

Transcontinental Baseball League

Rules and Procedures

Revised for 2016



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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 1 and November 30, 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 owners before the start of each season. The schedule determines rest requirements for starting and relief pitchers, injury duration, etc. *Contiguously scheduled home games should be played in schedule sequence whenever possible. They may be played out of sequence, with commissioner notification, only to deal with time conflicts or to facilitate face-to-face play.* (Note: All references to face-to-face play include side-by-side and online play.)

1.3 Format

All games are to be played by mail unless opposing managers of a game or series can make arrangements to play face-to-face. The APBA 66! Master Game (circa 2006 or 2012) or Baseball for Windows, version 5.5 or 5.75, *with all relevant updates*, must be used for all games, as modified in Section 6. Baseball for Windows requires the use of the Advanced Draft editor as indicated.

Any new game version (board or computer) needs to be ratified by league vote before becoming eligible for use in league play. *Old game versions will be phased out within a period of time to be determined by ballot.* The league will publish a set of 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 (unless there are extenuating circumstances, in which case all road owners must approve.)

The League shall provide forms for scoring games and compiling stats. The templates are posted on the league website. A computer printout is acceptable for game sheets and stat summaries.

1.4 Alignment

The Commissioner determines the alignment of the League as required by League expansion and owner petitions. No team is required to compete in the same division with any other team for more than two consecutive seasons. Any team that has participated in the same division as any other team for two or more 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 format. The Commissioner will honor such requests if practical, and if all affected members in those divisions 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, which are typically about \$25 annually, but may fluctuate to reflect the needs of the league. They are due before the start of each season and are non-refundable. Dues may be used to cover the cost of printing and mailing the *TBL Annual*, costs for the website, expenses related to the Hall of Fame and other league business. If an *Annual* is not printed, the Commissioner may reduce the dues to an arbitrary figure for the season after that.

Everyone who attends the draft will be expected to split equally the fees for the rental of the meeting room and pay that fee in cash at the draft.

1.6 Playoffs

A best-of-seven-game World Series determines the TBL Champion. Conference Playoffs determine the two teams that meet in the World Series. Within each conference, the three division winners and the next two teams with the best won-loss records (wild card teams) advance to the playoffs. TBL playoffs involve four rounds:

1. Wild Card: The first round of the playoffs matches the two wild card teams in each conference in a best-of-seven-game series scheduled to start on December 1 on the TBL calendar.
2. Conference Semi-Finals: In the second round, the remaining four teams in each conference are reseeded by won/loss record, with the #1 seed (the team with the best record) playing the #4 seed while the #2 and #3 seeds play. They play a best-of-seven-game series scheduled to start on December 11.
3. Conference Championship: The winners of the Conference Semi-Finals meet in a best-of-seven-game series for the Conference Championship, beginning on December 21.
4. World Series: 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 all playoff series, the team with the best record is the home team for games 1, 2, 6, and 7, and the visitor in games 3, 4, and 5, with one exception. Wild card teams never get home field advantage after the Wild Card series, unless two wild card teams meet in the World Series.

1.6.1 Ties for Playoff Berths

Ties for division championships or wild card playoff berths require one-game playoffs. Ties for seeding or home field advantage only are determined by head-to-head record or coin flip if the head-to-head record is even.

1.6.2 Multi-Team Ties

Ties between three or more teams will be decided by one-game playoffs seeded in favor of the team with the best winning percentage during the regular season against the other tied teams. If three teams are tied, two for a division title and a wild card, the team outside of the division is automatically the wild card, and the teams within the same division play for the division title. The loser is eliminated. If three teams are tied, all in the same division, for a division title and a wild card, the #2 seed is the wild card and the #3 seed plays at the #1 seed for the division title. The loser is eliminated.

Playoff games to resolve ties for division titles or wild card berths take place on the date before the Wild Card playoffs. Off dates are taken off the playoff schedule to accommodate playoffs for ties of more than one round.

For all other tiebreaking rules and scenarios, see **Appendix I**.

1.7 League Officers

TBL has a Commissioner, a Treasurer, a Website Administrator and a Roster Czar. The same person may hold two or more offices simultaneously. The Commissioner is responsible for the administration of the League, setting up the Annual Meeting, setting deadlines, conducting the Free Agent and Waiver Draft, ruling on protests, and similar duties not otherwise defined. The owner(s) who hold these positions may have all or a portion of their dues waived in consideration of time and expenses spent on the jobs. Examples of other duties are the preparation of pitching grades, keeping conference leader boards, and playing home games for players that drop out before the end of the season.

Each position is held for an indefinite term, ending when the officer no longer wishes to continue in office or when two-thirds of the owners eligible to vote petition for his recall. When an office other than the Commissioner becomes vacant, the Commissioner selects a replacement. When the Commissioner's office becomes vacant, the position is 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 receives it by acclamation.

1.8 Owners

1.8.1 Owners in Good Standing

The Commissioner has the responsibility to recruit new owners 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 are subject to an approval vote by members in good standing. They become members in good standing by receiving a two-thirds majority approval.

Members who do not receive a majority approval vote are asked to leave the League. A new member who receives a majority approval vote, but not two-thirds, remains a probationary owner for an additional season. He must then earn 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 during a season or the accumulation of 12 penalty points within a 12-month period results 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-managers" before they are accepted as regular (probationary) members. Backup managers are eligible to take temporary custody of a team for a period of one to two months if an owner has a scheduling conflict. Backup managers receive the current rules and other mailings as appropriate. They pay one-quarter of a normal member's dues and are given first priority in filling vacancies in the League.

1.9 Rules Amendments and Additions

Owners may propose rules changes or additions before September 1. Any proposals not judged to be frivolous by the Commissioner are published and placed on a ballot for ownership to vote on in September. To be eligible to vote (for rules or officers), an owner must be in good standing (see Section 1.8). *Both owners of co-owned teams get a vote.* Any rule that receives one more vote than half the league membership or two-thirds of non-abstentions (rounded to nearest integer), whichever is smaller, passes and becomes part of the League rules. Rule proposals for which no status-quo exists only need a simple majority to pass.

2. OWNERS' RESPONSIBILITIES

2.1 Instructions

2.1.1 Standard Instructions

Each owner must 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 or for home series he is unable to play. The League publishes the standard instructions before the start of the season. The Commissioner sets the deadline for submission of standard instructions and roster cuts.

Road managers may use active rosters and rotations to create unique road instructions for each series. Home managers use the standard instructions to manage the road team for any series for which they do not receive specific instructions. (see Section 2.2)

Standard instructions should include:

- 35-man roster (including uncarded players) and indication of the 25-man active roster for April.
- Major League Baseball (MLB) 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 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, infield depth, holding runners, etc.
- Game format (board or computer) to be used in all home games throughout the entire season.
- Choice of micro-manager (or exclusion of it) for the Computer Game.
- Whether or not the owner wants to see the game sheets/*scripts* for computer-played away series.

