

ABL 2009 MEMO
11/25/08
“Winter Meetings Recap”

ABL MANAGERS:

Happy Thanksgiving!!!!!!!!!!

Welcome to the 20th Anniversary Season of the American Baseball League. Our intent is to have fun and enjoy the experience of playing tabletop baseball while managing your own ball club.

BIG STORY: The ABL “Winter Meetings” again was successful as each manager was able to have their say about the future of the ABL in heading into 2009. I hope all the managers enjoyed the two drawings conducted by the Commish. The voting results from the entire off-season voting session are located later in this memo. The Commish would like to thank every manager for attending including the Legend calling in from a missile range and Buck calling in from Tennessee. Thanks for everyone’s participation making the event a big success for the league today and for the future.

ABL 2009 FEE:

The 2009 ABL fee will raise **\$5** for the first time since 2003 to **\$60**. If you finish with 15 IP’s, you can get it lowered down to **\$50**. Win the title and it’s on the ABL’s nickel.

Each manager must pay the **\$60** operational fee for the American Baseball League Season by **November 15th** for the next season. If it isn’t paid in full by **November 25th**, the ABL will fold your team for that upcoming season unless other arrangements have been made with the league. The fees help with expenses to run the league. **This is a firm deadline; please communicate with the Commish if you can’t meet the deadline.**

Remember the 2009 fee is due **November 15th**. Please pay the fee on time if you want to play ball in 2009. If money is a problem, let the Commish know and something can be worked out. You have plenty of notice to make sure the fee is paid on time. If an Expansion Team Fee is paid by **November 15th**, the new manager will be able to vote in the November Off-Season voting session. The first expansion team to pay their fee in full will get the highest pick in the expansion draft. The second team to pay their fee in full will get the 2nd pick in the expansion draft and so on. There is no extra cost for Expansion teams in 2009.

Fees Currently Paid:

Chesapeake Bay	Commish Fee
Bronx	Champions Fee
Manahawkin	\$60.00
Chicago	\$60.00
Titusville	\$60.00
Annapolis	<i>\$60.00 (Paid \$40.00 still owes \$20.00)</i>
Atlanta	\$60.00
Barnegat Bay	\$50.00
Long Beach Island	\$35.00

Fees on their way:

Tallahassee	\$30.00
Oregon	\$55.00
Las Vegas	\$50.00

ABL 2008-2009 OFF-SEASON VOTING RESULTS:

Voting conducted at ABL Winter Meetings on Sunday November 23rd

Results in bold

Commish did vote

Ties were handled that a new idea reverts back to previous rule if tied.

A new "type" of rule change is decided by a coin flip if tied.

Rule Book Section

1. ABL Divisional alignment based on pitcher batting and D.H

A. (Currently)

Divisional alignment based on whether manager wants to manage with the D.H. or pitcher batting. In cross-divisional games, home team rules are applied. Basically like an American League and National League. If divisions are un-even, seniority of franchise will decide where each team is placed. Divisions are called American and National.

(Which division will you play in? Selections will be made in the order of Seniority and Seniority breaks any ties) Example: C-Bay will decide which division, then Tallahassee, etc.

The following teams may move to the other division since they have three years in their current division or haven't moved since joining the ABL.

National:

C-Bay, Las Vegas, Oregon, Chicago, Titusville, Barnegat Bay

American:

Bronx, Tallahassee, Asbury, Atlanta,

ABL Seniority List

C-Bay

Tallahassee

Las Vegas

Chicago

Bronx

Oregon

Atlanta

Long Beach Island

Annapolis

Titusville

Barnegat Bay

Manahawkin

VOTES: National Division and American Division setup is located later in the memo.

2. Franchise Players

A. (Currently)

Franchise Players

Each team may select up to fifteen franchise players each season to build their franchise. All remaining non-franchise players become free agents. All franchise players must be selected by December 1st at 8 p.m. est. for the upcoming season. ABL teams may use the TPB Ratings Guide

due out in November to help determine their franchise player selections. If the franchise player is not carded by the game system or can't play in the ABL due to limitations, the manager may release him or elect to keep the player on the roster. If the manager elects to keep the franchise player who doesn't meet the minimum requirements, the player will count against the 30-man roster but will be considered inactive. The player must stay on the taxi team for the duration of the season. The inactive player may be traded to another team or dropped to the Free Agent pool. Each season you may select the same players or select different franchise players.

B. Options that limit the number of franchise players to ensure the XBL player pool has enough talent in the future since currently teams can keep players for their entire careers. Also an effort to make the number of keeps more realistic and ensure the playing field stays level. Possibilities include allowing teams to keep only 12 players instead of 15 players that puts more players back into the player pool, installing a franchise player salary cap at 80 million using the salaries on the TPB cards that allows players to leave the pool and also levels the field before the draft, a franchise player tweak rule that a team must use two franchise player spots for every player that has been kept for five consecutive years or more to limit lifetime contracts.

VOTES: A 8 B 4

5. Trading Draft Picks

A. (Currently/ with minor Addition)

Trades

Each team may trade draft picks and players till the transaction deadline is reached. Both parties involved must report all trades to the Commish for approval. *If Team A accepts a trade offer from Team B and contacts the Commish, Team B must give their approval of the trade within 24 hours or the trade offer is null and void.* No trade is final until both managers have contacted the Commish and the Commish has given his approval. No trade is official until the Commish has e-mailed the entire league. All players acquired in a trade are assigned automatically to the active roster. You may not make a trade if you're over the roster limit. You have 24 hours to drop a player if you're over the limit due to a trade. You also have 48 hours to send players down to the taxi team to get your active roster back to the maximum twenty five. Incentive points can be lost for not following these guidelines. All trades must be done 24 hours prior to playing. Both managers may agree to use players acquired after the 24 hours deadline or the new players can't play. Play weeks have no effect on games for pitchers as games on a teams roster count towards pitching rest requirements regardless when the trade was completed.

