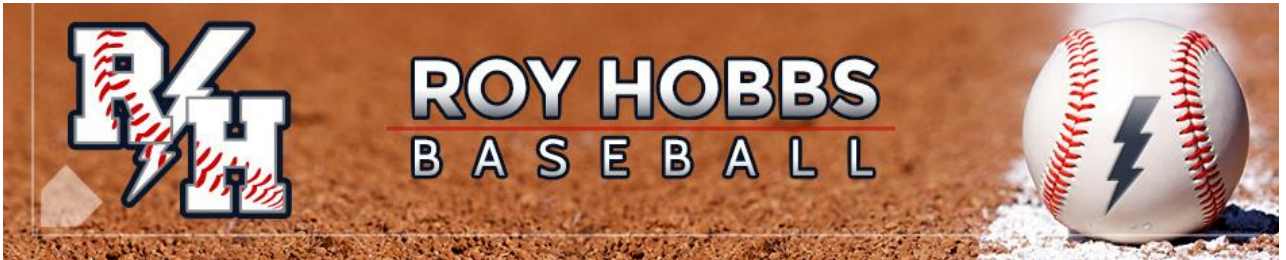

*CONSTITUTION OF THE
ROY HOBBS BASEBALL
ASSOCIATION*



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I. THE LEAGUE

- A. The RHBA will consist of 24 teams, divided into two leagues of 12 teams. Each league consists of three divisions of 4 teams each.
- B. The league is a continuous ownership email league, with team rosters carried over from year to year.
- C. The league will use the APBA basic game with the innovations described herein. The computer game may be used by mutual consent of both managers.
- D. Skype and online play is greatly favored to solo play. The official website for all online play will be rolz.org.

II. THE TEAMS

- A. The maximum roster size is 45, this includes all carded and non-carded players.
- B. Only carded APBA players are eligible for league games.
- C. No more than 26 players may be chosen to participate in a given series; a team may carry a different group of 26 players for each different series for regular and post-season play.
 - a. Active 26 Player Roster must have a backup player at each position at the start of each series. A utility player is allowed to count for each position that player is eligible for, only one OF replacement is needed and the DH is covered by any of the above
- D. In the last month of the regular season, a 40-man roster will be eligible for use.
- E. During the season, you can cut a player at any time and receive a 50% reduction on any remaining salary the player has for the remainder of his contract. This player immediately becomes a FA and is eligible to be signed by any teams according to the rules outlined in section VII subsection C.

III. SCHEDULE

- A. Each season will consist of 162 games (81 home and 81 away).
- B. Games will be played from March to October.
- C. Post-season play will start in November and conclude in December.

IV. SALARY CAP

- A. Each team will have a salary cap of \$189M, the 2016 luxury tax amount in MLB.
- B. All teams can exceed the salary cap in the off-season, but must be less than or equal to the salary cap before the season begins.

V. PLAYER CONTRACTS

- A. Contract Length
 - a. Minimum length – 1 year
 - b. Maximum length – 5 years
- B. In the 1st year of the contract the player will receive the base compensation the owner has agreed to pay.
- C. In each subsequent year, the contract will increase by 10%.
 - a. 1st year – 1,000,000
 - b. 2nd year – 1,100,000
 - c. 3rd year – 1,210,000
 - d. 4th year – 1,331,000
 - e. 5th year – 1,464,000

VI. FREE AGENCY

- A. At the conclusion of a player's contract he becomes a FA.

- B. Owners must declare which FA's they indeed to keep, and specify their contract length by the end of December.
 - a. The owner has the right to immediately offer the player a new contract starting at 25% of his final year to keep him off the market.
 - b. Owners are allowed to exceed their salary cap to resign their own FA's.
- C. If the owner declines this option, the player is then available for any team to acquire by bidding.
 - a. All bids must be submitted to the league office by the 2nd week of January.
 - b. The league office will then announce the winning bids on the Sunday at the end of the 2nd week.
 - i. If there are competing bids, then the franchise with the most compensation determined by contract length and salary will win the bid.
 - ii. If the compensation of the bids match, then a roll off will be held by the league office. The rolls will be done online in the rolz.org chatroom.
 - iii. The competing owners are allowed to roll themselves.
 - iv. Higher roll wins the player.
 - c. Franchises are not allowed to exceed their salary cap to sign FAs.
- D. The only time a team cannot sign a free agent is after the regular season ends.