The above instructions must be typewritten in legible fonts, and no longer than five pages.

The League provides copies of the Adams Tables, the TBL Injury Severity Chart, the Ready Reference Sheet, the Pitcher Fatigue Chart and the TABL SuperChart to all members. They may be freely cited in instructions.

2.1.2 Road Instructions

In addition to the standard instructions for his team, a manager may send opposing managers instructions for use in specific series. These instructions can be tailored to fit the individual home team, but may not exceed five pages. Road instructions should contain changes to the active roster due to transfers, trades, or injuries, and special limitations on player use to prevent exceeding usage limits. (see Section 2.2)

If a road manager does not intend to send monthly instructions, he should indicate this in his standard instructions. Even if detailed instructions are not sent, the road manager is expected to contact the home manager to inform him of roster changes and the need to use the standard instructions, unless the road manager's standard instructions specify their default use.

2.2 Timeliness

If a home manager fails to receive road instructions for a series by the 4th of a month, he should contact the opponent to determine if instructions were sent and 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 inform the Commissioner and play the series using the standard instructions.

Games should be played, with results and statistics sent to the road manager by the 22nd of the month in which the games were scheduled. In the event that USPS must be utilized, all deadlines shall be a postmark, two days prior to deadlines mentioned in Section 2.

If an owner fails to receive results and statistics of a road series by the 27th of the month, he should contact the opponent. If this effort is unsuccessful, he should inform the Commissioner, who may direct that the series be played by the road manager using the home team's standard instructions.

All owners are required to send series-by-series home results and statistics to the Commissioner or his designee. In addition, owners must post series won-loss records to the League Status Reporter on the TBL website by the 25th of the month to ensure that the League standings are current.

In addition to game and series statistics, each owner must send his team's cumulative statistics to date to the Commissioner and to "heytbl" at the end of May, July, September and November. Said statistics must include 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 must be sent by the last day of that month. The end-of-season statistics must be sent no later than December 10 and must include full 162 game statistics.

If, due to real life circumstances, an owner realizes he will be unable to fulfill his obligations, 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 or the road manager may be designated to handle the team in the owner's absence.

2.3 Home Manager

It is expected that the home manager knows 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.

The home manager is responsible for playing all series he is designated to play in time to fully comply with the deadlines and requirements detailed in Section 2.2.

COMPUTER: Owners may submit a full month's home statistics, instead of the stats for each series. Owners must provide game sheets to the road manager only if requested. *(The script from the End of Game options in the computer game may be substituted for game sheets.)*

2.4 Road Manager

The road manager provides 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 detailed that they cause problems of interpretation or excessive time in playing the games. They should include the 25-man active roster for the month and any player usage limits that may affect strategy decisions.

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, 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.

The protesting manager should contact the opposing manager before filing a formal protest. The home manager might be willing to replay the game from the disputed point. Formal protests must be directed in writing to the Commissioner before the end of the month following the one in which the series was played. The Commissioner directs the arbitration of the dispute. Any protest resulting from ambiguous or overly complex instructions, in the opinion of the Commissioner, will be overruled. Replays of upheld computer game protests are tabled until the end of the season.

2.6 Scoring

2.6.1 Statistics

TBL owners are required to record the following BATTING statistics for his team and for the visiting team:

- | | | | |
|-----------|-------------------------|------------------------------|---------------------------------------|
| • Games | • Homeruns | • Sacrifices | • Slugging Pct. |
| • At Bats | • Walks | • Sacrifice Flies | • Total Bases |
| • Runs | • Strikeouts | • Hit-by-Pitches | • Errors (including pitcher's totals) |
| • Hits | • Intentional Walks | • Grounded into Double Plays | • Passed Balls |
| • RBIs | • Stolen Bases | • Batting Average | |
| • Doubles | • Times Caught Stealing | • On-Base Pct. | |
| • Triples | | | |

TBL owners are required to record the following PITCHING statistics for his team and for the visiting team:

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

The home manager must send statistical summaries and copies of the game sheets of all series to opposing managers, and quarterly statistics to the League, in compliance with the deadlines detailed in Section 2.2. Owners must check their addition on game and stat sheets to validate the numbers. Owners must crosscheck offensive and defensive results (e.g., total hits allowed by pitchers in a series or game should equal total hits by opposing players) and ensure that the sum of game sheet subtotals equals series totals. Failure to do so on a consistent basis will result in the assessment of penalty points. If road managers spot mistakes, they should notify the home manager as a courtesy.

2.6.2 Game Sheets

The League provides templates for game sheets and statistical summaries on the league website for owners to use for each series. Each game must be scored completely, including an indication of each play result, and explanations of unusual results, especially those from the Rare Play boards.

Each batter's result should be recorded in such a way that the road manager can "play back" the game in sufficient detail to verify results. For example, 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. Strategy options such as hit-and-run plays, sacrifices, stretch

and infield in, should also be indicated. *The script from the End of Game options in the computer game may be substituted for game sheets.*

The official scoring rules of baseball apply in all cases. See **Appendix II** for more information on scoring.

2.6.3 Statistics for Incorrectly Used Players

If a home manager mistakenly uses an inactive visiting player in a non-protested game, the stats are credited to that player, but the usage limit is not charged. (In other words, if the inactive player pitches two innings he shouldn't have, credit him with the results of those two innings and add two innings to his limit.) The Commissioner must be informed and the burden of proof is on the visiting manager to show that his active roster was clear.

2.7 Penalty Points

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

A minor infraction is defined as the first infraction of any kind or the first two occurrences of lateness beyond the 22nd, 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 22nd 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 are totaled, then "paid back" by the loss of Free Agent Draft picks. Each owner is allowed a "grace point." The first half-point assessed during the year is without penalty. 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 1½ points, the owner loses both the 7th and 8th round picks. For 2 points, the owner is ineligible for a bonus pick, but gets back the 7th and 8th round picks.

The offending owner loses additional draft picks for further infractions, according to the following scale:

- ½ penalty point = 8th round pick
- 1 penalty point = 6th round pick
- 2 penalty points = 5th round pick
- 3 penalty points = 4th round pick
- 4 penalty points = 3rd round pick
- 5 penalty points = 3rd and 6th round picks
- 6 penalty points = 3rd and 5th round picks
- 7 penalty points = 2nd round pick
- 8 penalty points = 2nd and 6th round picks
- 9 penalty points = 2nd and 5th round picks
- 10 penalty points = 1st round pick

In the event that there are multiple ways to pay back penalty points, the owner informs the Commissioner which picks he wishes to forfeit 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 to acquire picks to meet forfeitures. For example, if an owner must forfeit a 5th round pick but has none, he may legally trade for a pick to forfeit.

