players, defined below, are limited to FOUR PLAYERS PER TEAM!

Certain players are allowed increments to the normal player use restrictions due to their relative lack of demonstrated skills during the season on which the current cards are based. Such players may be used for their total number of actual games played in the majors, plus half the difference to 162.

EXAMPLE: An innocuous player with 42 actual games played is eligible to be used in 102 TBL games ($42 + [.5 \times 120] = 102$).

Innocuous players are still subject to the normal restrictions on which positions they may play. They are also subject to the normal limits on stolen base attempts. Innocuous players are defined as those who meet ALL the following criteria:

1. Batting average below .240 and on-base percentage below .340.
2. Fewer than 3 power numbers with no first column "1." (Three zero's with one or more second column singles qualify. If the number of 1's in the second column exceeds 36 divided by the number of zero's, the player is NOT innocuous.)
3. Not Fielding 1 at any position. (Fielding 1 is defined as OF-3, 1B-4, 2B-8, SS-9, 3B-5, C-8, or better.)
4. Arm of 32 or less for outfielders only, TH-0 or less for catchers.
5. Batting shift lower than +6 or negative.

4.2 Positions

A player may play any position in TBL at which he is carded by APBA or TBL any number of times without regard to the number of times he actually played that position in the major leagues.

Any player, except pitchers, may play position(s) they are not rated at by APBA or TBL with a rating of "0." This option may be used only after all players on the active roster of a team who ARE rated at that position have been used in the game or are injured. In such a case, the worst possible fielding result shall be used when this player's rating is checked on the play boards. Normally, this would be Fielding 3, but may be Fielding 2 in certain instances.

Players may be rated in TBL at positions not currently rated by APBA, if they have been rated at such positions the previous season. In this case, their rating will be their last previous rating at the position, minus one point. For catchers, their previous PB and Th rating, minus 2, are used. If this gives them a rating below the minimum at that position, they may play, but only as a zero, as explained above. This option is in addition to Rule 4.2.1, explained below.

NOTE TO COMPUTER PLAYERS: The WIZARD (or equivalent program) must be used to edit all additional positions. Owners who intend to use such players must give a clear written warning in their instructions so that road managers can make proper adjustments before starting a series.

4.2.1 Infield

Many infielders may play positions not listed on their cards. These fielding changes are summarized by a table on the TBL Ready Reference Sheet, distributed each year with the emergency instructions.

- A shortstop may play second base at his shortstop rating minus two points (minimum 2B-5), or play third base at his shortstop rating minus five (minimum 3B-3).
- A second baseman may play third base at his second base rating minus four points (minimum 3B-3), or play shortstop at his second base rating minus one point (minimum SS-6).
- A third baseman may play second base at his third base rating (minimum 2B-5), or play shortstop at his third base rating plus one point (minimum SS-6).

If a player would receive two different ratings at one position under this rule, the higher rating is used. For example, a player with ratings on his card of SS-9 and 2B-7 would be a 3B-4 under this rule. Any rating published by APBA takes precedence over this rule. In the given example, if the player were also carded as a 3B-3, he could not be upgraded to a 3B-4 by use of this rule.

4.2.2 Outfield

In TBL, any player with an outfield rating on his card may play left or right field. Only certain players may play center field, though. The players who may play in center field are defined by the following:

- Any player who actually appeared in CF in the previous Major League season.
- Any player rated OF-2 or OF-3 who is Fast (a speed rated in the Master Game of 15 or better).
- Any player who was eligible to play CF by the point above in the previous TBL season.

4.2.3 Substitutions

A pitcher may not be used as a pinch-hitter, but may be used as a pinch-runner.

A pinch-runner must be faster than the player he is replacing, unless he is replacing an injured player. (i.e., as the result of a hit-by-pitch)

4.2.4 Designated Hitter

The designated hitter rule is employed by TBL. Any owner has the option of not using the DH and letting the pitcher bat. In this event, the pitcher may use his own hitting card, if he was an NL pitcher, for up to his actual number of at bats the previous real-life season. If the pitcher is an AL pitcher or an NL pitcher who has already batted for his actual number of plate appearances, the manager shall use the Pitcher's Hitting Card found on the TBL Ready Reference Sheet. Those using the Computer Game cannot use this card, so pitchers are absolutely restricted to the actual number of plate appearances they had in MLB or must use the APBA card (for AL pitchers) even if it is worse than the Board Game default.

In cases where a manager elects to forgo the use of the DH (or dissolves it during the game) and the pitcher bats for himself in a given inning, he must stay in the game and pitch at least one inning more or until he allows at least one more run. Thus, a manager cannot choose to allow a pitcher with a good hitting card to bat for himself, then bring in a relief pitcher to start the next inning. A pitcher cannot be used as a pinch-hitter.