A free agent can't be traded to another team until he has been on the roster for at least ten games. Any player traded away may not be reacquired by the team that traded him away until after February 1st of the next season unless that player is drafted by the team. The off season trading period will not begin until *January 1st* of each year and last till the upcoming draft begins. You may only trade draft picks for the upcoming draft only. You can't trade draft picks that will not be used due to roster requirements. The Trade Deadline is the Wednesday (July 9th in 2008) after the 24th game play week ends every year at 8 p.m. EST.

B. Options that limit the trading of draft picks to protect the integrity of the draft since teams can stock pile picks to gain more talent to offset any franchise keeper rules. Possibilities include not allowing any draft picks to be traded during the season after the free agent draft, allowing only rounds one through three to be traded during the season, allowing teams to only trade two draft picks during the season.

VOTES: A 10 B 2

7. Trade Deadline

A. (Currently/ with minor Addition)

Trades

Each team may trade draft picks and players till the transaction deadline is reached. Both parties involved must report all trades to the Commish for approval. *If Team A accepts a trade offer from Team B and contacts the Commish, Team B must give their approval of the trade within 24 hours or the trade offer is null and void.* No trade is final until both managers have contacted the Commish and the Commish has given his approval. No trade is official until the Commish has e-mailed the entire league. All players acquired in a trade are assigned automatically to the active roster. You may not make a trade if you're over the roster limit. You have 24 hours to drop a player if you're over the limit due to a trade. You also have 48 hours to send players down to the taxi team to get your active roster back to the maximum twenty five. Incentive points can be lost for not following these guidelines. All trades must be done 24 hours prior to playing. Both managers may agree to use players acquired after the 24 hours deadline or the new players can't play. Play weeks have no effect on games for pitchers as games on a teams roster count towards pitching rest requirements regardless when the trade was completed.

A free agent can't be traded to another team until he has been on the roster for at least ten games. Any player traded away may not be reacquired by the team that traded him away until after February 1st of the next season unless that player is drafted by the team. The off season trading period will not begin until *January 1st* of each year and last till the upcoming draft begins. You may only trade draft picks for the upcoming draft only. You can't trade draft picks that will not be used due to roster requirements. The Trade Deadline is the Wednesday (July 9th in 2008) after the 24th game play week ends every year at 8 p.m. EST.

B. Options that moves the trade deadline back to limit the amount of teams making dump trades for next season and affecting divisional races. Possibilities include moving the trade deadline to the Wednesday after the 16th game (Spring Slam play week) and no trading once the season starts.

VOTES: A 9 B 3

9. Off-Season Trading Period

A. (Currently/ with minor Addition)

Trades

Each team may trade draft picks and players till the transaction deadline is reached. Both parties involved must report all trades to the Commish for approval. *If Team A accepts a trade offer from Team B and contacts the Commish, Team B must give their approval of the trade within 24 hours or the trade offer is null and void.* No trade is final until both managers have contacted the Commish and the Commish has given his approval. No trade is official until the Commish has e-mailed the entire league. All players acquired in a trade are assigned automatically to the active roster. You may not make a trade if you're over the roster limit. You have 24 hours to drop a player if you're over the limit due to a trade. You also have 48 hours to send players down to the taxi team to get your active roster back to the maximum twenty five. Incentive points can be lost for not following these guidelines. All trades must be done 24 hours prior to playing. Both managers may agree to use players acquired after the 24 hours deadline or the new players can't play. Play weeks have no effect on games for pitchers as games on a teams roster count towards pitching rest requirements

regardless when the trade was completed.

A free agent can't be traded to another team until he has been on the roster for at least ten games. Any player traded away may not be reacquired by the team that traded him away until after February 1st of the next season unless that player is drafted by the team. The off season trading period will not begin until *January 1st* of each year and last till the upcoming draft begins. You may only trade draft picks for the upcoming draft only. You can't trade draft picks that will not be used due to roster requirements. The Trade Deadline is the Wednesday (July 9th in 2008) after the 24th game play week ends every year at 8 p.m. EST.

B.

Trades

Each team may trade draft picks and players till the transaction deadline is reached. Both parties involved must report all trades to the Commish for approval. *If Team A accepts a trade offer from Team B and contacts the Commish, Team B must give their approval of the trade within 24 hours or the trade offer is null and void.* No trade is final until both managers have contacted the Commish and the Commish has given his approval. No trade is official until the Commish has e-mailed the entire league. All players acquired in a trade are assigned automatically to the active roster. You may not make a trade if you're over the roster limit. You have 24 hours to drop a player if you're over the limit due to a trade. You also have 48 hours to send players down to the taxi team to get your active roster back to the maximum twenty five. Incentive points can be lost for not following these guidelines. All trades must be done 24 hours prior to playing. Both managers may agree to use players acquired after the 24 hours deadline or the new players can't play. Play weeks have no effect on games for pitchers as games on a teams roster count towards pitching rest requirements regardless when the trade was completed.

A free agent can't be traded to another team until he has been on the roster for at least ten games. Any player traded away may not be reacquired by the team that traded him away until after February 1st of the next season unless that player is drafted by the team. *The first off season trading period begins from the last out of the championship and ends at the franchise players' deadline. During this off-season trading period, no draft picks may be traded. Only players can be traded in the first off season trading period.* The second off season trading period will not begin until *January 1st* of each year and last till the upcoming draft begins. You may only trade draft picks for the upcoming draft only. You can't trade draft picks that will not be used due to roster requirements. The Trade Deadline is the Wednesday (July 9th in 2008) after the 24th game play week ends every year at 8 p.m. EST.

VOTES: A 7 B 5

10. Add importance to the ABL Regular Season (10 Teams or more)

A. (Currently)

13 Team League: The road to the Bambino Cup two divisions with one division with seven teams and the other with six teams. 1st place will play 4th place and 2nd place will play 3rd place in best of seven series with a 2:3:2 format. The winners will meet in the division championship. The division winners will meet each other in the league championship. The last two series will be best of seven with 2:3:2 formats.