VII. LOTTERY AND DRAFT ORDER

- A. Draft position will be determined by a lottery system, for all teams not in the playoffs, but only for the 1st 3 picks.
- B. The 14 non-playoff teams are ranked in reverse order of their regular season record and are assigned the following number of chances
 - a. 1 – 250 combinations, 25% of getting the #1 pick
 - b. 2 – 199
 - c. 3 – 156
 - d. 4 – 119
 - e. 5 – 88
 - f. 6 – 64
 - g. 7 – 43
 - h. 8 – 28
 - i. 9 – 17
 - j. 10 – 11
 - k. 11 – 8
 - l. 12 – 7
 - m. 13 – 6
 - n. 14 – 5
- C. Each team will be randomly allocated their 4 digit keys the day before the draft by the league office.
- D. The lottery will take place on the 3rd Sunday of January in the rolz.org chat room.
- E. The league office will roll dice using the “#1d14” command.
 - a. This command will be used 4 times to determine a unique 4-digit key from 1-14
 - b. A key is the same forwards or backwards.
 - i. 1-2-3-4 is the same as 4-3-2-1
 - c. If a number is repeated while determining the same key, it will not count.
- F. The order of the rolls will be
 - a. 1st set unique 4 numbers – 3rd overall pick
 - b. 2nd set unique 4 numbers – 2nd overall pick
 - c. 3rd set of unique 4 numbers – 1st overall pick
- G. After the 1st 3 picks have been determined the picks 4-14 will be determined by the reverse order of regular season record.
 - a. If 2 teams have the same overall record the following rules will be used to determine the higher pick until the tie is broken.
 - i. HTH record will be used
 - ii. Runs scored in games between the teams.
 - iii. Roll off.
 - b. If 3 or more teams have the same overall record, the following rules will be used to eliminate teams until there are 2 left. The previous rule will then be used between those 2 teams.

- i. Round robin record between the teams.
 - ii. Top 2 Runs scored in all games between the teams.
 - iii. Roll off
- H. Picks 15-24 will be determined by the results of the playoffs.
 - a. If any teams have the same overall record and eliminated in the same round the same rules from section VII, subsection G will used to determine the higher pick.

VIII. ROOKIE DRAFT

- A. The rookie draft will be held the Saturday before the Super Bowl.
- B. The draft will consist of 10 rounds
- C. All rookies are given 5 year contracts starting at their initial slotted value.
 - a. Slotted values will be determined from the previous seasons MLB draft.
 - b. Only the 1st 240 slot values from MLB will used, regardless of what round they are in.
 - i. In 2015 the value for the 1st overall pick was \$8,616,900
 - ii. That same slot value would count for the 1st pick in the 2016 RHBA rookie draft.
 - c. All subsequent years of a rookie contract will have the same 10% escalator as free agent contracts.
 - d. The league office will send out the slot values for each draft pick the week before the draft.
- D. The draft will be conducted online in a private chat room and by phone.
 - a. If any manager is unable to make the live draft, they should submit their list of choices to the league office no later than the night before the draft.
- E. Each manager will be allowed five minutes per draft pick. If the manager exceeds the time limit, then he will be shuffled down one position and the next manager will take his choice. The manager will be given 4, then 3, then 2 and finally one minute to make his pick. If he cannot make his choice by the fifth opportunity, he will lose the current round's draft choice entirely. This rule will apply when the manager's turn comes up whether or not he is on time for the draft or can be reached by phone or not.
 - a. If a franchise is skipped, their assigned slot value for that pick is still the same.

IX. INITIAL DRAFT

- A. This draft will take place before the start of the 1st season.
- B. This draft will last 45 rounds.
- C. Each player drafted will be given a 5 year contract starting their 2017 MLB salary.
- D. Any carded player that is currently a FA, will be given a 5 year contract starting at the average MLB salary of \$4M.
- E. Any un-carded player that is currently a FA, will be given a 5 year contract starting at \$500K.
- F. The order of the initial draft will be determined by dice roll on rolz.org. With the highest roll of the initial franchises receiving the 1st overall pick, the 2nd highest dice roll will receive the 2nd overall pick, until all franchises have been assigned a spot.
- G. The draft will be serpentine.
- H. The draft will be conducted via email and online in a chat room on rolz.org at a date TBD after a consensus is made between the initial group of franchises.

X. EXPANSION DRAFT

- A. This draft is necessary in each off-season until the maximum number of teams are in the league.
- B. The draft will last has many rounds until all existing teams have had 3 players drafted from their teams.
- C. Each team can protect 20 players to start, if an expansion team picks a player from an existing franchise, then the franchise is allowed to protect 15 more players.
- D. An existing franchise can lose no more than 3 players, carded or un-carded.
- E. Any player chosen will have all terms of their existing contracts picked up by the new franchise.
- F. Any player who would otherwise be a FA will be signed to a new contract starting at their previous final year plus 15%.
- G. The draft will be serpentine.
- H. The draft will be conducted the 1st weekend after the new year in an online chat room on rolz.org.

XI. DISPERSAL DRAFT

- A. This draft is only necessary only if 3 or more teams leave the league between seasons, and the league has played at least 1 year with all franchises.
- B. If a dispersal draft is held, any existing franchise can participate by releasing all their players.
- C. Any player chosen will have terms of their existing contracts picked up by the new franchise.