The designated hitter position is fixed in the lineup at the beginning of the game. Any substitute for the designated hitter, such as a pinch-runner or pinch-hitter, must remain the designated hitter, unless the manager dissolves it during the game.

If the Major Leagues abolish the DH rule, TBL will follow suit the following year. So, for example, if MLB abolishes the DH for the 2000 season, TBL would play without the DH in 2001, using the 2000 season cards.

4.3 Base Stealing

Ignore the APBA base stealing allowance letter (SAL) chart. Ignore APBA's Hit and Run restrictions on G and R SAL's. Indifference is charged when a player successfully steals 2nd when he is not held on base and no throw is made. Give no credit for a stolen base and do not charge a steal attempt.

4.4 Hit and Run

The hit-and-run play may only be attempted if the following conditions are met:

1. The batter has at least two "31" hit numbers on his card.
2. Neither team is ahead by more than three runs.
3. The runner on first base is not out of stolen base attempts. All play board results that are changed to 31 by the pitching grade table shall remain fly outs to center when the hit-and-run is used. [Editor's note: the new 1987 APBA boards, now mandatory, leave few, if any, such results.] The 1990 APBA rule that a fly to LF or RF on the third out shall be scored as a fly out to center, remains a fly out to center and not a hit-and-run single.

Make these further adjustments:

- Ignore APBA's Hit and Run restrictions on G and R SAL's
- When using the hit-and-run play, reduce the runner's SSN by three (after all other adjustments) if he is required to steal by a play result of "13" or "14."
- On a play result of "13" with zero or 1 out, the result shall be a strikeout with the runner attempting to steal, while with 2 outs, the result shall be a strikeout to end the inning.
- On a play result of "14," the result shall be two balls with the runner attempting to steal.
- On a negative control roll on a hit & run you follow the play just like a "14", Two balls and the runner attempts to steal.

4.5 Batting Card Changes

4.5.1 Error Numbers

On the TBL Ready Reference Sheet is a table that managers shall use to randomize all potential errors (except HBP results noted below) called for by the batting card results "15" through "22" (but not "23"). Roll one pair of dice and use the table like a "card" to determine the actual result. On a roll of "66," the batter has been hit by the pitch and is injured. See the injury rules in Section 6.1.

If the play result from the batter's card is a "hit by pitch" result for the on-base situation (e.g., "15" or "22" with a man on first), the error is NOT randomized, and the play result is a hit by pitch (with no injury). If the randomized play result calls for a hit by pitch in that on-base situation, then disregard that result (note that the "66" roll always applies) and re-roll on the Error Randomizer. [Editor's note: in other words, if the HBP results from the batter's card, it is a HBP. If it results from the Error Randomizer, ignore it and roll again.]

4.5.2 Rare Play Numbers

On the TBL Ready Reference Sheet is a table that managers shall use to randomize all rare play results, including batting card results "36" through "41" and "23." Managers should even apply the Rare Play Randomizer with the bases empty because of the chance of an injury occurring on the randomizer. Instructions for treating a possible injury on a "66" roll are published with the table.

4.5.3 Corrections

Any changes officially published by the game company or in the APBA Journal are in effect. Computer players can ignore Sections 4.5.1 and 4.5.2, as the program randomizes errors and rare plays [in some unknown fashion].

4.6 Board Changes

The following board changes are in effect in TBL play:

All TBL Board Game players shall use the "new" 2007 edition Master Game boards.

All TBL Computer Game players shall use "Baseball for Windows" version 5.5

For the Computer Game version, switch on the "Dome" option. For the Board Game, count a rainout if it is a legal game (five innings without a tie); otherwise, ignore it. Rain delays shall be in effect when they occur.

For Computer Game only, disable "Ball Park" effects, "AIM," and "Bunt for a Hit."

The result of a bases-empty, line 15, column 2 result shall be a fly out to left field, not an error (i.e., the left field error on Fielding 2 is eliminated). The result of a bases-empty, line 18, 19, or 20 column one, fielding one result with less than 2 out shall be the same as though there were 2 out (i.e. no error on fielding one).

THIS CANNOT BE CHANGED IN THE COMPUTER GAME!

For the Board Game only, ignore pitching letters ZZ, Z, W, H, G, L, and M.

Note the changes to results "13" and "14," as summarized in Section 4.4, for hit-and-run plays.

If a possible wild pitch occurs on the game boards, roll the dice using the following chart:

WP0: 11 - 13 = wild pitch

WP1: 11 - 23 = wild pitch

WP2: 11 - 36 = wild pitch

WP3: 11 - 63 = wild pitch

If a wild pitch does not occur, refer to the rare play boards.

If a possible passed ball occurs, roll the dice using the following chart:

PB0: 11 - 13 = passed ball

PB1: 11 - 23 = passed ball

PB2: 11 - 36 = passed ball

PB3: 11 - 63 = passed ball

If no passed ball occurs, refer to the rare play boards.