B. 13 Team League: The road to the Bambino Cup two divisions with one division with seven teams and the other with six teams. *The two division winners will draw a first round bye. 2nd and 3rd place will meet for each division's semi finals.* The winner's will face the division champion in the divisional final. The division winners will meet each other in the league championship. All series will be best of seven

with 2:3:2 formats.

VOTES: A 8 B 4

11. Playoffs with un-even number of teams(7/9/11/13 Team League)

A. (Currently)

11 Team League: The road to the Bambino Cup with two divisions with one division with six teams and the other with five teams. Four teams from each division will qualify for the playoffs. 1st place will play 4th place and 2nd place will play 3rd place in best of five series with a 2:2:1 format. The winners will meet in the division championship. The division winners will meet each other in the league championship. The last two series will be best of seven with 2:3:2 formats.

B. 11 Team League: The road to the Bambino Cup with two divisions with one division with six teams and the other with five teams. Four teams from each division will qualify for the playoffs.

If the 5th place team from the division with six teams has a better record than the 4th place team in the division with only five teams, that team will cross over and become the 4th place team in the five team division playoffs. 1st place will play 4th place and 2nd place will play 3rd place in best of five series with a 2:2:1 format. The winners will meet in the division championship. The division winners will meet each other in the league championship. The last two series will be best of seven with 2:3:2 formats.

Vote Postponed until the ABL has un-even number of teams

12. Playoff Schedule with off days for travel

A. (Currently)

Playoff Pitching and Injury Rules

The break between the regular season and playoffs will count for two games. That includes injuries and rest requirements. This doesn't apply to suspensions. During the playoffs teams must still use a 4-man rotation. All Starting Pitchers will be fully rested except the Starting Pitcher who pitches in the final regular season game. That pitcher will need one extra day of rest since the break between the regular season and playoffs is only two games.

One game showdowns are considered the start of the post season in the ABL. Pitching will carry from series to series for rest requirements. Each playoff series will count as the maximum games for injury and pitching purposes regardless on how many actual games are played. For example, a seven game series will count as 7 games for injuries and rest requirements. Again this doesn't apply to suspensions. Playoff teams must set up rotations accordingly. If a starting pitcher is injured during a playoff series and no starting pitcher is rested on the playoff roster. Use a starting pitcher on the roster that hasn't pitch in that game. Refer to the Diamond Chart and running out of players section.

Teams may make one injury roster move from their taxi team to the active roster during each playoff series. The roster transaction must happen between games. The player that is replaced can't play in the next playoff series.

B.

Playoff Pitching and Injury Rules

The break between the regular season and playoffs will count for two games. That includes injuries and rest requirements. This doesn't apply to suspensions. All Starting Pitchers will be fully rested except the Starting Pitcher who pitches in the final regular season game. That pitcher will need one extra day of rest

since the break between the regular season and playoffs is only two games.

Each change of venue includes a day of rest. Thus, the 2-3-2 format enables a manager to use a starter three times in a series, i.e., in the 1st, 4th, and 7th games.

One game showdowns are considered the start of the post season in the ABL. Pitching will carry from series to series for rest requirements. Each playoff series will count as the maximum games for injury and pitching purposes regardless on how many actual games are played. For example, a seven game series will count as ***nine games including the two off days for injuries and rest requirements.*** Again this doesn't apply to suspensions. Playoff teams must set up rotations accordingly. If a starting pitcher is injured during a playoff series and no starting pitcher is rested on the playoff roster. Use a starting pitcher on the roster that hasn't pitch in that game. Refer to the Diamond Chart and running out of players section.

Teams may make one injury roster move from their taxi team to the active roster during each playoff series. The roster transaction must happen between games. The player that is replaced can't play in the next playoff series.

VOTES: A 10 B 2

13. Pitchers on Active Roster

A. (Currently)

Roster Limit

The ABL office will maintain the league's MASTER roster. Each team can keep a total of 30 players on their roster. The active roster is 25 maximum and the taxi squads are 5 maximum. All teams must have 8 pitchers on their active roster at all times. All teams must have minimum of five pitchers that can start on the roster by the Free Agent Deadline. Each team's active roster must contain at least two players who are eligible to start at each position. No two positions may require the same two players, although one player may be used to satisfy this requirement for many positions. A player who is injured or suspended for not more than 2 games of a series may be counted towards filling the position requirement.

B. Options that increase the minimum pitchers on an active roster to more realistic number to match MLB. MLB teams can carry from 11 to 12 pitchers at any one time during the season on the active roster. Possibilities include increasing the minimum amount of pitchers to 9 or 10 on the active rosters at all times.

VOTES: A 6 B 6 (Note: "Tie" Current option "A" stays in effect.)

15. Replays/Mistakes

A. (Currently with minor addition)

Protests/Replays

A manager may protest to the Commish any loss that he feels resulted directly from negligence of another manager. Managers may play a game under protest when playing live or on the roller by announcing so during the game like in MLB baseball. The protest will be checked out by the Commish to determine if it's valid and deserves any kind of replay. All replays will be considered as suspended games for injury purposes.

Any mistakes that were found *during the game and the next batter was rolled* or after a game

and both managers were present should not under any circumstances be replayed or corrected. The only exception is when a manager isn't present. If the mistake is found during the game and the D.M. feels the mistake could possible affect the outcome of the game, then the game should start over at the exact point the mistake took place to avoid having the game replayed.

B.

Protests/Replays

A manager may protest to the Commish any loss that he feels resulted directly from negligence of another manager. Managers may play a game under protest when playing live or on the roller by announcing so during the game like in MLB baseball. The protest will be checked out by the Commish to determine if it's valid and deserves any kind of replay. All replays will be considered as suspended games for injury purposes.