- D. Any player who would otherwise be a FA will be signed to a new contract starting at their previous final year plus 15%.
- E. The draft will be serpentine.
- F. The draft will be held the 1st weekend of the new year in an online chat room on rolz.org

XII. TRADING PERIODS

- A. Trading is allowed beginning at the conclusion of the World Series until the end of the July.
- B. Teams can exceed the salary cap in the off-season to make trades by any amount.
- C. Teams can exceed the salary cap during the season by 10% for any individual trade.
- D. Once a team has used this exception, they cannot use it again.
- E. The league office must be notified in writing, by phone, or by e-mail by all parties involved in any trade.
- F. The league office reserves the right to review and veto trades deemed so lopsided that they will be detrimental to the league.

XIII. LEAGUE OFFICIALS

- A. The league will be administered to by a commissioner, who will serve terms of three years as determined by league vote. The commissioner may serve and be elected to additional three year terms.
- B. The commissioner will be responsible for monitoring league progress, setting and maintaining league timetables, settling disputes, and developing league policy as deemed appropriate by the league membership.
- C. Other league officials will be appointed by the commissioner. Positions may include, but not be limited to, assistant commissioner, league statistician, league webmaster, league recruiting chief.

XIV. SCORE SHEETS

- A. Managers can use any score sheet they want to score the games on an inning by inning basis.
- B. Managers must submit the results of all series using the RHBA approved scoresheet, which does the statistical compilation of the series automatically.

XV. COMPILATION SHEETS

- A. Monthly and YTD compilation sheets will be dispersed by the league's statistician for league use.
- B. No other compilations sheets may be used.

XVI. MONTHLY STATS

- A. All managers are required to send monthly totals to the league office using the RHBA Monthly Report Spreadsheet. All managers must include completed cover sheet from the RHBA Monthly Report Spreadsheet.
- B. All managers must submit comp sheets/spreadsheets for both teams for series played at home each month, as well as scores of all home and away games.
- C. All teams must submit the following monthly team records: Home record, Away record, record vs. each division and Total record.
- D. A cumulative year-to-date stat report can be used individually, but is not required to be turned in to the league statistician. This should be performed using the RHBA YTD (year-to-date) spreadsheet.
- E. Each manager should submit a partial monthly report to the league office if all series results have not been received on time.

XVII. MONTHLY TARGET DATES

- A. Instructions are due to be sent by the 28th of each preceding month.
- B. Email/phone call if away results not received by 7th of month.

- C. Home team has the option to play series using contingency lineups on the 10th of each month if no reasonable response from visiting team. These results will be official and the Visiting team receives a "strike" for each occurrence. (See Penalty System)
- D. Home series results are due to be sent by the 21st of month to the visiting manager (copies of score sheets and comp sheets for both teams).
- E. Phone call if away results not received by 25th of month.
- F. Visiting team has the option to play the previous month's series using contingency lineups on the 1st of each month if no reasonable response from the home team. These results will be the official and the Home team receives a "strike" for each occurrence. (See Penalty System)
- G. Monthly report to league office due to be sent by 28th of each month.
- H. Phone call from league office if monthly reports are not received by 5th of month. Commissioner has the right to play any series not completed and stats sent by the 10th of each month. Object of this is to get all reports in by the 10th so all stats can be updated and distributed in a timely manner.

(Note all lateness penalty points are also assessed, any manager that cannot make these dates due to family emergencies or other hardships must contact opposing manager and commissioner to avoid these penalties and a strike against them.)

XVIII. HOW TO SEND INSTRUCTIONS

- A. Team instructions must include 26-man roster listing all pertinent player rating information as distributed by league office (including pitchers' grade, handedness, strikeout, control, home run, move-to-first, and fatigue ratings; batters' characteristics; and catchers' throw and runner SB ratings). Each player's major league baseball team of origin is included.
- B. Playing instructions should also include: lineups for all games; starting pitching rotation; bullpen instructions; base running and SB instructions; Sac/squeeze and hit & run; PH and PR; defensive and injury replacements; infield positioning.
- C. Instructions are limited to three pages total.
- D. Every team must submit a 26-man contingency lineup stating the noted information; this contingency lineup is to be used in accordance with section XIII and any other section when stated to use contingency lineups. This lineup can be updates as needed during the season.

XIX. PROTESTS

- A. Protests of individual games or violations of league rules will be decided by the commissioner.
- B. Appeals of rulings or protests involving the commissioner will be decided by the division presidents.
- C. Protests should be made in a timely manner and only in extreme and obvious cases of neglect.

XX. REQUIRED STATISTICS

- A. Batting statistics to be kept include: Games, At Bats, Runs, Hits, RBI, Doubles, Triples, Home Runs, Walks, Strikeouts, Intentional Walks, Stolen Bases, Caught Stealing, Sacrifices, Sacrifice Flies, Hit By Pitcher, Double Plays, Errors, and Batting Average.
- B. Pitching statistics to be kept include: Games, Games Started, Complete Games, Shutouts, Wins, Losses, Saves, Innings Pitched, Innings Pitched in Relief, Hits Allowed, Runs Allowed, Earned Runs Allowed, Home Runs Allowed, Bases on Balls Allowed, Strikeouts, Intentional Bases on Balls, Wild Pitches, Balks, Hit Batsmen, Errors, and Earned Run Average.
- C. Please cross-check all series stats to be sure that Home and Visitor totals agree in hits, runs, HR, BB, IBB, strikeouts, and HBP (for example, Home Hits = Visitor Hits Allowed and vice versa) .
- D. The league will publish team records in one-run games as part of the standings, and will notate online games and games played face-to-face when publishing series results.