4.7 Cutoff Plays and Runner Advancement

In TBL, cutoff plays and the advancement of trailing runners and batters on throws are handled in the following manner, unless playing face-to-face (in which case APBA rules apply). On any play where more than one runner has a chance to advance an extra base on a hit or to tag up and advance on a fly ball, first use APBA rules to determine his advance number, then:

1. Based upon his advance number, determine which, if any, of the runners are attempting to advance, per the home manager's decision or road manager's instructions (which are frequently to follow the Adams Tables).
2. Determine which runner, if any, per the home manager's decision or road manager's instructions, the defense will attempt to throw out. Resolve the result of this throw, including possible wild throws. (See Section 4.8.)
3. If there is no wild throw, then for any trailing runner not already declared to be advancing on the hit or fly ball, and for the batter, determine their chance to advance from the "EXTRA BASE ADVANCEMENT ON OUTFIELD THROWS" chart on the brown board. Subtract 20 from the number on the third line under the runner's advance number, and add the runner's or batter's speed.

EXAMPLE: If a runner attempting to score on a single from 2nd base has an advance number of 32, then the batter's advance number will be $2 - 20 = -18$ plus the batter's speed.

4. Roll the dice for each runner attempting to advance on the throw whose calculated advance number is greater than zero. If the result is less than or equal to the number, he has advanced safely on the throw. If the result is "66," he is out attempting to advance. On any other result, he held his base. Naturally, a runner (or batter) cannot attempt to advance if the runner ahead of him held his base.
5. The defense may elect to let the runners attempting to advance an extra base on the hit or fly ball do so uncontested (i.e., not throw). In this case, any trailing runners, including the batter, must hold and the play is over. There is no wild throw.
6. In some cases when a run scores and a trailing runner is thrown out for the third out, a die must be rolled to see if the run counts. See "INSTRUCTIONS FOR PLAYING THE APBA BASEBALL MASTER GAME."
7. Computer players must set the clock for 20 seconds unless the road manager wants the computer to make the decisions.

4.8 Wild Throws, Overthrows, and Dropped Throws

For both base-stealing and runner-advancement plays on hits and fly outs, the TBL manager shall use the TABL Superchart to determine if a dropped throw or overthrow occurred. The League shall provide a copy of this chart (courtesy of the APBA Journal) to members.

Where "no advance" appears as a result for catcher's overthrows on successful steals, re-roll until a result (error or putout) is obtained. The manager on offense may decline to try to advance on a catcher's overthrow.

5. PITCHERS

5.1 Player Usage

Pitchers may not be used as pinch-hitters. Pitchers may be used as pinch-runners, subject to the same rules as all baserunners.

Computer gamers MUST use the WIZARD to alter pitching grades to TBL-issued values.

5.1.1 Pitcher's Limits

Pitchers are limited as described below, except as detailed in Section 5.1.2(Split-Grade pitchers) and 5.1.3 (Innocuous pitchers)

1. All pitchers are limited to their actual number of starts.
2. All pitchers get the +5 first-batter-faced bonus only for the actual number of relief innings pitched.
3. All pitchers may pitch in relief past the actual number of relief innings pitched without the +5 bonus. Then, and only then, they are limited to their actual number of *total* innings pitched.

5.1.2 Split-Grade pitchers

Pitchers used as both starters and relievers in the major leagues, with at least 5 starts and at least 25 innings pitched in relief, will be issued separate grades for starting and relief use in TBL.

Split-grade pitchers may be used in relief past their actual number of relief innings, but must use the lower of the two grades (starting/relief) for the remaining relief appearances, with no +5 bonus. See Rule #3 above.

Split-grade pitchers may also pitch past their actual starts at the lower of their two grades, but are then limited to their actual total innings pitched.

No pitcher may be issued a starting or relief grade higher than the number of innings pitched that the grade is based on. In other words, a composite grade pitcher cannot be graded higher than his total innings pitched. And a split grade pitcher cannot receive a grade higher than his innings pitched in each respective role.

5.1.3 Innocuous Pitchers

Innocuous pitchers, defined below, are limited to FOUR PITCHERS PER TEAM! Pitchers given a starting grade of 1, 2, or 3 in TBL may increase the number of starts allowed in TBL by half the difference, rounded up, between their actual number of Major League starts and 36.

All relief pitchers graded 5* or below get half the difference, rounded up to the nearest 1/3 inning, between 100 and their actual number of relief innings added to their limits.

EXAMPLE: Junior Jones is graded by TBL as a 2/5* split grade pitcher. In MLB, he started 10 games and relieved for 30 innings. According to the innocuous pitcher rule, Jones could start up to 23 games ($36 - 10 / 2 + 10$) and relieve up to 65 innings ($100 - 30 / 2 + 30$).