Because penalties are totaled at the end of the season, it should not be possible for an owner to avoid paying penalties by trading away all of his picks. If it appears 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 un-payable penalty points, voiding the questionable trades, deducting future years' picks from the offending team, or other actions he deems suitable.

Actions that are subject to penalty points include:

- Failure to file standard instructions with the League. (1 pt.)
- Late reporting of series results by the home owner, as defined in Section 2.2. (1 pt. for the first time; 2 pt. thereafter.) The Commissioner may issue a warning for the first infraction if the delay did not affect other owners' duties. Late road instructions do not constitute a penalty.
- Failure to communicate a schedule problem. (1 pt.)
- Failure to file accurate series statistics at least monthly, as defined in Section 2.2. (1 pt. for the first time, 2 pt. thereafter.)
- Failure to report trades. 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. This infraction 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. for the first time, 2 pt. thereafter.)
- Overruled protest judged to be capricious by the Commissioner. (1 pt.)
- Upheld protest requiring replay. (1 pt.)
- Late payment of dues. (1 pt. per week, at the discretion of the Commissioner.)

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

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 plate appearances 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 will not be upheld.

The Commissioner may assess appropriate penalties to owners who "sandbag" or deliberately use a poorer lineup, pitching rotation, etc., than is reasonably optimum for the purpose of improving his draft position. Every manager is expected to play to win with the players he has.

Penalties for late submission of cumulative statistics are similar to those assessed for late series reports. Statistics sent 1–5 days past the indicated deadline are classified as a minor infraction, worth a half penalty point. If an owner has only one such infraction over the course of the season, the Commissioner may rescind this penalty at the end of the year. Statistics sent after June 5, August 5, October 5, or December 15 result in a full penalty point. Failure to submit final team statistics by December 31 results in 2 penalty points and ineligibility for a bonus pick. If already ineligible, the owner is ineligible for following year's bonus pick. Eligibility may be restored by the commissioner if the owner goes through the next year with a completely clean record.

Owners who receive less than two penalty points during the season receive a Bonus B draft pick, between the 3rd and 4th rounds of the next Free Agent Draft. If an owner receiving a Bonus B pick based on their record relating to other infractions, receives no more than 2 penalty points for the submission of cumulative stats over the course of a season, his bonus pick is upgraded to a Bonus A pick, between the 2nd and 3rd rounds of the draft. **New owners who played part of a year are eligible for a Bonus A pick at the discretion of the Commissioner. New owners who did not play part of a year receive a pick in a Supplemental Bonus round, following the Bonus A round.**

3. ROSTERS

3.1 Size

Each team can own at most 35 players during the season. Not all of these 35 players need be carded for that season. Carded players are defined as the standard thirty per team, as produced by APBA. XCs are considered "uncarded". Uncarded players are ineligible to play in both the Master Game and the Computer Game in TBL.

Teams must have 162 starts covered for all positions (including starting pitchers) and a minimum of 350 relief innings on the 35-man roster. This requirement must be met, minus April's usage, after the April Waiver Draft. In other words, if a team uses 50 relief innings in April, his team must have 300 relief innings of remaining usage after the Waiver Draft.

Teams may own more than 35 players between seasons, but must cut their rosters to 35 by the date standard instructions must be filed with the League. Players cut become eligible for the next Free Agent Draft if carded at that time. All carded players cut or not drafted in the Free Agent Draft are eligible for the Waiver Draft in April.

New teams formed by the expansion of 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.

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 or those that are injured). 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 occur at the beginning of the month. Players acquired from the Waiver Draft or mid-season trades may be placed on either the active or inactive roster. These players join their new teams on the first day of the following month. Changes to active rosters from those posted in the standard instructions must be reported to road managers.

Teams may expand their rosters to include all owned carded players during the final month of the season. 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

There are two trading periods in TBL. The off-season trading period opens at the end of the regular season and ends at the deadline for roster cuts prior to the start of the next season. Both dates are determined and announced by the Commissioner. The mid-season trading period occurs during the month of September. Roster changes resulting from these trades take effect on the first day of October. During the mid-season trading period, teams may not acquire more than five total new "commodities" (players or draft choices).

Trades only involve players and draft choices belonging to the owner. Draft picks two years or more out cannot be traded until the off-season trading period. At that point, picks for the draft immediately following the upcoming season are available for trade. For example, 2018 draft picks cannot be traded until after the 2016 season.

Trades may NOT involve any of the following:

- Players not on the owner's roster.
- Players to be named later.
- Loans of players.
- Unethical transactions to include cash.
- Future conditional exchanges.
- Draft picks more than a season away.

All trades must be reported to the League in writing and confirmed by both parties. Bonus draft picks may not be traded until the Commissioner awards them.

Owners 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 the periods defined above.

3.4 Free Agent Draft

Every February, a draft of available free agents is held. All teams are eligible to participate unless they have lost all draft choices through trades or penalties. All unowned players who are carded (as defined in Section 3.1) by the APBA Game Company for the upcoming season are available for the draft. The League publishes a list of available free agents before the draft.

Teams draft in inverse order of their record at the end of the prior season. The tiebreaking procedure for draft order is:

1. Best head-to-head record gets the better position. If three or more teams are tied, best record against all tied teams gets the better position.
2. If still tied, a coin flip determines the order in the first round. The order alternates in succeeding rounds in which both teams originally owned a pick.

The Commissioner distributes the rules for conducting the Free Agent Draft. Usually:

- Owners may forward draft instructions in writing to the Commissioner or a designee before the draft to be used if the owner cannot be contacted.
- Owners not present at the Winter Meeting are contacted at the start of the meeting, before noon Eastern Standard Time to establish online or phone connections.
- Absent owners may draft online via a chat room. If not online, absentee owners may draft by phone, in which case they are called with one ring. They then call the draft center for an update on players chosen previously.

The draft is limited to 9 rounds plus a Bonus Round. (Since no owner can 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 or his designee conducts a Waiver Wire draft. The order for this draft is identical to the order of most recent Free Agent Draft. **Tied teams that alternated are in inverse order of the last alternated round from the Free Agent Draft.** Available players are all carded, unowned players.

The League's Roster Czar posts the list of available players on the League's website. Owners send instructions, with choices and players to be cut, to the Commissioner or his designee by a date to be specified by the Commissioner. **If cuts are not provided, draft picks are not honored.** Owners are contacted with the results. Changes are effective on the first day of May.

3.6 Playoff Rosters and Limits

To be eligible for use in post-season play, a player must have been on the team's active roster for one full month prior to the last month of the season. Players acquired in mid-season trades are eligible as long as they meet this requirement for the team with which they end the season.

Player usage limits given below are based on their MLB stats. Limits for one-game playoff series to break ties are determined by adding the needed number of games to the first regular playoff series and pro-rating the limits for that number of games.