XXI. POST-SEASON PLAY

- A. Ten teams will qualify for post-season play. There will be three division winners in the American League, three in the National League. There will be two wild cards (non-division winner with best record) per league.
- B. The post-season will consist of:
 - a. Wild Card Series (One game)

- b. The team with the better record will be the home team.
- C. League Divisional Round (Best of 5)
 - a. The winner of the Wild Card game will play the #1 seed.
 - b. The #2 and #3 seeds will play each other.
 - i. The higher seeded team will be the home team in games 1, 2, and 5, the lower seeded team will be the home team in games 3 and 4.
- D. League Championship Series (Best of 7)
 - a. The winner of each divisional round will compete in the league championship series.
 - b. The higher seeded team is home for games 1, 2, 6, and 7. The lower seeded team will be home for games 3, 4, and 5.
- E. World Series (Best of 7)
 - a. The winners of the two League Championship Series will compete in the RHBA World Series.
 - b. If one of the League Championship Series winners is a wild card and the other team is a division winner, the Division Winner will be home for games 1, 2, 6 and 7, and the Wild Card will be home for games 3, 4, and 5. Otherwise, the LCS winner with the worse record is at home for games 3 through 5; the other team is at home for games 1, 2, 6 and 7.
- F. Post-season instructions should be sent simultaneously; the results of any unnecessary games will be disregarded.
- G. Rosters are set at 25 for each series, but can change between series.

XXII. TIES FOR PLAYOFF POSITIONS

- A. Ties will be determined using the same rules specified by MLB.
- B. Those rules can be found here, <http://m.mlb.com/news/article/59527184/playoff-tiebreaker-rules/>
- C. All ties will be broken by one game playoffs with the home team determined from the rules specified above.

XXIII. REGULAR SEASON PLAYER LIMITATIONS

- A. All players will be allowed to play in the number of games they played in the corresponding major league baseball season
- B. Pitchers will be limited to their innings pitched both starting and relief, the exception being that D starters can exceed their innings pitched.
- C. Rest for Starting Pitchers
 - a. Each starting pitcher must have at least three games rest between starts in a series (all teams must use at least 4-man rotations). Pitching rotations are not continuous between series.
 - b. Pitchers who both started and relieved during the major league season can start and relieve in the same series, but not in back-to-back games.

XXIV. POST-SEASON PLAYER LIMITATIONS

- A. Starting Pitchers
 - a. 35 or more starts : 3 days rest between playoff starts
 - b. 27 - 34 starts : 4 days rest between playoff starts
 - c. 18 - 26 starts : 5 days rest between playoff starts
 - d. 6 - 17 starts : 6 days rest between playoff starts and one start per series
 - e. Less than 6 starts ineligible to start in the playoffs
- B. Offensive Players
 - a. 1 Game Series, anyone specified on your 25 man roster
 - b. 5 Game Series
 - i. 130 - 162 games played : 5 games
 - ii. 100 - 129 games played : 4 games
 - iii. 70 - 99 games played : 3 games
 - iv. 1 - 69 games played : 2 games
 - c. 7 Game Series
 - i. 140 - 162 games played : 7 games
 - ii. 120 - 139 games played : 6 games
 - iii. 100 - 119 games played : 5 games
 - iv. 80 - 99 games played : 4 games
 - v. 1- 79 games played : 3 games
- C. Relief Pitchers
 - a. 1 Game Series