Any mistakes that were found during the game must be replayed if the mistake is discovered before the completion of the same half inning. The replay must begin exactly where the mistake happened. Any mistakes found after a game and both managers were present should not under any circumstances be replayed or corrected. The only exception is when a manager isn't present. If the mistake is found during the game and the D.M. feels the mistake could possible affect the outcome of the game, then the game should start over at the exact point the mistake took place to avoid having the game replayed.

VOTES: A 11 B 1

TPB Charts Section

16. Pitcher Rest Requirements

(Currently)

A.

ABL PITCHER'S REST REQUIREMENTS

(4 man rotations)

Starter		Short/Closer	
IP	REST	IP	REST
0-5	2*	0-2	0***
5.1-over	3	2.1-3	1
		3.1-4	2
		4.1-over	3

Long

IP	REST
0-3	0**
3.1-4	1
4.1-5	2
5.1-over	3

* Reduce Stamina by 10 on starts with 2 games rest

** Cannot pitch more than 2 consecutive games

*** Cannot pitch more than 3 consecutive games

If a reliever wants to start: Must have 3 games rest

If a team as a bye/All-Star break that will count as 2 games rest

Note: Short/Closer cannot pitch more than 4 IP's unless no other pitchers are available.

All Starters considered a "Long" during playoffs.

B. New Pitching Rest Requirements that is more realistic for relief pitchers closer to MLB. Possibilities include using PTP Version of Rest, using TPB's designed Batter's Face instead of IP's, limiting the

“Closer” to a more realistic 1 inning, “Long” to 2 innings instead of 3.

VOTES: B 12 A 0

17. If option “B” new Pitcher Rest Requirements is voted in then this vote will decide the new change. (Pitcher Rest Requirements)

A.

ABL PITCHER’S REST REQUIREMENTS

(4 man rotation)

Starter		Short	
IP	REST	IP	REST
0-5	2*	0-1	0***
5.1-over	3	1.1-2	0**
		2.1-3	1
		3.1-4	2
		4.1-5	3

Long		Closer	
IP	REST	IP	REST
0-2	0**	0-1	0***
2.1-3	1	1.1-1.2	0**
3.1-4	2	2	1
4.1-5	3	2.1-2.2	2
5.1-over	4	3	3

* Reduce Stamina by 10 on starts with 2 games rest

** Cannot pitch more than 2 consecutive games

*** Cannot pitch more than 3 consecutive games

If a reliever wants to start: Must have 3 games rest

If a team as a bye/All-Star break that will count as 2 games rest

Note: Short cannot pitch more than 4 IP’s unless no other pitchers are available.

Note: Closer cannot pitch more than 3 IP’s unless no other pitchers are available.

All Starters considered a “Long” during playoffs.

B.

ABL PITCHER’S REST REQUIREMENTS

(4 man rotation)

Starter		Short	
Batters	REST	Batters	REST
0-8	1	0-4	0***
9-16	2 *	5-8	0**
17-over	3	9-12	1
		13-16	2
		17-20	3

Long		Closer	
Batters	REST	Batters	REST
0-8	0**	0-3	0***
9-12	1	4-6	0**
13-16	2	7-9	1
17-over	3	10-12	2
		13-15	3

* Reduce Stamina by 10 on starts with 2 games rest

** Cannot pitch more than 2 consecutive games

*** Cannot pitch more than 3 consecutive games

If a reliever wants to start: Must have 3 games rest

If a team as a bye/All-Star break that will count as 2 games rest

Note: Short cannot pitch to more than 20 batters per game unless no other pitchers are available.
Note: Closer cannot pitch to more than 15 batters per game unless no other pitchers are available.
Required rest would be 4 games in either case.
 All Starters considered a “Long” during playoffs.

C.

ABL PITCHER’S REST REQUIREMENTS

(4 man rotation)

Starter		Closer	
IP	REST	IP	REST
0-5	2*	0-1	0***
5.1-over	3	1.1-2	1
		2.1-3	2
		3.1-over	3

Long/Short

IP	REST
0-2	0**
2.1-3	1
3.1-4	2
4.1-over	3

* Reduce Stamina by 10 on starts with 2 games rest
 ** Cannot pitch more than 2 consecutive games
 *** Cannot pitch more than 3 consecutive games
 ## If a reliever wants to start: Must have 3 games rest
 ### If a team as a bye/All-Star break that will count as 2 games rest
Note: Short/Closer cannot pitch more than 4 IP’s unless no other pitchers are available.
Note: Closer cannot pitch more than 3 IP’s unless no other pitchers are available.
 All Starters considered a “Long” during playoffs.

D.

ABL PITCHER’S REST REQUIREMENTS

(4 man rotation)

Starter		Short	
IP	REST	IP	REST
0-5	2*	0-2	0**
5.1-over	3	2.1-3	1
		3.1-4	2
		4.1-over	3

Long

Long		Closer	
IP	REST	IP	REST
0-3	0**	0-1	0***
3.1-4	1	1.1-2	1
4.1-5	2	2.1-3	2
5.1-over	3	3.1-over	3

* Reduce Stamina by 10 on starts with 2 games rest
 ** Cannot pitch more than 2 consecutive games
 *** Cannot pitch more than 3 consecutive games
 ## If a reliever wants to start: Must have 3 games rest
 ### If a team as a bye/All-Star break that will count as 2 games rest
Note: Short cannot pitch more than 4 IP’s unless no other pitchers are available.
Note: Closer cannot pitch more than 3 IP’s unless no other pitchers are available.
 All Starters considered a “Long” during playoffs.

VOTES: D 6 B 4 A 2

18. Holding Runners

A. (Currently)

The "Holding Runners" optional rule is utilized on the TPB Infield Range Chart.

All runners held on first base unless the defensive manager specifies otherwise, or a runner is on second base.