5.2 Rest Requirements

Starting pitchers must have 4 or more days of rest before each start. However, pitchers eligible to start 35 or more games need have only 3 days of rest before their next appearance. A starting pitcher who pitches 12 or more innings in one day needs an extra day of rest. All pitchers need rest as indicated in the table on the TBL Ready Reference Sheet.

If pitchers are used during needed days of rest, they are subject to the following penalties:

- They lose 5 grade points. (to a minimum of Grade 1)
- They get no grade advancement (bonus) at any time, even against the first batter faced if entering the game in the middle of an inning.
- They continue to fatigue by 5 grade points. (to a minimum of Grade 1)

Fatigued pitchers recover by 5 grade points per day of rest.

EXAMPLE: A Grade 17 pitches 3 days in a row or more than 2.2 innings. It doesn't matter which one. The point is he is now a Grade 12 and needs a day of rest to recover to 17. Let's say he gets used on the 4th consecutive day as a 12. He is now a grade 7. He needs to rest one day to be a grade 12, and 2 days to return to grade 17. If he's used after one day of rest as a 12, he's still in a fatigued state. He returns to grade 7.

Road games, by their nature in a mail league, preclude the application of some of these rest requirements. Within any game or series, they do apply, and starting rotations must be set up in accordance with these rules. Rest requirements do apply to the home team from one series to the next with series that follow each other, back-to-back, according to the schedule. Also, rest requirements apply from the end of one month to the beginning of the next. Whenever a manager has some control over the rest requirements, he must apply it.

COMPUTER players may make relievers needing rest "ineligible" or may change their grades with the WIZARD before the start of any game in which they might be used.

5.3 Grade Adjustments

When a relief pitcher enters a game in mid-inning, he gets a five-point increase to his pitching grade for the first batter he faces, unless he is out of relief innings or requires rest. APBA's 20-point limit does not apply to this temporary five-point increase (for the Board Game only).

A starter who is pitching a shutout (no runs, earned or unearned) is restricted by the 20-point limit on pitching grade increases. Furthermore, this same pitcher cannot benefit from grade increases after he has reached his fatigue number, even though he does not fatigue as long as no runs have been scored against him.

[Editor's note: For the purposes of APBA rules downgrading pitchers and the TBL "no pounding" rule, if a particular run cannot be established as being earned or unearned the moment it scores, then the pitcher should get the benefit of doubt until the moment the scoring becomes definitive.

EXAMPLE: The first batter up in an inning walks. The next man reaches on an error, with the runner moving to second. The third man up singles and the run scores. The run cannot be considered in either category for it might be unearned if the next two batters are out or earned if the next man homers.]

5.4 In-Game Fatigue

The "Q" ratings given to pitchers by APBA are not used by TBL for any game version. Starting pitchers shall be assigned a Fatigue Rating equal to their Batters-Faced-by-Pitcher (BFP) minus average intentional walks (IBB) per game started, rounded to the nearest whole integer. BFP always means actual BFP - IBB.

Relievers shall have a Fatigue Rating equal to their BFP - IBB per game average, plus two. A starter who had no relief appearances in the Major Leagues will have a relief fatigue rating of 1/3 his starting fatigue value, rounded up.

After facing the number of batters equal to his Fatigue Rating (intentional walks never count as a batter faced), a pitcher may become susceptible to fatigue. At this point, he is ineligible for any further grade advancement. As soon as the next batter reaches base (except by fielder's choice or intentional walk), the pitcher suffers the following penalties:

- His pitching grade becomes 2/3 of his base TBL grade (before any advancement) rounded to the nearest integer.
- This 2/3 reduction continues for each succeeding batter who reaches base, except by fielder's choice or intentional walk. (A Pitcher Fatigue Chart is now included on the Ready Reference Chart)

EXCEPTION: A starting pitcher throwing a shutout is not subject to the fatigue penalties until he gives up a run, earned or unearned; and then the penalties are applied immediately, as the pitcher would have been fatigued if he were not pitching a shutout.

When playing the Computer Game, a pitcher must immediately be removed from the game if a fatigue-related grade reduction would have occurred under the TBL rules, unless one of the following situations exists:

1. He is the last man left in the bullpen.
2. His grade is already at or below the reduction that would occur.
3. His grade is 5 or below.
4. He is a reliever trailing by 5 runs or more, or leading by 7 runs or more.

If one of these exception conditions is removed (i.e., the score becoming closer) after a pitcher fatigues, he is removed when the next batter reaches base by hit, walk, HBP, or error.

5.4.1 Calculation of Fatigue Rating

The fatigue rating of bad starting pitchers is increased to represent physical capabilities as opposed to their average performance for getting yanked early. There is no change for pitchers with an ERA below the League ERA minus 0.4. The "BFP/GS" (batters faced per game) is increased by 7 for pitchers with an ERA at or above the League ERA plus 2.6. For others, the "BFP/GS" is increased by (rounded off):

$$\cdot 7 * (\text{ERA} - \text{League ERA} + 0.4) / 3.00$$

5.5 No Pounding Rule

Fatigue by itself does not require a pitcher to be removed from a game in the Board Game. However, the pitcher **MUST** be removed after he has given up 8 earned runs or 11 total runs. (This rule is to prevent unrealistic decisions to allow a pitcher to be "pounded" longer than he would be in real life, simply to avoid using relief innings in a blowout. This rule **DOES APPLY** to computer games, too.)