All playoffs are played with 25-man rosters. Playoff rosters may be changed between playoff series, but not during a series, except for a D.L. stint as described in Section 6.7.

FOR BATTERS	7-GAME SERIES
140+ G or 567+ PAs	unlimited
120+ G or 450+ PAs	6 G or 30 PAs
100+ G or 337+ PAs	5 G or 25 PAs
70+ G or 225+ PAs	4 G or 20 PAs
40+ G or 112+ PAs	3 G or 15 PAs
**less than 112 PAs	5 PAs

**Players with fewer than 112 PAs during the major league season are limited by plate appearances, regardless of how many games they appeared in.

FOR BASERUNNERS	7-GAME SERIES
100+ steal attempts (StAs)	12 StAs
80+ StAs	10 StAs
60+ StAs	8 StAs
40+ StAs	6 StAs
20+ StAs	3 StAs
10+ StAs	2 StAs
1 to 9 StAs	1 StA
0 StAs	0 StA

FOR STARTING PITCHERS	7-GAME SERIES
35+ starts	3 starts
21+ starts	2 starts
10+ starts	1 start

FOR RELIEF PITCHERS

For a 7-game series, relief innings are set at 160% of regular season total times the fraction $7/162$, rounded to the nearest third of an inning, which comes out to 0.069 times the full season total. The same formula is used for total innings for starting pitchers pitching in relief.

EXAMPLE: If the pitcher had 70 IP in MLB, then $(.069*70) = 4.83$. The nearest third is $4 \frac{2}{3}$ innings.

If a team runs out of relief innings, the last pitcher may continue to pitch as a Grade 1.

Rest requirements are the same as in the regular season.

4. POSITION PLAYERS

4.1 Player Usage

4.1.1 Limitations

Position player TBL usage is limited on the basis of their statistics in the preceding MLB Season as follows:

- Players with less than 112 MLB plate appearances are limited to their MLB plate appearances.
- All other players are limited to their MLB games played OR their MLB plate appearances.
- Declared innocuous players, defined in Section 4.1.2, may be exempt from restrictions on plate appearances, but have alternate restrictions on games. Such players are limited to their MLB games played, plus half the difference to 162.
- All players are limited to their MLB base stealing attempts. Players who exhaust their steal attempts in the TBL season have an effective SSN of zero (0) for the remainder of that season. Road managers should reflect these changes in their instructions. Computer players should edit such players' SSN to zero with Advanced Draft.

EXAMPLE 1: Joe Jones played in 121 games and had 385 plate appearances in 2015. In TBL play for 2016, using the 2015 season cards, Jones may play in 150 games with 385 plate appearances or in 121 games with 500 plate appearances, but he may not play in 122 games with 386 plate appearances.

EXAMPLE 2 (innocuous usage): Slim Mendoza played in 42 MLB games. He is eligible to be used in 102 TBL games, according to the formula: $(42 + [.5 \times 120] = 102)$.

4.1.2 Innocuous Position Players

Innocuous position players are defined as those who meet ALL the following criteria:

- Batting average below .240 and on-base percentage below .340.
- 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 1s in the second column exceeds 36 divided by the number of zeros, the player is NOT innocuous.)
- Not Fielding 1 at any position. Fielding 1 is defined as OF3, 1B4, 2B8, SS9, 3B5, C8 or better.
- Arm of 32 or less for outfielders only; TH-0 or less for catchers.
- Master Game board batting shift lower than +6 vs. either left or right-handed pitchers.

TBL teams may declare innocuous usage for a maximum of four such defined position players on their 35-man rosters.

4.2 Positions

Position players may play any position in TBL at which they are carded by APBA or TBL any number of times without regard to the number of times they played that position in MLB, given that they don't exceed the limits established in 4.1.1, with one exception: Position players who are also carded at pitcher are limited to their MLB innings pitched and cannot be declared innocuous as a pitcher.

Position players may play positions at which they are not rated by APBA or TBL with a rating of "0." This option may be used only after all players on the active roster who ARE rated at that position are unavailable due to substitution or injury. 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 occasionally be Fielding 2.

4.2.1 Legacy Ratings

Players may be rated in TBL at positions not currently rated by APBA if they have been rated at such positions by APBA the previous season. In this case, their rating will be the last rating at the position, minus one point. For catchers, their last PB and Th ratings minus 2 are used. If this gives a player a rating below the APBA minimum at that position, they may play only as a zero, as detailed in 4.2. This option is in addition to Rule 4.2.2.

4.2.2 Infield

Many infielders may play positions not listed on their cards. These extra ratings are summarized on the TBL Ready Reference Sheet, available on the website. In short:

- A shortstop may play second base at his shortstop rating minus 2 points (minimum 2B5) or play third base at his shortstop rating minus 5 (minimum 3B3).
- A second baseman may play third base at his second base rating minus 4 points (minimum 3B3) or play shortstop at his second base rating minus 1 point (minimum SS6).
- A third baseman may play second base at his third base rating (minimum 2B5) or play shortstop at his third base rating plus one point (minimum SS6).

If the above calculations put a player below the minimum at a position, he may only play as a "0," as defined in Section 4.2. If a player would receive two different ratings at one position under this rule, the higher rating is used. For example, a player with APBA ratings of SS9 and 2B7 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 by APBA as a 3B3, he cannot be upgraded to a 3B4.

Players may qualify for extra infield positions based on a legacy rating, defined in Section 4.2.1.

Owners who intend to use players at Legacy or Extra positions, must give a clear warning in their instructions.

COMPUTER: Advanced Draft must be used to edit all additional positions. The TBL Data Disk distributed prior to the season includes all legacy ratings and extra infield ratings.

4.2.3 Outfield

In TBL, any player with an outfield rating on his card may play left or right field. Only players who meet ANY of the below criteria may play in center field in TBL:

1. Any player who actually appeared in CF in the previous MLB season.
2. Any player rated OF2 or OF3 who is Fast (i.e., has a speed rating of 15 or better).
3. Any player who was eligible to play CF by point #1 above in the previous TBL season.

4.2.4 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.

4.2.5 Designated Hitter

The designated hitter rule is employed by TBL. Any manager has the option of not using the DH and letting the pitcher bat. In this event, the pitcher may use his hitting card for up to his MLB plate appearances. If the pitcher has already reached this limit, 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 restricted to their MLB plate appearances; unless the APBA card is worse than the Pitcher's Hitting Card, in which case they may continue to use that card.

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 any given inning, he must stay in the game to pitch one inning more or until he allows a run or is injured. Thus, a manager cannot choose to allow a pitcher with a good hitting card to bat for himself, and then bring in a relief pitcher to start the next inning.

If the Major Leagues abolish the DH rule, TBL will follow suit the ensuing season.