If the fielder isn't holding your runner on base, you do not need to get a jump. Add 2 to your steal rating if not being held.

B. Options that will keep the holding runners rule in place for first base but improve playability overall with not allowing the automatic steal of 3rd base that some managers feel has been abused in 2008. Possibilities include only holding runners on 1st base and PTP's version of not allowing the automatic jump for 2nd and 3rd base.

VOTES: B 12 A 0

19. If option "B" new Holding Runners Rule is voted in then this vote will decide the new change. (Holding Runners)

A. Apply "Holding Runners" optional rule to only 1st base. There is no holding the runners on 2nd and 3rd base.

All runners held on first base unless the defensive manager specifies otherwise, or a runner is on second base.

If the fielder isn't holding your runner on 1st base, you do not need to get a jump. Add 2 to your steal rating if not being held

B. The "Holding Runners" optional rule is utilized on the TPB Infield Range Chart.

All runners held on first base unless the defensive manager specifies otherwise, or a runner is on second base.

If the fielder isn't holding the runner your runner on 1st base, you do not need to get a jump. Add 2 to your steal rating if not being held.

If the fielder isn't holding the runner on 2nd/3rd base, you still need to get the jump. The jump is not reduced by 2 to 3rd base and is not reduced by 4 to home if the runner isn't being held.

VOTES: B 8 A 4

20. Consecutive Steals

A. (Currently/ with major Addition)

If the offense attempts a jump for a steal and *fails*, the offense must then swing away. The offense isn't allowed to call a hit and run, bunt, pinch hit, pinch run, or make any other moves until the next batter. The defense is also not allowed to make a move until the next batter.

B. Options that tweak the current rule to make it more realistic and another option that is closer to the rule last season that limited the amount of offensive moves per batter. Possibilities

include an option that replicates MLB's "actual" small percentage of consecutive steals of 2nd/3rd during the same at bat and an option to allow only a steal of one base per batter and no other offensive moves.

VOTES: B 8 A 4

21. If option "B" new Consecutive Steals Rule is voted in then this vote will decide the new change. (Consecutive Steals)

A. If the offense attempts a jump for a steal and fails, the offense must then swing away. The offense isn't allowed to call a hit and run, bunt, pinch hit, pinch run, or make any other moves until the next batter. The defense is also not allowed to make a move until the next batter.

If the steal is successful, the offense may roll a ten sided die (d10) immediately for a chance to steal 3rd base or home with the same batter at the plate. A roll of 0 allows the jump roll; otherwise runner may not attempt to steal.

B. If the offense attempts a jump for a steal and fails or is successful, the offense must then swing away. The offense isn't allowed to call a hit and run, bunt, pinch hit, pinch run, steal another base, or make any other moves until the next batter. *The defense is also not allowed to make a move until the next batter unless the steal was successful.*

VOTES: A 11 B 1

22. Hit and Run

A. (Currently)

With a runner on 1st, 1st, and 2nd, or 1st and 3rd (runner on 3rd does not run) you can elect to hit & run. This provides the runners with extra speed when trying to take an extra base, and moves the infielders around for Range – Infield plays, but it's not without risks. A Line Out! On the hitter's card can turn into a double play, home runs on the batter's card and walks on the pitcher's card turn into a foul ball to protect runners. You cannot hit & run with the bases loaded. For a player with the SP hit & run rating, strikeouts on both cards turn into possible four outs.

B. With a runner on 1st, 1st, and 2nd, or 1st and 3rd (runner on 3rd does not run) you can elect to hit & run. This provides the runners with extra speed when trying to take an extra base, and moves the infielders around for Range – Infield plays, but it's not without risks. A Line Out! On the hitter's card can turn into a double play, home runs on the batter's card and walks on the pitcher's card turn into a foul ball to protect runners. You cannot hit & run with the bases loaded or when there are two outs. For a player with the SP hit & run rating, strikeouts on both cards turn into possible four outs.

VOTES: B 11 A 1

23. Runner Advancement for 1st and 2nd Base (Closer to TPB)

A. (Currently)

1B(Single)

Runners advance one base. Except on gcf the runner scores from 2nd on GRASS only.

Hit and Run: Runners advance two bases.

2B(Double)

Runners on 2nd and 3rd scores. Runner on 1st to 3rd.

Hit and Run: Runner on 1st scores if Speed Rating is 6 or higher. If rating is 5 or lower, Runners advances two bases + choice for advancement(Sending Runner's Chart).

B. Options that tweak the current rule to make it more realistic and closer to TPB. Possibilities include an option that allows the runner to advance extra bases going to the Sending Runners Chart making the outfielder's arm important, another option that uses speed only and no extra roll, and finally speed only but no odd or even on singles.

VOTES: B 9 A 3

24. If option "B" new Runner Advancement Rule is voted in then this vote will decide the new change. (Runner Advancement for 1st and 2nd Base)

A.

1B(Single)

Even Roll:

Runners on 2nd and 3rd score.

Runners on 1st may try for 3rd if speed is 6 or higher (*Sending Runner's Chart*).

Hit and Run: Runners advance two bases.

Odd Roll:

Runners advance one base. Except on gcf the runner scores from 2nd on GRASS only.

Hit and Run: Runners advance two bases.

2B(Double)

Runners on 2nd and 3rd scores. Runner on 1st to 3rd.

Runners on 1st may try for home if speed is 6 or higher (*Sending Runner's Chart*).

Hit and Run: Runners on 1st scores if speed is 6 or higher. If rating is 5 or lower, Runners advances two bases + choice for advancement (Sending Runner's Chart).

B.

1B(Single)

Even Roll:

Runners on 2nd and 3rd score.

Runners on 1st advances to 3rd if speed is 8 or higher.

Hit and Run: Runners advance two bases.

Odd Roll:

Runners advance one base. Except on gcf the runner scores from 2nd on GRASS only.

Hit and Run: Runners advance two bases.