5.6 Control and Home Run Ratings

Each pitcher shall be assigned a control factor between -62 and +62 based on his unintentional walks per batter faced. The League shall distribute these ratings as part of the pitching grades each season. The ratings are used as follows:

- If the pitcher has a **positive control factor** (>0), when a "14" play result occurs, roll the dice again. If the result is less than or equal to the pitcher's control factor, the walk is treated as a result of "Z" or "Ball 2." A dice roll higher than the control factor leaves the walk in effect. This result affects ALL on-base situations.
- If the pitcher has a **negative control factor** (<0), when a "12" or "35" play result occurs **WHICH IS NOT ALREADY A HIT FROM THE PITCHING CHANGE TABLE**, roll the dice again. If the result is less than or equal to the absolute value of the pitcher's control factor, the results as a play result of "14" (for a hit-and-run play, you follow the play just like a "14", Two balls and the runner attempts to steal). Otherwise, it is treated as a normal "12" or "35" result.

Each pitcher will also be given a home run factor between -62 and +62, also distributed by the League each season. The procedure for applying these ratings is similar to that for control factors.

- If the pitcher has a **positive home run factor** (>0), when the play result is a home run, roll the dice again. If the result is less than or equal to the pitcher's home run factor, the play result is treated as a "6" (unless there is a runner on 3rd base only, in which case it is treated as a "5"; if the bases are full, in which case it is treated as a "4").
- If the pitcher has a **negative control factor** (<0), when the play result is a double as a result of a first column 1 through 6 or a second column result of 1 through 5, roll the dice again. If the roll result is less than or equal to the absolute value of the pitcher's home run factor, the play result is treated as a home run. This occurs even if the batter hit no homeruns in the MBL season and does not have a "1" anywhere on his card.

COMPUTER GAMERS: APBA standard ratings of ZZ, Z, W, H, G, L, and M are in use. There is some randomization procedure beyond the printed Board Game in newer programs that bring the results closer to the TBL rules. No game modifications are required.

5.7 Calculation of Pitching Grades

5.7.1 Control and Home Run Ratings

The CMBA system is used to compute the control and home run allowance of all carded pitchers (calculations are done by a TBL member). Pitchers' ratings are based upon the league (AL or NL) they pitched in real baseball. The following variables are used in the calculations:

LW = The league (NL or AL) average number of unintentional walks per batter faced

LHR = The average number of home runs allowed per batter faced

LD = The average number of doubles allowed per batter faced

Pitchers who played in both leagues will have "LW," "LHR," and "LD" prorated according to batters faced in each league. Batters Faced is computed as "BFP - IBB."

If the pitcher averages fewer unintentional walks per batter faced than the league average, his control rating is based on a linear scale from zero (which corresponds to the league average number of unintentional walks) to +36 (a die roll of "66"), which essentially allows no walks. To compute the control rating, the following variables are used:

UBB = The pitcher's unintentional walks per batter faced (BB - IBB) / (BFP - IBB)

LW = The league average number of unintentional walks per batter faced

CTL = $36 * [1 - (UBB / LW)]$, rounded to nearest integer

The CTL rating, now a number between 1 and 36, is changed to die rolls "11" through "66," using the APBA tables. Maximum and minimum TBL ratings are the die rolls "62" and "-62."

If the pitcher averages more than the league average number of walks per batter faced, the CTL rating is determined on a linear scale from zero (which corresponds to the league average number of unintentional walks) to 2 per 36 at bats (which equals the maximum number of extra walks expected from a control rating of -36, the die roll of "66"). To calculate this:

CTL = $(LW - UBB) * 648$, rounded to nearest integer

The home run allowance ratings are determined in a similar fashion. For a pitcher who has allowed less than the league average number of home runs per batter faced:

HRA = Home runs allowed divided by (BFP - IBB)

HA = $36 * [1 - (HRA / LHR)]$, rounded to nearest integer

The HA rating given above is changed to a die roll from "11" to "66," using APBA tables. If the pitcher gives up more than the league average of home runs, the negative HA allowance is computed as:

HA = $36 * [LHR - HRA] / LD$, rounded to nearest integer

This fixes the rating on a linear scale with zero being the league average number of home runs per batter faced, and -36 being the league average number of doubles per batter faced, which is the maximum number of home runs that can be achieved with the present system. Maximum and minimum values for HA are die rolls "62" and "-62."