5. PITCHERS

5.1 Pitcher Usage

Pitchers may not be used as pinch-hitters. Pitchers may be used as pinch-runners, subject to the same rules as all baserunners. Position players who are also carded at pitcher are limited to their MLB innings and cannot be innocuous as pitchers.

Pitchers carded at other positions are limited to their MLB non-pitching games. A pitcher who is moved to another position mid-game, and later returns to the mound, does not get the +5 grade increase on second and further appearances in the same game.

Pitchers may also appear in the field if no other position players are available.

Rare: A switch-pitcher must throw right-handed to right-hand batters and left-handed to left-hand batters. When facing a switch-hitter, the MLB rule applies: the pitcher chooses which arm he'll pitch with, the hitter then decides from which side he'll bat.

5.1.1 Pitcher's Limits

Pitcher TBL usage is limited on the basis of their statistics in the preceding MLB season as follows, except as detailed in Sections 5.1.2 (Split-Grade Pitchers) and 5.1.3 (Innocuous Pitchers):

- All pitchers are limited to their number of MLB starts.
- All pitchers get the +5 first-batter-faced bonus only for the number of MLB relief innings pitched.
- All pitchers may exceed their MLB relief innings without the +5 bonus. Then, and only then, they are limited to their *total* MLB innings pitched.

5.1.2 Split-Grade Pitchers

Pitchers used as both starters and relievers in MLB, with at least 5 starts and at least 25 innings pitched in relief, are issued separate grades for starting and relief in TBL.

Split-grade pitchers may exceed their MLB relief innings, but must then use the lower of the two grades (starting/relief) for the excess relief innings with no +5 bonus, and are then limited to their total MLB innings (see Section 5.1.1).

Rare: If such a pitcher during computer play may run out of higher-grade relief innings mid-appearance, the manager should create a copy of the pitcher with the starting grade only, before the game. Then substitute the copy after he runs out of relief innings. If this is not done, the pitcher must be removed after exhausting his relief innings.

Split-grade pitchers may also exceed their MLB starts, using the lower of their two grades, but are then limited to their total MLB innings.

5.1.3 Innocuous Pitchers

Pitchers with a TBL starting grade of 1, 2, or 3, are limited to their MLB starts plus half the difference between their MLB starts and 36, rounded up. A relief pitcher with a composite grade is not eligible for innocuous starts.

Pitchers with a TBL relief grade of 5* or below are limited to their MLB relief innings plus half the difference between their MLB relief innings and 100, rounded to the nearest 1/3 inning. A starting pitcher with a composite grade is not eligible for innocuous relief innings.

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 can start up to 23 games ($([36-10] / 2) + 10$) and relieve up to 65 innings ($([100-30] / 2) + 30$).

TBL teams may declare innocuous usage for a maximum of four such defined pitchers on their 35-man rosters.

5.2 Rest Requirements

Starting pitchers with less than 35 MLB starts must have 4 or more days of rest between starts. Pitchers with 35 or more MLB starts need only 3 days of rest between starts. *Rare circumstances may result in no starter with proper rest being available. If this occurs, a pitcher may start on short rest at his fatigued grade.* A starting pitcher who pitches 12 or more innings in one day needs an extra day of rest. **No pitcher may pitch more than 15 innings in a day.**

Pitchers appearing in relief need rest as indicated in the table on the TBL Ready Reference Sheet. Pitchers starting after a relief appearance need the rest indicated on the TBL Reference Sheet plus one day.

Pitchers used during needed days of rest, are in a fatigued state. If used while in a fatigued state they are subject to the following penalties:

- They lose 5 grade points (to a minimum of Grade 1).
- They get no grade advancement at any time, even against the first batter faced if entering the game mid-inning.
- They continue to fatigue by 5 grade points each additional day they are used while in a fatigued state (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 2/3 innings. He is now a Grade 12 and needs a day of rest to recover to 17*. If he pitches a 4th consecutive day as a 12, on the 5th day, he's a Grade 7. He needs to rest one day to return to 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 and returns to Grade 7.

COMPUTER: Managers may make fatigued pitchers "ineligible" by benching them prior to the game. Or they may change their grades to the fatigued grade with Advanced Draft before the start of any game in which they might be used.

Road games, by their nature in a mail league, preclude the application of some rest requirements. However, within any game or series, they do apply. Starting rotations must be set up in accordance with these rules. Rest requirements always apply to the home team through contiguous series on the TBL schedule, including from the end of a month to the beginning of the next. Anytime a manager has control over the rest requirements, he must apply them.

5.3 TBL Pitcher Ratings

- All TBL pitchers are assigned pitching grades based on their MLB ERA and MLB H/IP.
- All TBL pitchers are assigned fatigue ratings based on their MLB Batters Faced.
- All TBL pitchers are assigned a Control Rating between -62 and +62 based on their MLB unintentional walks per batter faced.
- All TBL pitchers are assigned a Homerun Rating between -62 and +62, based on their MLB homeruns allowed per batter faced.

COMPUTER: Advanced Draft must be used to alter pitching grades to TBL-issued grades. The TBL Data Disk distributed prior to the season includes all TBL pitching grades. APBA standard ratings of ZZ, Z, W, H, G, L, and M are in use. There are randomization procedures beyond the printed Board Game that bring results closer to the TBL rules. No modifications are required.

Master Game managers do not use these APBA ratings. They are replaced by the TBL assigned Control and Homerun Ratings.

The League distributes all of these ratings each season. The TBL pitching grades only, will also be reflected on the distributed TBL Data Disk. Formulas and procedures for calculation of all TBL pitching ratings may be found in **Appendix III**.

6. CHANGES AND ADDITIONS TO APBA GAME RULES

6.1 Corrections

Any changes officially published by the game company are in effect.

6.2 Base Stealing

Ignore the APBA base stealing allowance letter (SAL) chart. Indifference is charged when a player successfully steals second base 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.

6.3 Hit and Run

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

- The batter has at least two "31" result numbers on his card. (Note: The H&R rating on the computer is equal to the number of "31s.")
- Neither team leads by more than three runs.
- The runner on first base is not out of stolen base attempts.

Ignore APBA's Hit and Run restrictions on G and R SALs.

6.4 No Pounding Rule

Pitchers **MUST** be removed after giving up 8 earned runs or 11 total runs. If a run cannot be established as being earned or unearned the moment it scores, the pitcher gets 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 batter singles and the run scores. That 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.

6.5 Rules for Boards Only

6.5.1 Hit and Run

Make these further adjustments on the hit-and-run play when playing the board game:

- Reduce the runner's SSN by three (after all other adjustments) when required to steal by a play result of "13" or "14."
- On a play result of "13" with zero or 1 out, the result is a strikeout with the runner attempting to steal.
- With 2 outs, the result of "13" is a strikeout to end the inning.
- On a play result of "14," the result is two balls with the runner attempting to steal.
- On a negative control roll that would otherwise result in a walk, follow the play just like a "14" above, two balls and the runner attempting to steal.