2B(Double)

Runners on 2nd and 3rd scores. Runner on 1st to 3rd.

Runners on 1st scores if speed is 8 or higher.

Hit and Run: Runners on 1st scores if speed is 8 or higher. If rating is 7 or lower, Runners advances two bases + choice for advancement (Sending Runner's Chart).

C.

1B(Single)

Runners advance one base.

Runners advance two bases if speed is 8 or higher

All Runners score from 2nd on a gcf single.

Hit and Run: Runners advance two bases.

2B(Double)

Runners on 2nd and 3rd scores. Runner on 1st to 3rd.

Runners on 1st scores if speed is 8 or higher.

Hit and Run: Runners on 1st scores if speed is 8 or higher. If rating is 7 or lower, Runners advances two bases + choice for advancement (Sending Runner's Chart).

VOTES: A 10 C 2

25. Regular Grounder Advancement (Closer to TPB)

A. (Currently)

RG(Regular Grounder)

Runners: Result:

None Batter out at first.

1st Runner out at second, batter safe at first(FC).

Hit and Run: Batter out at first, runners advance one base.

2nd Batter out at first. Runner advances to third on ball hit to 2B or 1B, otherwise hold.

3rd Batter out at first. Runner hold.

1st & 2nd Runner on 1st out second, batter safe at first(FC). Runner on 2nd base advances to 3rd base.

On ball hit to 3B, runner on 2nd out at third, other runners safe.

Hit and Run: Batter out at first, runners advance one base.

1st & 3rd Runner on third holds, runner on 1st to second, batter out at first.

2nd & 3rd Batter out at first. Runners holds.

Loaded Runner on 1st out at 2nd, other runners advance one base (FC).

Infield In: Runner on 3rd out at home. Other runners safe(FC).

Pitchers and catchers are assumed to be playing in.

B.

RG(Regular Grounder)

Runners: Result:

None Batter out at first.

1st Runner out at second, batter safe at first(FC).

Hit and Run: Batter out at first, runners advance one base.

2nd Batter out at first. Runner advances to third on ball hit to 2B or 1B, otherwise hold.

3rd Batter out at first. Runner scores from 3rd if speed is 8 or higher otherwise hold.

Infield In: Batter out at first, runner holds.

1st & 2nd Runner on 1st out second, batter safe at first(FC). Runner on 2nd base advances to 3rd base.

On ball hit to 3B, runner on 2nd out at third, other runners safe.

Hit and Run: Batter out at first, runners advance one base.

1st & 3rd Runner on third scores, runner on 1st forced at second, batter safe at first(FC).

2nd & 3rd Runner on third scores, runner on 2nd to third on ball hit to 2b or 1b. Batter out at first.

Loaded Runner on 1st out at 2nd, other runners advance one base (FC).

Infield In: Runner on 3rd out at home. Other runners safe(FC).

Pitchers and catchers are assumed to be playing in.

VOTES: B 10 A 2

26. Ballpark Effects Chart

A. (Currently)

Ball Park Effects

Go to Ball Park Effects Chart. Roll red and white dice.

Note: Exhausted pitcher gives up 1B gcf.

B. Options that include rolling on a home field advantage chart based on MLB data to give the home team an edge instead of the ball park effects and removing the chart from game play with a re-roll.

VOTES: A 6 B 6 (Note: "Tie" Current option "A" stays in effect.)

ABL 2009 RULEBOOK:

The updated American Baseball League Rulebook will be sent out in the upcoming weeks. Please review the rulebook and please ask any questions you might have while reviewing the new and old rules. The copy being sent out is a draft as some minor updates may be needed before the season begins.

THE 2008 AMERICAN BASEBALL LEAGUE AWARDS BALLOT

NATIONAL PLAYER OF THE YEAR

1. *Mark Teixeira Oregon* 25 PTS
2. *Jack Cust Chicago* 12 PTS
3. *Adam Dunn Chesapeake Bay* 10 PTS

AMERICAN PLAYER OF THE YEAR

1. *David Ortiz Asbury* 24 PTS
2. *Curtis Granderson Atlanta* 16 PTS
3. *Norris Hopper Tallahassee* 7 PTS

NATIONAL PITCHER OF THE YEAR

1. *Brandon Webb Las Vegas* 24 PTS
2. *Curt Schilling Oregon* 17 PTS
3. *Cole Hamels Titusville* 11 PTS

AMERICAN PITCHER OF THE YEAR

1. *Josh Beckett Asbury* 36 PTS
2. *John Lackey Asbury* 9 PTS
3. *Tim Hudson Bronx* 6 PTS

NATIONAL RELIEF PITCHER OF THE YEAR

1. *Jonathan Papelbon Barnegat Bay* 23 PTS
2. *Troy Percival Titusville* 11 PTS
3. *Rafael Betancourt Cleveland* 10 PTS

AMERICAN RELIEF PITCHER OF THE YEAR

1. *Francisco Rodriguez Tallahassee* 16 PTS
2. *Takashi Saito Bronx* 15 PTS

3. *Matt Herges Bronx* 11 PTS

NATIONAL MANAGER OF THE YEAR

1. *Greg "Buck" Dietzen Oregon* 21 PTS
2. *Lenny Saaf Titusville* 15 PTS
3. *Scott Allen Chesapeake Bay* 14 PTS

AMERICAN MANAGER OF THE YEAR

1. *Jason "Coop" Cupelo Annapolis* 24 PTS
2. *Skibby Bomysoad Asbury* 22 PTS
3. *Don Allen Jr. Tallahassee* 11 PTS

UNSUNG HERO OF THE YEAR

1. *Juan Pierre Tallahassee* 12 PTS
2. *Mark DeRosa Oregon* 9 PTS
3. *Coco Crisp Barnegat Bay* 6 PTS

ROOKIE OF THE YEAR (Must be 25 years or younger on his card and never played in the ABL)

1. *B. J. Upton Oregon* 24 PTS
2. *James Loney Chesapeake Bay* 15 PTS
3. *Matt Kemp Barnegat Bay* 9 PTS

THE "AL ARTHURS" EXTRA EFFORT MANAGER OF THE YEAR

Lenny Saaf Titusville

2008 NATIONAL DIVISION CHAMPIONS

Las Vegas Vipers

2008 AMERICAN DIVISION CHAMPIONS

Asbury Dark Knights

M.V.P. OF THE PLAYOFFS

Alex Rodriguez Bronx

2008 BAMBINO CUP CHAMPIONS

Bronx Bombers

2008 XBL CHAMPIONS

Altoona Steamers

PTS AWARDED BY 3 PTS 1ST, 2 PTS 2ND, AND 1 PT 3RD

The voting is for regular season performances only.