- i. C or D relievers any number of innings.
 - ii. B or A relievers – maximum of 2 IP.
 - iii. AC, AB, or ABC relievers – maximum of 1 IP.
 - b. 5 Game Series
 - i. 1-13 IPR : 1 IP
 - ii. 13.1 - 26 IPR : 2 IP
 - iii. 26.1 - 39 IPR : 3 IP
 - iv. 39.1 - 52 IPR : 4 IP
 - v. 52.1 - 65 IPR : 5 IP
 - vi. 65.1 - 78 IPR : 6 IP
 - vii. 78.1 - 91 IPR : 7 IP
 - viii. 91.1 - 104 IPR : 8 IP
 - ix. 104.1 - 117 IPR : 9 IP
 - x. > 117 IPR : 10 IP
 - c. 7 Game Series
 - i. 1-10 IPR : 1 IP
 - ii. 10.1 - 20 IPR : 2 IP
 - iii. 20.1 - 30 IPR : 3 IP
 - iv. 30.1 - 40 IPR : 4 IP
 - v. 40.1 - 50 IPR : 5 IP
 - vi. 50.1 - 60 IPR : 6 IP
 - vii. 60.1 - 70 IPR : 7 IP
 - viii. 70.1 - 80 IPR : 8 IP
 - ix. 80.1 - 90 IPR : 9 IP
 - x. 90.1 – 100 IPR : 10 IP
 - xi. 100.1 – 110 IPR : 11 IP
 - xii. > 110 IPR : 12 IP
- D. Other Special Post-Season Rules
 - a. Relievers may not pitch more than three innings in a game unless the reliever is a grade D (Coxx grade 1-4).
 - b. Starting pitchers who were not permitted to relieve during the regular season but who will not start in the current playoff series can be used as relievers for up to 3 IPR in the current playoff series.
 - c. Any pitcher with less than 1 IPR in real life will be limited to his real-life total during each series in the playoffs, unless he is declared strictly a reliever for the series as in (2) above.
 - d. Any pitcher who will both start and relieve in a playoff series cannot relieve in the game preceding or following the game(s) in which he will start.
 - e. Pitching rotations will be continuous in post-season play, carrying over from one series to the next.
 - f. If a playoff series has an extreme series of games that requires extra innings a starter who has not pitched the last game or the next game can be used to pitch in the current extra inning playoff game if that team has exhausted all of its relief. That pitcher should be treated as a Fatigue 3* pitcher and will not affect his next start.
 - i. This starting pitcher may pitch from his current grade but be made a Fatigue 3* relief pitcher, since he is fatigued as a relief pitcher when he enters the game he would be eligible for the five point first batter bump.\
 - g. Any un-played game in a series will count as a day off.

XXV. SPECIAL PITCHING RULES

A. Coxx System

All pitchers will use the APBA Master Game numerical grade (1-30) assigned to them. On any hit which is subject to possible change depending on the pitcher's grade (8, 9, sometimes 7, and sometimes 10), roll the dice and consult the Coxx matrix chart to determine the pitcher's grade (A, B, C, or D) against that particular batter. See Coxx Chart.

- a. Any pitcher that has a grade less than 1, will not get a Coxx roll.
- b. Any pitcher that has a grade greater than 30, does not need to roll.

B. Lefty-Righty

Throughout the game, the pitcher's base grade is increased or decreased against individual batters, depending on each hitter's assigned batting characteristic.

C. Pitcher Fatigue

We will use APBA's MBF rating as the basis for a pitcher's fatigue. Each pitcher has a number printed on their card that will represent their maximum batter's faced. Once this number is reached the pitcher becomes fatigued as long as 1 earned run has been scored. After the 1st month of the season the APBA MBF chart will be used before each game to either add or subtract MBF from the base number. The dice are rolled and added together to produce the following results.

Roll	2	3	4	5	6	7	8	9	10	11	12
Adjustment	4	-3	2	-1	3	-4	1	-5	0	-2	5

D. Home Run ratings

Each pitcher is given a home run rating, ranging from +35 to -35. Pitchers with a plus (+) rating risk converting doubles into home runs. Pitchers with a minus (-) rating can change home runs into doubles. The pitcher's rating represents his chances out of 36 to enact a conversion.

PLUS (+) PITCHER: If a home run is rolled, the play stands. If the playing boards indicate a double, it could be converted to a homer. A pitcher with a +6 rating will convert 6 out of 36 doubles into home runs. Roll both dice and 11-16 signify conversion to a homer; 21-66 means the play remains a double as stated on the playing boards (base runners advance as indicated by the boards). Note: the batter must have a "1" on his card in the first or second column; otherwise no conversion is possible and disregard the (+).

MINUS (-) PITCHER: If a double is rolled, the play stands. If the playing boards indicate a home run, it could be converted into a double. A pitcher with a -13 rating will convert 13 out of 36 homers into doubles. Roll both dice and 11-31 signifies conversion to a double (base runner advancement is same as play result "6" with a runner on first: Runners advance 2 bases, "F" on 1st scores; 2 outs any runner scores); 32-66 keeps the play a home run. Pitchers rated (0) affect neither homers nor doubles. Triples are never affected.

E. Control and Strike Out

Ignore all references to play results for W, X, Y, Z and ZZ on the playing boards. Instead, consult the LDBA Quick Reference Sheet (Appendix) in conjunction with the ratings described below: Each pitcher is given a rating for control and strikeout ability, with 108 possible gradations. These ratings are divided into three categories: CR1, CR2, and CR3 for control and K1, K2, and K3 for strikeouts.

For example, a pitcher rated CR36/3/0 for control and K36/36/12 for strikeouts means that

CR1 = 36 and that K1 = 36

CR2 = 3 K2 = 36

CR3 = 0 K3 = 12

Each number represents the chances out of 36 for a walk or strikeout to occur if a possible change is indicated on the Quick Reference Sheet (Appendix). For the sake of shorthand, a rating such as CR26/0/0 will commonly be listed as CR26. Likewise, K36/13/0 means the same as K36/13. Note: The control and strikeout system is applied to some roll results on the LDBA unexpected event card and some roll results in certain sacrifice situations (see Quick Reference Sheet Appendix).