All results that are changed to "31" by the pitching grade table shall remain fly outs to center when the hit-and-run is used.

6.5.2 Batting Card Changes

6.5.2.1 Error Numbers

Use the Error Number Randomizer to randomize batting card results "15" through "22" (but not "23"), unless the result of the original card number is a HBP. 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 Section 6.7.

If the randomized play result calls for a hit by pitch (except for "66") in that on-base situation, then disregard that result and re-roll on the Error Randomizer. In other words, if the HBP results from the batter's card, it is a HBP. If it results from the Error Randomizer (except for "66"), ignore it and roll again.

6.5.2.2 Rare Play Numbers

Use the Rare Play Randomizer to randomize batting card results "23" and "36" through "41" in ALL on-base situations. Roll one pair of dice and use the table like a card to determine the actual result. Instructions for treating a possible injury on a "66" roll are noted on the randomizer.

The Error and Rare Play Randomizers can be found on the Ready Reference Sheet.

6.5.3 Board Changes

The following board changes are in effect in TBL play:

- Count a rainout if it is a legal game (five innings without a tie); otherwise, ignore it and roll again.
- Rain delays shall be in effect when they occur.
- The result of a bases-empty line "18," "19," or "20", Fielding 1, with less than 2 out, is the same as with 2 out: no error on Fielding 1.
- Ignore pitching letters ZZ, Z, W, H, G, L, and M.
- Results "13" and "14" are altered for hit-and-run plays, as summarized in Section 6.5.1.

When a play result refers to a pitcher's wild pitch rating, roll the dice to randomize the result 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.

When a play result refers to a catcher's passed ball rating, roll the dice to randomize the result 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.

The Wild Pitch and Passed Ball Randomizers can be found on the Ready Reference Sheet.

Play results "12", "14," and "35" may be altered by the pitcher's Control Rating, described in Section 5.3, as follows:

- If the pitcher has a positive Control Rating, when a "14" play result occurs, roll the dice again. If the result is less than or equal to the pitcher's Control Rating, the result is 2 Balls. A dice roll higher than the Control Rating means the "14" remains a walk. This rule applies to ALL on-base situations. (Note: For a hit-and-run play, follow the play just like a "14:" two balls and the runner attempting to steal.)
- If the pitcher has a negative Control Rating, 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 Rating, the result is changed to "14." (Note: For a hit-and-run play, follow the play just like a "14"; two balls and the runner attempting to steal). Otherwise, it remains a "12" or "35" result..

Play results "1" through "6" (both columns) may be altered by the pitcher's Homerun Rating, described in Section 5.3, as follows:

- If the pitcher has a positive Homerun Rating, when the play result is a homerun, roll the dice again. If the result is less than or equal to the pitcher's Homerun Rating, the play result is a "6" (unless there is a runner on 3rd base only, in which case it is treated as a "5"; or if the bases are full, in which case it is treated as a "4").
- If the pitcher has a negative Homerun Rating, when the play result is a double, roll the dice again, unless the hit-and-run play is on, in which case the result always remains a double. If the roll result is less than or equal to the absolute value of pitcher's Homerun Rating, the play result is changed to a homerun, unless the batter had no homeruns during the MLB season, in which case, it remains a double.

6.5.4 In-Game Grade Adjustments

When a relief pitcher enters a game in mid-inning, he gets a 5-point increase to his pitching grade against the first batter faced, unless he is out of relief innings or in a fatigued state (see Section 5.2). APBA's 20-point limit does not apply to this temporary 5-point increase.

A starter who is pitching a shutout (no runs, earned or unearned) is restricted by the 20-point limit on pitching grade increases. No pitcher receives a grade increase after reaching his fatigue rating, even though he does not fatigue as long as no runs have been scored against him.

For the purposes of APBA rules downgrading pitchers and the TBL “no pounding” rule (see Section 6.4), if a run cannot be established as being earned or unearned the moment it scores, the pitcher gets the benefit of doubt until the moment the scoring becomes definitive.

6.5.5 In-Game Fatigue (Board)

The APBA “Q” ratings are not used by TBL. After facing the number of batters equal to his TBL Fatigue Rating, a pitcher is susceptible to fatigue. Intentional walks never count as a batter faced for fatigue purposes. With the next batter he faces, he is ineligible for any grade advancement. When a subsequent 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 that reaches base, except by fielder’s choice or intentional walk. (A Pitcher Fatigue Chart is now included on the Ready Reference Sheet.)

EXCEPTION: A starting pitcher throwing a shutout is not subject to fatigue penalties until he gives up a run, earned or unearned. The penalties are then applied immediately.

6.5.6 Cutoff Plays and Runner Advancement

In TBL, cutoff plays and the advancement of trailing runners and batters are handled in the following manner, unless playing face-to-face, in which case APBA rules apply. On any play where one or more runners has a chance to advance an extra base on a hit or fly ball:

1. Use APBA rules to determine the chance number(s) of the baserunner(s).
2. Determine which, if any, runners are attempting to advance, per the home manager’s decision or the road manager’s instructions.
3. Determine which runner the defense will attempt to throw out, if any, per the home manager’s decision or the road manager’s instructions. Resolve the result of this throw, including possible wild throws (see Section 6.5.7).
4. If there is no wild throw, then for any batter, or trailing runner not already declared to be advancing on the hit or fly ball, determine their chance to advance from the “EXTRA BASE ADVANCEMENT ON OUTFIELD THROWS” chart. Subtract 20 from the line III number under the initially declared runner’s chance number, and add the trailing runner or batter’s speed. If the result is less than zero, the trailing runner or batter holds.

EXAMPLE: If a runner attempting to score on a single from second base has a chance number of 32, then the batter’s chance number will be $32 - 20 = 12$ plus the batter’s speed.

5. Roll the dice for each runner attempting to advance on the throw whose chance 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 holds his base. No runner or batter may attempt to advance if the runner ahead of him holds his base.
6. The defense may elect to let runners attempting to advance an extra base on a hit or fly ball, do so uncontested. In this case, any trailing runners, including the batter, must hold and the play is over, with no wild throw possibility.
7. 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 — Section III.”

6.5.7 Wild Throws, Overthrows, and Dropped Throws

For base-stealing and runner-advancement plays on hits and fly outs, use the TABL SuperChart to determine if a dropped throw or overthrow occurred. The League provides a copy of this chart.

The offense may decline to attempt an advance on a catcher overthrow.

Where “no advance” appears as a result for catcher overthrows on successful steals, re-roll until you obtain a result (error or putout).