ABL 2008 HALL OF FAME NOMINEES BALLOT

No Managers or Players inducted in 2008

ALBERT BELLE OUTFIELDER 42 PTS

3rd YEAR ON THE BALLOT

TEAMS:

St. Cloud(92), St. Cloud(94), Phoenix(95), St. Cloud(96), Chesapeake Bay(97), Seattle(98), Atlanta(99), Tallahassee(00)

FEATS:

RBI Champ St. Cloud 19 (96)

4 time ABL All-Star

KEVIN APPIER *STARTING PITCHER 32 PTS*

3rd YEAR ON THE BALLOT

TEAMS:

Phoenix(94), New Mexico(95), Atlantic City(96-01)

FEATS:

“Bambino” Cup Championship with Atlantic City (97)

ABL Playoff MVP with Atlantic City (97)

DWIGHT GOODEN *STARTING PITCHER 31 PTS*

2nd YEAR ON THE BALLOT

TEAMS:

St. Cloud(90), Tallahassee(92), Pensacola(93), St. Cloud(94)

FEATS:

“Bambino” Cup Championship with St. Cloud (90)

“Bambino” Cup Championship with Tallahassee (92)

ABL Playoff MVP with St. Cloud in first ever Cup Final (90)

1 time ABL All-Star

BOBBY JONES *STARTING PITCHER 26 PTS*

2nd YEAR ON THE BALLOT

TEAMS:

St. Cloud(92), Tallahassee(96), Seattle(97), Death Valley(98), Atlanta(99)

FEATS:

Wins Champ St. Cloud 5-1 (92)

Strikeout Champ St. Cloud 56 (92)

Pitcher of the Year with St. Cloud (92)

1 time ABL All-Star

WADE BOGGS *3RD BASEMEN 26 PTS*

1st YEAR ON THE BALLOT

TEAMS:

St. Petersburg(90-91), Seneca(92), Denver(93), Phoenix(94), St. Cloud(95), Phoenix(96), Atlanta(98), Las Vegas(99), Texas(00)

FEATS:

4 time ABL All-Star

MIKE STANTON *RELIEF PITCHER 23 PTS*

1ST YEAR ON THE BALLOT

TEAMS:

Newburgh(95-96), Chicago(97-00), Tallahassee(01), Bronx(03)

FEATS:

“Bambino” Cup Championship with Tallahassee (01)

ERA Champ Chicago 0.98 (95)

3 time ABL All-Star

ABL HOF 2008

9/24/2008

PLAYERS	AVG	AB	H	2B	3B	HR	RBI	SB			
BELLE, ALBERT	0.300	644	193	47		41	147	8			
BOGGS, WADE	0.290	593	172	30	2	6	71				
PITCHERS	ERA	W	L	IP	H	ER	BB	K	HR	S	CG
APPIER, KEVIN	4.47	20	15	253 2/3	253	126	117	187	28		2
GOODEN, DWIGHT	4.74	10	5	87 1/3	92	46	35	112	6		
JONES, BOBBY	4.70	12	6	157	172	82	49	141	19		3
STANTON, MIKE	2.74	9	6	98 2/3	76	30	35	67	6	4	

ALREADY IN THE ABL HALL OF FAME:

Don Allen Jr. Tallahassee Manager
Ryne Sandberg Tallahassee
Willie Mays St. Cloud
Rollie Fingers St. Cloud
Nolan Ryan St. Cloud
Mickey Mantle New Mexico
Hank Aaron Atlantic City
Eddie Murray St. Cloud
Goose Gosage Seneca
Joey Hamilton Chicago
Don Allen Sr. Atlantic City Manager
Eric Davis Las Vegas
Mark McGwire Las Vegas
Tony Gwynn Atlantic City
Ricky Henderson St. Cloud
Fred McGriff Atlantic City

ABL Hall of Fame Criteria:

Maximum of Two Players/Managers inducted each year if 75 percent is achieved (45 points for 2008 Season/ 9 teams times 5 = 45)

Nominees couldn't have played or managed in the ABL in the last five years (2004-2008). Player and Manager exception to the five year rule if the manager managed or player played for ten or more years and wasn't active the previous season. Any manager that managed for twenty years is automatically inducted in the ABL Hall of Fame, those managers count towards the two each year.

Nominees spend a maximum of three years on the ballot.

ABL 2008 DIVISIONAL ALIGNMENT:

As of November 25th, 2008 the ABL will have 12 teams for the upcoming 2009 season. We will have six teams in each division with the American League and National League Format. The National Division will manage with the pitcher batting in divisional games and at home in cross divisional games. The American Division will manage with the D.H. in divisional games and at home in cross-divisional games.