5.7.2 Grades

This section explains how to compute TBL pitching grades. The same procedure applies to both starting and relief grades. If a pitcher is eligible for a split-grade in TBL (at least 5 starts and 25 relief innings), each grade is determined separately, using starting and relief ERA and H/IP, but combined control and home run allowances (in later steps).

Step 1 – ERA base grade.

Define "MERA" as the league (AL or NL) average ERA - $\{1.80 * MLB\ ERA / 3.90\}$. MERA is prorated by Batters Faced for pitchers who played in both leagues. If the pitcher's ERA is less than or equal to MERA, then the base grade "B" is:

$B = 18.00 + 10 * (MERA - ERA) * (3.90 / MLB\ ERA)$

Otherwise:

$B = 18.00 - 5 * (ERA - MERA) * (3.90 / MLB\ ERA)$

Step 2 – Adjust for CTL/HR.

Figure the pitcher's control chance and home run chance by converting the CTL and HRA numbers back to a scale of 1 to 36 (rounding off to the nearest integer). For example, a +11 rating is +1 chance, -25 rating is a -11 chance, etc. Now the final grade "PP" is calculated by:

$$PP = P - [0.10 * CTL] - [0.06 * HRA]$$

Note that negative control increases the grade because a greater number of batters reaching base by walks increases the ERA for the same pitching grade. Thus pitchers with the same ERA but different control ratings would need different grades to reproduce their ERA.

Step 3 – H/IP base grade.

MLB means the respective league the pitcher was in, or the prorated value if he pitched in both leagues.

$$MHIP = MLB \text{ H/IP} - (18 - \text{Avg Grade}) * (MLB \text{ H/IP}) / 30$$

$$\text{If H/IP} > \text{MHIP: Base Grade} = 18 - (30 * (\text{H/IP} - \text{MHIP}) / \text{MLB H/IP})$$

$$\text{If H/IP} < \text{MHIP: Base Grade} = 18 + (60 * (\text{MHIP} - \text{H/IP}) / \text{MLB H/IP})$$

$$\text{If Ctrl} < -32 \text{ (Its not a dice roll yet); H/IP grade} = \text{Base Grade} + (.1 * (\text{Ctrl} + 32))$$

Step 4 – Final grade.

The final grade is determined by averaging the two base grades calculated in Step 2 and Step 3, rounded off to the nearest integer, and limited to a minimum of 1 and a maximum of 30.

EXAMPLE:

Suppose Jordan Jones pitched 100 innings, allowing 96 hits, with an ERA of 3.20, a control rating of +16, and a home run rating of -32. For Step 1, then, we get (with MERA = 2.1, MHIP = .99, and the MLB ERA = 3.90):

$$B1 = 18.00 - [5 * (3.2 - 2.10)] = 18.00 - [5 * 1.10] = 12.50$$

His CTL is +6, his HRA is -14, so for Step 3, we get:

$$PP = 12.50 - (0.10 * 6) - (0.06 * (-14)) = 12.50 - 0.6 - (-0.84) = 12.50 - 0.6 + 0.84 = 12.74$$

Then, the H/IP base grade calculation:

$$B2 = 18 + (60 * (0.90 - 0.96) / 0.98) = 14.32$$

Finally, average B1 and B2 for the final grade.

$$\text{FINAL} = (B1 + B2) / 2 = (12.74 + 14.32) / 2 = 13.53 = 14 \text{ (rounding to nearest integer)}$$

6. MISCELLANEOUS

6.1 Injuries

Injuries can result from the rare play boards, from a die roll of "66" on the Error Randomizer, or from a die roll of "66" on the Rare Play Randomizer. To determine the length of the injury, first roll on the TBL Injury Severity Chart to determine the effective J-rating for this injury. If the injured player is a pitcher, decrease the effective J-rating by one.

VERY RARE: When an injury occurs from the Rare Play Randomizer on a bunt, and the scoring or result indicates no involvement by the position specified on that line, then the injury is to the pitcher instead.

The length of the injury is equal to the effective J-rating. That is, "J1" is one day; "J2" is two days etc. For "J0," consult the rare play boards from APBA.

COMPUTER GAME must adjust the length of the injury after the game using the J-Table Randomizer.

[Historical note: When we used the APBA injury tables with the randomized J-factor computed above, we noticed a strong tendency to cripple about six players per year per team.]

Injuries that extend beyond the road series in which they occur shall be played out starting with the first day of the FOLLOWING MONTH. Injuries that extend beyond a home series should be played out into the next home series or the first series of the next month, whichever comes first. In cases where such an injury occurs and there are open days in the TBL schedule, these days shall count towards playing out of that injury. Note that the injury is for days and not games; therefore, a double header counts for one day.

When a player is injured for a long time [not likely now, but still possible with multiple road series injuries], the owner shall have the option of placing that player on the Disabled List or DL. Players shall remain on the DL for

15 days or the length of their injury, whichever is longer. The injured player may be replaced on the active roster by a minor league player eligible to play the same position and belonging to the same team. (i.e., on the same 35-man roster) This minor league player will be sent down when the major league player comes off the DL, even in mid-month.