6.6 Rules for Computer Only

6.6.1 Computer Setup

In League Manager:

- Segment Rules — Select “Inter-League Games.”
- Schedule Options — Select “No AIM Fatigue or Injuries.”
- Rules for Organization:
 - Skill Level — Select “Amateur — 20 seconds.”
 - Game Rules — Select “Designated Hitter” and “IW with Bases Loaded” ONLY!

6.6.2 In-Game Fatigue (Computer)

Pitchers must immediately be removed from the game if a fatigue-related grade reduction would have occurred under the Board TBL rules (described in Section 6.5.5), unless one of the following conditions exist:

- He is the last man left in the bullpen.
- His grade is already at or below the reduction that would occur.
- His grade is 5 or below.
- 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 must be removed when the next batter reaches base by hit, walk, HBP, or error.

6.7 Injuries

Injuries can result from the Rare Play boards or from a die roll of “66” on the Error and Rare Play Randomizers. Roll the dice and use the TBL Injury Severity Chart and the player’s J-rating to determine the length of the injury. If the injured player is a pitcher, decrease the J-rating by one.

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”, on the boards, roll one die per APBA rules. If the roll is odd, he’s injured for the remainder of the game. If it’s even, he may remain in the game.

COMPUTER: Adjust the length of injury using the same method above.

Injuries extending beyond the road series in which they occur shall have the remaining days served starting with the first day of the following month, or the first day of an ensuing home or face-to-face series, if possible, whichever is first on the TBL calendar. 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 there is an open date on the TBL schedule immediately following the series in which an injury occurs, that open date counts towards playing out the injury. All injuries are for days and not games; therefore, a doubleheader counts as one day.

When a player is injured for a long time, (which is possible with multiple road series injuries), the owner has the option of placing that player on the Disabled List. Players 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. This minor league player is sent down when the major league player comes off the DL, even in mid-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.

In the event that a team has more than one player on the DL, 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. All injuries should be noted on the series summary sheets.

A player's first day on the DL is always 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 mid-month.

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

- 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.
- 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 player 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 player may be named to replace him.

Appendix I — Tiebreakers

Here are the guidelines for ties:

1. Sudden-death playoffs for a postseason berth are to be played with 25-man playoff rosters of the team's first playoff series.
2. Ties for division titles are always played off (exception: see Section 1.6.2).
3. Ties for seeding purposes only are not played off, but instead are decided by the tie-breaking procedures defined in Section 1.6.
4. When scheduling tiebreaking 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:
 - i. Bye advantages.
 - ii. Home/road advantages from previous round.
 - iii. Seeding by head-to-head record.
 - iv. Coin flip.
6. Rosters may not be changed between a one-game playoff and the playoff series immediately following.
7. If there is a need for a Game 163 to decide a division title winner or wild card berth, home field is decided by the same criteria as for playoff seeding.
8. The first wild card team has the home field advantage during the Wild Card series versus the second wild card team.

3 teams tied for 1 playoff berth:

1. Teams are seeded by won-loss vs. other tied teams.
2. Nov. 23: #3 seed plays at #2 seed. The loser is out.
3. Dec. 1: #1 seed plays at Nov. 23 winner. Winner advances to the playoffs.
4. If this is a wild card berth, the Wild Card series starts on Dec. 2; no off date between games 2 and 3.

3 teams tied for 2 wild card berths:

1. Nov. 23: #2 seed plays at #1 seed. Winner is in.
2. Dec. 1: Nov. 23 loser plays at #3 seed. Loser is out. If #3 wins, it is the first wild card. If #3 loses, Nov. 23 winner is the first wild card.
3. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

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

1. The team outside of the division is the wild card.
2. The other two play on Nov. 23 for the division title. The loser is out.

3 teams tied for a division title and a wild card (all teams in the same division):

1. Teams are seeded by won-loss vs. other tied teams.
2. The #2 seed is the wild card.
3. #3 seed plays at the #1 seed for the division title. The loser is out.

3 teams tied for a division and 2 wild cards (all teams in the same division):

1. Playoff for the division title (3 for 1) as described above. The winner wins the division title.
2. If #1 seed wins, the Nov. 23 winner is the first wild card.
3. If #1 seed loses, the Nov. 23 winner wins the division title, and the #1 seed is the second wild card.
4. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

4 teams tied for 1 playoff berth:

1. Teams are seeded by won-loss vs. other tied teams.
2. Nov. 23: #4 seed plays at #1 seed; #3 plays at #2. Losers are out.
3. Dec 1: Winners play for playoff berth. Home team priority for this game is: 3, 4, 1, 2.
4. If this is a wild card berth, the Wild Card series starts on Dec. 2; no off date between games 2 and 3.

4 teams for 2 wild cards:

1. Teams are seeded by won-loss vs. other tied teams.
2. Nov 23: #4 seed plays at #1 seed; #3 plays at #2. Winners are the wild cards. The best head-to-head record between the remaining two teams is the first wild card.

4 teams tied for a division and a wild card (with 2 teams outside the division):

1. The two teams outside of the division play on Nov. 23 for the wild card. The loser is out.
2. The two division teams play on Nov. 23 for the division title. The loser is out.

4 teams for 3 berths — a division title and 2 wild cards (with 2 teams outside the division):

1. The two teams outside of the division are the wild cards.
2. The other two play on Nov. 23 for the division title. The loser is out.

4 teams for 3 berths — a division title and 2 wild cards (with 1 team outside the division):

1. Division teams are seeded by won-loss vs. other tied division teams.
2. The team outside of the division and the #2 seed are the wild cards. The best head-to-head record determines the first wild card.
3. The other two play on Nov. 23 for the division title. The loser is out.

4 teams for 3 berths — 2 division titles and 1 wild card:

1. Nov. 23: Playoff for division titles.
2. Dec. 1: Nov. 23 losers play for wild card. The best head-to-head record is the home team.
3. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

5 teams for 2 berths — 1 division title and 1 wild card (with 3 teams outside the division):

1. Division teams play for division title on Nov. 23. Loser is out.
2. The 3 teams outside the division play off for the wild card as described above (3 for 1).
3. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

5 teams for 3 berths — 1 division title and 2 wild cards (with 3 teams outside the division):

1. Division teams play for division title on Nov. 23. Loser is out.
2. The 3 teams outside the division play off for the wild cards as described above (3 for 2).
3. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

5 teams for 3 berths — 1 division title and 2 wild cards (with 2 teams outside the division):

1. Division teams are seeded by won-loss vs. other tied division teams.
2. Nov. 23: The two teams outside the division play. The best head-to-head record is the home team. The winner is the first wild card.
3. Also on Nov. 23, the #3 seeded division team plays at #2.
4. Dec. 1: The losers from Nov. 23 play (the best head-to-head record is the home team). Winner is the second wild card.
5. Also on Dec. 1, the #1 seeded division team plays at the winner of the Point 3 game above (#3 @ #2) for the division title.
6. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

5 teams for 3 berths — 2 division titles and 1 wild card (with 3 teams in division A and 2 in division B):

1. Division teams are seeded by won-loss vs. other tied division teams.
2. #2 seed in division A is the wild card.
3. Nov. 23: #3 seed plays at #1 seed in division A, and #2 seed plays at #1 seed in division B for their respective division titles.