F. Grade Reduction

- a. If a pitcher allows five earned runs in any three consecutive innings or less, his grade is immediately reduced five MG points. An additional five earned runs during any three consecutive innings will result in the loss of another five grade points.
- b. Once a pitcher has been fatigued from subsection C, they are reduced 5 MG points for every batter over his MBF number.
- c. Any pitcher that reaches grade 1 shall be removed from the game, but may complete the current inning.

G. Partial Grade Advancement

This rule applies to starting pitchers only. It applies only to innings 1-4 of each game.

Use the following chart:

Grade	1-2-3 innings required	MG Advancement
-------	------------------------	----------------

D (1-4)	Any 1-2-3 inning in the 1 st -4 th	1 point each
C (5-9)	Any "2" 1-2-3 innings in the 1 st -4 th Bonus: Any more 1-2-3 innings 1 st -4 th	2 points 1 point for each
B (10-14)	Any consecutive "2" 1-2-3 innings 1 st -4 th Bonus: Any more 1-2-3 innings 1 st -4 th	2 points 1 point for each
A (15-19)	3 consecutive 1-2-3 innings 1 st -4 th Bonus: Any more 1-2-3 innings 1 st -4 th	3 points 1 point

Note: 1-2-3 means a perfect & complete inning in which no batters reach base. Partial grade advancement points are added to the pitcher's grade at the start of the next inning.

H. Full Grade Advancement

The league will use a modification of "Optional Pitching Rules Grade Advancement" described on old playing board B (runner on second chart). Please note that the possibility of grade advancement should be determined using the pitcher's original grade, not factoring in any grade changes due to partial grade advancement, grade reduction, or fatigue.

Each full grade increase described on chart B will increase a pitcher's grade by 5 MG points:

If a D (1-4) allows no earned runs for 5 successive innings, add 5 points to current MG grade**

If a C (5-9) allows no earned runs for 6 successive innings, add 5 points to current MG grade**

If a B (10-14) allows no earned runs for 7 successive innings, add 5 points to current MG grade**

If an A (15-19) allows no earned runs for 8 successive innings, increase grade to 20 (this also makes pitcher ineligible for Grade Reduction; he is still subject to Pitcher Fatigue)

**Add 5 additional points to current MG grade for each additional successive inning without an earned run, up to a maximum of MG 20.

Note that advancement can happen as soon the successive innings mark is met, and do not need innings to be complete. For instance, a B pitcher gives up a 1 out earned run in the 1st inning, then gives up no more runs, he would get the advancement with 1 out in the 8th inning.

Grade advancement supersedes the fatigue.

I. First batter advancement for Relievers

Any pitcher brought in during an inning in progress is eligible to receive a 5 point bump with they are the same side as the batter they are facing, otherwise they are only eligible to receive any advancement based on the hitters assigned batting characteristic.

J. 5-Inning Rule

All starting pitchers must pitch at least five innings unless:

- a. They have allowed 4 runs; or
- b. They have allowed 10 hits; or
- c. They have been fatigued; or
- d. They are injured or ejected.

No starting pitcher can be removed prior to pitching five innings unless at least one of the above conditions has been met.

K. 10-Inning Rule

All starting pitchers must be removed after pitching 10 innings.

L. Running by the Pitcher

Pitchers may pinch run, but may not pinch hit. Any appearance by a pitcher as a PR will not affect his allotted pitching limitations.

M. WP0, BK0, HBO

Anywhere that a wild pitch, balk, or hits batsmen is indicated, a pitcher with the corresponding 0 rating negates the play, and a ball is given and the batter shall re-roll for a new play result.

XXVI. SPECIAL HITTING RULES

A. Hit & Run Play

- a. Any batter that has at least 2 "31" on their card may hit and run.
- b. The Hit & Run may not be called for if the runner has an SB rating of N. Max (4) Per game with added (1) in extra innings.

B. Designated Hitter

The DH must be used for all games. Pitchers are not allowed to bat.

C. Second Column Singles

A play result "7" or "8" in the second column of a batter's card is an automatic single and not subject to change under the Coxx System.

D. Base Coaching

- a. Specific base runners may elect to "play it safe" when advancing on a single (1 base only) or double (2 bases only).
- b. Specific base runners may elect to "play it safe" with respect to advancement after a caught fly ball. This means the specified runner(s) will NOT advance after a caught fly ball.
- c. With a runner on third and 0 outs only (and if the bases are not full), the runner can elect to play it safe on a ground ball WITH THE INFIELD PLAYING IN ONLY. The runner on third then holds except on a hit or an error, in which case he advances. Any throws by infielders that normally would have gone home then go to first base, PO-1B. This, of course, nullifies any catcher's errors on throws home or any other play at the plate following a batted ball.
- d. The manager may "play it safe" with respect to specific base runners stealing a specific base. This nullifies successful as well as unsuccessful stolen base attempts. If either runner is playing it safe with runners on first and third, all double steal attempts are nullified.