In the event that a team has more than one player on the DL at one time, more than one minor leaguer may be active at the same time. In this case, the owner may send down any active minor leaguer when the first player comes off the DL. All moves to and from the DL must be reported to the Commissioner as soon as possible after the injury occurs. All injuries should also be prominently noted on the series summary sheets. Note that a player's first day on the DL will always be the first day of the month following the injury, but he may come off the DL in the middle of the month.

This is the only case when a transfer between the minors and the majors may be made in the middle of a month. Short injuries may not be used to place a player on the DL for the purpose of making a transfer between the active and inactive rosters. [Editor's note: In the past, the Commissioner has allowed a transfer to the DL during mid-month for a critical player injured for a long time. The transfer is effective for the remainder of home games that month, or the remainder of that road series.]

Injuries that carry past the end of the regular season may carry into the playoffs. These injuries are handled as follows:

1. Count the days off at the end of the regular season as ten days for the purpose of playing out an injury. If the injury still extends into the playoffs, the remainder must be played out according to the playoff schedule.
2. The owner may place the player on the DL, but must decide whether or not to place that player on the 25-man playoff roster. An injured man may not be activated from off the 25-man roster during the playoffs. (The opposite is true of injuries occurring during the playoffs. If the player is injured for a long enough time to make it desirable to do so, he may be removed from the 25-man roster and an eligible non-roster player may be named to replace him.)
3. Finally, each day off during the playoffs counts as it would during the regular season for purposes of playing out an injury.

6.3 Expansion Teams

New teams formed by expanding of the number of teams in TBL can carry two extra players for the first year of their existence and one extra player the second year. Thereafter, they are limited by the 35-player limit on roster size.

6.3 A Final Note

The restrictions on player usage should be followed as faithfully as possible. It is not the intent of the League to punish an owner for an occasional slight and unintended misuse of personnel. Some things, like starts for pitchers, can be absolutely controlled. Others, such as at bats or relief innings pitched, cannot be, unless we enforce unrealistic restrictions on ourselves. Therefore, the League will occasionally overlook violations that are small and apparently unintentional. Such violations are subject to protest, but protests over trivialities may be ignored. If we all try to live within the rules (both letter and spirit), no one should be hurt by them.

6.4 Example of Tiebreakers

3 teams tied for 1 playoff berth

Teams are seeded by won-loss vs. other tied teams.

Nov 23rd - #3 seed plays at #2 seed. Loser is out.

Dec 1st - #1 seed plays at Nov 23rd winner. Winner is the wild card

Wild-card series starts on Dec 2nd, no off date during the series.

3 teams tied for 2 wild-card berths.

Nov 23rd - #2 plays at #1. Winner is in.

Dec 1st - Loser plays at #3. Loser is out. If #3 wins they are the 1st wild card. If #3 loses, Nov 23rd winner is 1st wild card.

Wild-card series starts on Dec 2nd, no off date during the series.

3 teams tied for a division title and a wild card. (one team is outside the division)

The team outside of the division is the wild card.

The other two play on Nov 23rd for the division title. The loser is out.

(This is the one we voted on last year)

3 teams tied for a division title and a wild card. (All in the same division)

Teams are seeded by won-loss vs. other tied teams.

The 2nd seed is the wild card.

#3 plays at #1 for the division title.

3 teams tied for a division and 2 wild cards. (All in the same division)

Playoff for the division title (3 for 1) as described above.

If #1 wins, the Nov 23rd winner is the 1st wild card.

If #1 loses, #1 is the 2nd wild-card.

4 teams tied for 1 playoff berth

Teams are seeded by won-loss vs. other tied teams.

Nov 23rd - #4 plays at #1, #3 plays at #2. Losers are out.

Dec 1st - Winners play for berth. Home team priority is 3,4,1,2

Wild-card series starts on Dec 2nd, no off date during the series. (Unless the tie was for a division)

4 teams for 2 wild cards

Teams are seeded by won-loss vs. other tied teams.

Nov 23rd - #4 plays at #1, #3 plays at #2. Winners are the wild cards. Best head to head record between the remaining teams is the 1st wild card.

4 teams tied for a division and a wild card. (2 teams outside of the division)

Nov 23rd - Playoff for the division title - loser is out. The 2 teams outside the division play for the wild card.

4 teams for 3 berths, division title and 2 wild cards. (2 teams outside of the division)

The two teams outside of the division are the wild cards.

The other two play on Nov 23rd for the division title. The loser is out.

4 teams for 3 berths, division title and 2 wild cards. (One team is outside of the division)

Division teams are seeded by won-loss vs. other tied division teams.

The team outside of the division and the #2 seed are the wild cards. Head to head determines 1st wild card.