5 teams for 4 berths — 2 division titles and 2 wild cards (with 3 teams in division A and 2 teams in division B):

1. Division teams are seeded by won-loss vs. other tied division teams.
2. #3 seed in division A is the first wild card.
3. Nov. 23: #2 seed plays at #1 seed in division A, and #2 seed plays at #1 seed in division B for their respective division titles.
4. Dec. 1: Nov. 23 losers play for the second wild card (the best head-to-head is the home team).
5. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

5 teams for 4 berths — 2 division titles and 2 wild cards (with 1 team from a third division):

1. The team outside of the divisions is the first wild card.
2. Nov. 23: Play off for the division titles.
3. Dec. 1: Nov. 23 losers play for the second wild card (the best head-to-head is the home team).
4. Wild Card series starts on Dec. 2; no off date between games 2 and 3.

6 teams tied for 5 berths — 3 division titles and 2 wild cards:

1. Nov. 23: One-game playoffs for the division titles. Losers are seeded by won-loss vs. other losing teams.
2. Dec. 1 & 2: Follow the procedure above (3 for 2) to determine the wild cards.
3. Wild Card series starts on Dec. 3, with no off dates during series.

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 arbitrates.

Appendix II — STATISTICS

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.

Formula for On Base Percentage

$$(H + BB + HBP) / (AB + BB + HBP + SF)$$

Plate appearances

$$AB + BB + SH + SF + HBP + \text{catcher's interference}$$

Also use this formula to balance a boxscore.

Note: Catcher's Interference IS a plate appearance, but is not an at bat (AB).

GIDP

Grounding into a DP refers to force and reverse-force double plays only.

Scoring Decisions APBA Does Wrong

If a baserunner makes a move towards the next base when picked off, he should be credited with a Caught Stealing. For example: A 1-3-6 pickoff is a Caught Stealing. On 1st & 3rd boards, the hit-and-run result "27" is a CS for the runner on third base.

Computer Game Scoring Omissions

1. Doesn't record combined (team) shutouts.
2. Doesn't record runs "earned to a pitcher but unearned to the team." Pitchers entering a game in mid-inning do not receive the benefit of errors that occurred prior to them entering the game.
3. If a relief pitcher enters a game with a baserunner who is then erased on a fielder's choice, the pitcher who gave up the first baserunner is still responsible for the new baserunner. The computer game doesn't catch this.

In short, any unearned/earned run decision that isn't obvious should be reviewed.

Appendix III — PITCHER RATING FORMULAS

A modified CMBA system is used to compute grades and control and homerun ratings of all carded pitchers. Calculations are done by a TBL member. Pitchers' ratings are based upon the major league (AL or NL) in which they played. Anytime you see "L" in the below acronyms, it refers to the league in which they played. The following variables are used in the calculations:

- LW = League average number of unintentional walks per batter faced
- LHR = League average number of homeruns allowed per batter faced
- LD = League average number of doubles allowed per batter faced
- LERA = League average ERA
- LHIP = League average H/IP
- MERA = $LERA - (1.80 * (LERA/3.90))$
- MHIP = $LHIP - ((18 - \text{Avg TBL Grade}) * (LHIP/30))$

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

MERA and MHIP set the value for Grade 18, given an "average TBL grade," which is currently Grade 9.

Control and Homerun Ratings

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 to +36 (a die roll of "66"). To compute the control rating, the following variables are used:

- UBB = The pitcher's unintentional walks per batter faced $(BB - IBB) / (BFP - IBB)$
- CTL = $36 * [1 - (UBB / LW)]$, rounded to nearest integer

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 to 2 per 36 at bats (which is the maximum number of additional walks expected from a control rating of -36 (a die roll of "66").

- $CTL = (LW - UBB) * 648$

The Homerun 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

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 homeruns that can be allowed under this system.

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, each grade is determined separately, using starting and relief ERA and H/IP, but composite control and homerun allowances.

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. A split grade pitcher cannot receive a grade higher than his innings pitched in each respective role.

Step 1 — H/IP base grade

- If $H/IP \geq MHIP$: Base Grade = $18 - (30 * (H/IP - MHIP) / LHIP)$
- If $H/IP < MHIP$: Base Grade = $18 + (60 * (MHIP - H/IP) / LHIP)$
- If $CTL < -32$ (It's not a dice roll yet); H/IP grade = Base Grade + $(.1 * (CTL + 32))$
- Round CTL to the nearest integer.

Step 2 — ERA base grade

- If $ERA \leq MERA$: $B = 18.00 + (10 * (MERA - ERA) * (3.90 / LERA))$
- If $ERA > MERA$: $B = 18.00 - (5 * (ERA - MERA) * (3.90 / LERA))$

Step 3 — Adjust ERA base grade for CTL and HA

- If CTL or HA is greater than 32, change that rating to 32
- If CTL or HA is less than -32, change that rating to -32

The final ERA grade is calculated by:

- ERA grade = $B - [0.10 * CTL] - [0.06 * HA]$

Step 4 — Final grade

The final grade is the average of the ERA and H/IP base grades, rounded to the nearest integer, limited to a minimum of 1 and a maximum of 30.

The CTL and HA ratings, now a number between 1 and 36, are converted to APBA die rolls "11" through "66." Maximum and minimum TBL ratings are the die rolls "62" and "-62."

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 $MLB ERA = 3.90$):

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

His CTL is +6, his HA is -14. So for Step 3, we get:

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

Then, the H/IP base grade calculation:

- H/IP grade = $18 + (60 * (0.90 - 0.96) / 0.98) = 14.32$

FINAL = $(ERA \text{ grade} + H/IP \text{ grade}) / 2 = (12.74 + 14.32) / 2 = 13.53 = 14$ (rounding to nearest integer)

Fatigue Ratings

Starting pitchers shall be assigned a Fatigue Rating equal to their MLB Starting (BFP-IBB) / Games Started, rounded to the nearest integer.

Relievers shall have a Fatigue Rating equal to their MLB Relief ((BFP-IBB) / Relief Appearances) + 2, rounded to the nearest integer.

A starter who had no relief appearances in the MLB will have a relief fatigue rating of 1/3 his starting Fatigue Rating, rounded up.

Starting pitchers with an ERA above (LERA - 0.4), will have their Fatigue Rating increased by:

- $(7 * (ERA - LERA + 0.4))/3$

Starting pitchers with an ERA at or above (LERA + 2.6) will have their Fatigue Rating increased by 7. Round to the nearest integer after adjustment.