E. Sacrifices

With a runner on 2nd only, change play result "8" to read:
"Out at first--runner to third (sacrifice) A-3B, PO-1B."

The control (CR) and strikeout (K) system is not used in conjunction with sacrifice attempts, with the exceptions noted at the bottom of the Quick Reference sheet.

F. Injuries

- a. Injuries as stated on the playing boards are confined to the current game only.
- b. No injury is carried over to other games in the series or subsequent series.

G. Rain Outs

- a. There are no rain outs. Change to rain delay.
- b. Deduct 5 points from pitcher's grade, and re-roll to continue play

H. Master Game Fielding

The Master Game Fielding Chart will be used to determine the outcome of defensive plays. Consult the Optional Fielding Ratings table on playing board C (runners on first & second chart) to determine which fielder to roll for on a given play result. Roll the dice, referring to the MG Fielding. Chart included on the Quick Reference Sheet (Appendix).

The following numbers pertain to the following positions

15, 30 - LF

16, 31 - CF

17, 32 - RF

18, 28 - SS

19, 27 - 3B

20, 26 - 2B

21 - 1B

22, 24, 25, 29, 33, 34 - Infield (4 infielders + catcher + pitcher)

12, 23, 35, 36, 37, 38, 39, 40, 41 - Team (total for all 9 defensive players)

I. PBO

Whenever a play result of passed ball is indicated on the boards, a catcher with a PBO rating negates the passed ball. A ball shall be rewarded, and the batter will re-roll for the new play result.

J. Changes to the Playing Boards

Please note the following changes to the Bases Empty playing boards:

18 Fielding One	Out at First A-SS, PO-1B
19 Fielding One	Out at First A-3B, PO-1B
20 Fielding One	Out at First A-2B, PO-1B
21 Fielding One	Pop out to First PO-1B
23 Fielding One	Pop out to pitcher PO-P
41 Fielding One	Pop out to catcher PO-C

K. Base Stealing

- a. Each runner's ability to steal a base is determined by the following formula:
 - i. $SSN - Th - MF =$ likelihood of successful steal of 2nd base
 - ii. $SSN - Th - 5 =$ likelihood of successful steal of 3rd base
 - iii. $SSN - 15 =$ likelihood of successful steal of home
- b. Any time a stolen base attempt is indicated on the boards (both SB & CS), the above chart is consulted to determine the success of the steal attempt.
- c. If the offensive team is ahead, the runner must attempt the steal immediately; roll the dice to determine whether the steal attempt will be successful.
- d. If the game is tied or if the offensive team is trailing, the manager has the option to hold the runner, which will nullify the steal attempt. If the runner is held initially, the manager may elect to have that runner attempt to steal the indicated base at any time during the inning.
- e. Hit and Run plays work the same, only without the option to hold the runner when tied or trailing.
- f. The following exceptions apply:
 - i. If a runner is rated as a G or R base stealer (indicated by an "*" after the SSN on the player ratings list), for Hit & Run purposes only, deduct 12 points from the runner's initial SSN, then subtract catcher's throw and pitcher's MF rating to determine the chance for a successful steal. Base runners who are rated N are not eligible to be used on the Hit & Run play.
 - ii. On squeeze play results in which the boards indicate a caught stealing home, subtract 25 points from the runner's SSN (instead of 15) to determine the runner's chance for a successful steal of home. If the result of the runner's SSN minus 25 is 0 or less, the runner is automatically out stealing. If a runner's SSN rating is N, he is automatically out at home on any squeeze steal attempt. On squeeze attempts in which an SB or CS is indicated on the boards, the offensive manager does not have the option to hold the runner; the steal of home must be attempted.
 - iii. Other than squeeze play attempts with a board result indicating a caught stealing home, an N rating for a base runner will nullify all steal attempts, both SB and CS (Play result: Ball, runners holds safely, roll again).
 - iv. If the board indicates an attempted double steal, the defense must choose which of the two runners it will attempt to throw out.
 - v. Any player whose $SSN - Th - MF = 0$ or less is automatically out on any steal they attempt.
 - vi. Any player whose $SSN - Th - MF = 36$ or more is automatically safe on any steal they attempt.
- g. At any point in the game a manager can opt to bring a pinch runner and have that guy attempt a stolen base immediately. This can be used once per game.
- h. Upon release of the new card set each year, the league will determine the weighted average sum of catcher Th and pitcher MF. If the set's weighted average is less than 1.25 or more than 2.5, the league will add or subtract up to two (2) points from every catcher's Th rating to most closely align the weighted average Th+MF sum to target range of +1.5 to +2.