The other two play on Nov 23rd for the division title. The loser is out.

4 teams for 3 berths, 2 division titles and 1 wild card.

Nov 23rd - Play off division titles.

Dec 1st - Nov 23rd losers play for wild card. Best head to head is the home team.

Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 2 berths, 1 division title and 1 wild card. (3 teams outside of the division)

Division teams play for division title on Nov 23rd. Loser is out.

The 3 teams outside the division playoff for the wild card as described above (3 for 1).

Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 3 berths, 1 division title and 2 wild cards. (3 teams outside of the division)

Division teams play for division title on Nov 23rd. Loser is out.

The 3 teams outside the division playoff for the wild cards as described above (3 for 2).
Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 3 berths, 1 division title and 2 wild cards. (2 teams outside of the division)

Division teams are seeded by won-loss vs. other tied division teams.

Nov 23rd - The two teams outside the division play. (Best head to head is home team) Winner is the 1st wild card.
#3 division team plays at #2.

Dec 1st - The losers from Nov 23rd play (best head to head is home team) Winner is the 2nd wild card.
1 division team plays at the winner of #3 @ #2 for the division title.

Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 3 berths, 2 division titles and 1 wild card. (3 teams in division A and 2 teams in division B)

Division teams are seeded by won-loss vs. other tied division teams.

#2A is the wild card.

Nov 23rd - #3A plays at #1A, and #2B plays at #1B for division titles.

5 teams for 4 berths, 2 division titles and 2 wild cards. (3 teams in division A and 2 teams in division B)

Division teams are seeded by won-loss vs. other tied division teams.

#3A is the 1st wild card.

Nov 23rd - #2A plays at #1A, and #2B plays at #1B for division titles.

Dec 1st - Nov 23rd losers play for the 2nd wild card. (Best head to head is the home team)

5 teams for 4 berths, 2 division titles and 2 wild cards. (One team is from 3rd division)

The team outside of the divisions is the 1st wild card.

Nov 23rd - Play off division titles.

Dec 1st - Nov 23rd losers play for 2nd wild card. Best head to head is the home team.

Wild-card series starts on Dec 2nd, no off date during the series.

6 teams tied for 5 berths, 3 division titles and 2 wild cards.

Nov 23rd - playoff division titles

Nov 23rd losers are seeded by won-loss vs. other losing teams.

Dec 1st & 2nd - follow above (3 for 2) to determine wild cards.

Wild-card series starts on Dec 3rd, no off date during or after the series.

Below are alternate methods for some scenarios. The above tiebreakers are the current rules. I kept them here so that I didn't lose the work if we changed our minds.

3 teams tied for a division title and a wild card. (All in the same division) - Version 2

Teams are seeded by won-loss vs. other tied teams.

Nov 23rd - #3 plays at #2.

Dec 1st - Nov 23rd winner plays at #1 for the division championship.

If the #1 wins the Nov 23rd winner is the wild card.

If the #1 loses the Nov 23rd loser is the wild card.

Wild-card series starts on Dec 2nd, no off date during the series.

4 teams for 3 berths, division title and 2 wild cards. (One team is outside of the division) Version 2

Division teams are seeded by won-loss vs. other tied division teams.

The team outside of the division is the 1st wild card.

Nov 23rd - #3 plays at #2.

Dec 1st - Nov 23rd winner plays at #1 for the division championship.

If the #1 wins the Nov 23rd winner is the 2nd wild card.

If the #1 loses the Nov 23rd loser is the 2nd wild card.

Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 3 berths, 2 division titles and 1 wild card.

(3 teams in division A and 2 teams in division B) Version 2

Division teams are seeded by won-loss vs. other tied division teams.

Nov 23rd - #3A plays at #2A. #2B plays at #1B for division B title.

Dec 1st - Winner of #3A @#2A plays at #1A for the division A title.

If the #1A wins the #3A @#2A winner is the wild card.

If the #1A loses the #3A @#2A loser is the wild card.

Wild-card series starts on Dec 2nd, no off date during the series.

5 teams for 4 berths, 2 division titles and 2 wild cards.

(3 teams in division A and 2 teams in division B) Version 2

Division teams are seeded by won-loss vs other tied division teams.

Nov 23rd - #2B plays at #1B for B division title. #2A plays at #1A

Dec 1st - #2A @#1A loser plays at #3A.

If #3A loses, winner is a wild card and #2A @#1A winner from Nov 23rd wins the division A title.

Dec 2nd - If #3A wins, #2A @#1A winner plays at #3A for division A title. Loser is a wild card.

Dec 1st loser plays the B division loser for the other wild card. Home team priority is #3A then B.

If #3A wins a wild card he is always the 1st wild card.

Otherwise if a B team is a wild card, best head to head determines home field.

If #1A and #2A are both wild cards the Nov 23rd winner is the 1st wild card.

Wild-card series starts on Dec 3rd, no off date during or after the series.