XXVII. OVERUSE PENALTY POINTS

- A. The objective is to maintain fair play and statistical integrity of the LDBA.
- B. Definitions Overuse: Any player whose usage during the LDBA season exceeds his published LDBA limitation(s).
Excessive Overuse:

Position Players - 5 games overuse

Pitchers(all relievers and C+ starters) - 5 innings overuse

Extraordinary Overuse:

Position Players - 10 games overuse

Pitchers(all relievers and C+ starters) - 10 innings overuse

C. Overuse Penalty Points

- a. Position Players - 1 point/game overuse.
- b. Relief Pitchers - 1 point/inning overuse (1/3 inning overuse ignored, 2/3 inning overuse rounded up to 1).
- c. Starting Pitchers - 5 points/start overuse.
- d. Over usage penalty = the sum of a, b, and c.
- e. Playoff Penalty - If the team makes the playoffs, double the over usage penalty points.
- f. Repeat Offender Penalty - If over usage penalty points is greater than 10, add the previous year's total points.
- g. Multiple Players Penalty - Add 5 points for each player beyond 2 that were overused.
- h. League Leader Penalty - If a player finishes the year in the league top 10 in Homeruns, RBI, Batting Average, Wins, Saves, Pitching Strikeouts, or ERA, add points as follows: 10 for first place, 9 for second, ..., 1 for tenth (for each category).
- i. All-Time Leader Penalty - If a player finishes in the all-time single-season top 10 in any category, add points as follows: 10 for first place, 9 for second, ..., 1 for tenth (for each category).
- j. Team League Leader/All-Time Leader Penalty - If the team leads the league in or finishes in the all-time single-season top 10 in any category affected by overused player(s), add points as follows: 1 point/game overuse (offensive players), 1 point/inning overuse (relief pitchers), 5 points/start overuse, for each overused player contributing to that category.
- k. Total Over usage Penalty Points = d (or 2 * d if team made the playoffs) + f + g + h + i + j

D. Additional Penalties

- a. If a team won a playoff position and the number of games won against that competitor in which overused players were used is more than or equal to half the margin of games in the standings, then those games must be replayed without all of the overused players originally used (statistics redone by the playing managers). Overuse penalty points are still assessed.
- b. If a team makes the playoffs, all overused players are ineligible for the playoffs for the amount of their overuse, subtracted from their playoff limitations. This continues into subsequent rounds of the playoffs or into the following season if the overuse exceeds the first-round playoff limitation.
- c. In the case where the overused player is a pitcher who will start in the playoffs, he will be ineligible to start for the first ((days between playoff starts) * (overused starts)) days that his team is in the playoffs. For example, if a pitcher is overused by 2 starts and his playoff limitation is 5 days between starts, that pitcher is ineligible to start a game for the first 10 days his team is in the playoffs.
- d. If a team does not make the playoffs, all excessively overused players have their limitation(s) for the following season reduced by the amount of overuse. If the player is not carded the following year, the overuse will be transferred to another player on the team that plays the same position(s) as the overused player.
- e. The accumulated overuse penalty points will be used to determine the penalty which will be assessed to the team (see the section entitled Penalty System).
- f. Any extraordinarily overused player, any excessively overused player who leads the league in Homeruns, RBI, Batting Average, Wins, Saves, Pitching Strikeouts, or ERA, or any excessively overused player on a playoff team will be removed from the team and placed in the upcoming rookie draft.
- g. Blatant, purposeful over usage of players by a manager to gain an advantage will result in expulsion from the LDBA.
- h. If there is any question of over usage contributing to an individual's or team's positioning within the league leader lists or the all-time single-season leader lists, such players or teams will not be recognized. If, in the commissioner's judgment, the over usage did not contribute, the such players or teams will be recognized, but with an asterisk denoting the overuse.

E. Appeals

This system is objective and automatic. The commissioner will review all penalties and has the option of arbitrarily adjusting penalties which he deems overly harsh or overly soft. Appeals can be made first to the commissioner and then to the four division presidents. Short of a home manager ignoring instructions in the last month of the season, there are extremely few valid excuses that would result in the reversal of a penalty due to overuse.

XXVIII. LATENESS PENALTY POINTS

A. Three Strikes

A "strike" is given to any manager that does not send or receive monthly instructions and/or results defined in Section XIII. Any manager that receives a third strike is automatically suspended from the league for the remainder of the season and at the conclusion of the season all managers remaining in the league are to vote if the manager is allowed to return the following year (majority wins). The commissioner has the option to appoint a new manager for the remaining schedule, use the Computer version, or ask other managers to roll the remaining games.

XXIX. CHANGES TO THE CONSTITUTION

- A. Proposed changes to the constitution require at least 2/3 of all votes cast for passage.
- B. All submitted proposals will be compiled for a ballot, which will be distributed to managers after the conclusion of each season.

XXX. EXPULSION FROM THE LEAGUE

- A. Any manager will be asked to leave if they are deemed detrimental to the wellbeing of the league.
- B. It's the commissioner's discretion to nominate any manager for expulsion.
- C. Once nominated a simple majority is needed to remove the manager from the league, with the commissioner not getting a vote.