2009 Setup as of Today:

National Division

Chesapeake Bay Channel Cats	Scott Allen
Tallahassee Terriers	Don Allen Jr.
Las Vegas Vipers	Shawn Fitzpatrick
Chicago Gangstas	Anthony Marrongelli
Oregon Raptors	Greg "Buck" Dietzen
Titusville Perfectos	Lenny Saaf

American Division

Bronx Bombers	Mike Allen
Atlanta Inmates	Kevin Kunkle
Long Beach Island Starfish	Skibby Bomysoad
Annapolis Hazard	Jason Cupelo
Barnegat Bay Corsairs	Amanda Macrander
Manahawkin Pelicans	Steve Bomysoad

TEAM NEWS:

We are now only 12. St. Augustine manager Duran Allen notified the league this week he'll drop his ABL franchise down to the XBL for the upcoming 2009 season. He stated school, work, and playing Lacrosse year round are taking a higher priority at this time. Great news for the Inmates as now Atlanta will grab the number one overall pick in the Free Agent Draft.

I know it's been cold outside lately and the Asbury Dark Knights plan to do something about it. How about going to the beach? Skibby Bomysoad has decided to move his club south 45 minutes to become the Long Beach Island Starfish for the upcoming 2009 season. The LBI Starfish will play their home games in Shea Stadium for the final season.

Who says chicks don't dig the long ball? The Titusville Perfectos informed the league office the team will be moving into a new stadium for the upcoming 2009 season. The Perfectos will be leaving the pitcher friendly Busch Stadium for the more cozy confines of Philadelphia's Citizens Bank Park.

The Oregon Raptors have informed the league office the team will return to Dodger Stadium for the upcoming 2009 season. The franchise called Dodger Stadium during the 2002 season as the Binghamton Bulldogs. The Rap-Attack is ready to rock in a National League Style Ball Park.

RECAP OF COMMISH DISCUSSION AT THE WINTER MEETINGS:

STA Center Rental

Since we started renting the STA Center for ABL events we were getting fee use of the Center due to Tia running the STA Center Rentals. She left that post this past June and was nice enough to cover the \$50.00 rental fee for the 2008 July Summer Slam. With our continued growth as a league, we will continue to utilize the STA Center for a total of four events per year (Winter Meetings, Draft, Spring and Summer Slams). The league will attempt to absorb the cost into the 2009 ABL budget.

ABL 2008 Draft Free Agents

Most might remember at the end of the last years free agent draft there was some confusion on a sheet of free agent catcher's missing from everyone's package of cards. To recap a memo was sent out after the cards arrived listing the missing catcher sheet as "Buck" in the upper hand corner. The missing sheet

slipped through the cracks until the C-Bay attempted to draft one of those catchers on the next to last pick. C-Bay picked another catcher since none of the other managers knew a sheet was missing to be fair to everyone. In the future, it is very important every manager verifies the free agent sheets to ensure the missing sheets can be caught at an early time. If that same scenario happens again, the missing players will be eligible. You must verify and re-verify you have all the expected free agent sheets.

Spring and Summer Slams

This past season the attendance at Spring and Summer Slam was greatly improved from 2007. It is important to remember we need to continue to make attending the slams a priority like draft day and winter meetings to ensure their success. I would like to thank everyone for their continued support and especially Amanda Macrander for taking the time to roll with newcomer Steve Bomysoad during Summer Slam in July. Also to my wife Tia for her continued hard work on ensuring we have a fun day of baseball win or lose.

Fees

As everyone knows, the ABL fee is due now. Just like last season, there is no leeway if there is no communication with me about your team's fee. If you can't make Tuesday's Nov. 25th deadline, no problem we can work something out. But a plan must be in place by Nov. 25th or you will receive an e-mail from the Commish the next day letting know you will not be playing the ABL in 2009. The XBL is also always an option if money or time is a major issue since that league is totally funded by the Commish.

Deadlines

As a group the league has again been doing a great job the last few years in getting recaps and score sheets in on time. You should all give yourself a pat on the back for that effort. Please keep up the dedication of meeting the deadlines in a timely manner.

Trading

I want to re-emphasize the trading ethics listed in the ABL Rulebook. It's important to remember that if you receive an actual offer. For example: I'll give you Player A for Player B. You should return the email or phone call within 72 hours. A simple "No thank you." is fine.

Also please remember the ABL does NOT recognize any gentlemen's agreements or handshakes about trading players in the future. If you decide to take part in trade talks and can't make the deal final with the Commish's approval then you run the risk the deal won't happen since at that time it is still officially just trade talks. No deal is final and should be assumed so until the transaction has been approved and announced by the Commish.

Importance of the XBL

At this time last year, I announced all new managers must spend some time in the XBL for jumping up to the ABL. This past season we found out why this new rule was needed and very important. Even though we have a successful story with Steve Bomysoad coming up from the XBL and joining the ABL in 2009; we also found out that XBL manager Josh Mathenia was not ready for the jump to the ABL in 2009. It's possible though; Josh could return to the developmental XBL in 2009 and continue to learn tabletop baseball. The XBL provides new managers a chance to learn the game but also gives us a chance to evaluate if a new manager is ready to join the parent ABL. Please continue to support the XBL as we move forward into the future. I also would like to personally thank all the managers who participated in the XBL in 2008, without you, the XBL would not be successful and enjoyable.

Scoresheets

Just a reminder to please take the time to fill out the score sheets correctly that you turn into the league

office for ABL league records. It makes working on the stats much easier and also ensures the ABL records books are kept up to date correctly. Make sure the score sheets are filled out completely and neatly. That includes the positions players played, the correct scoring plays, and finally the correct statistics filled out. Please also make ensure to include SB's GW RBI's, and IBB's. If you unsure of a scoring play, just add a question at the bottom of the sheet. Please try and scan score sheets with a **.jpg (jpeg) format** and use at least 250-300 dpi. If you don't have a scanner, score sheets must be postmarked by the score sheets deadline. Remember incentive points can be lost if score sheets aren't turned in accurately and legible. Thanks for your continued support.

Manager Participation

Finally, I would like to again thank all the managers that stepped up and helped when needed. That includes Don Allen Jr. working hard on the ABL stats every week or XBL managers Buck and Skibby bringing in new managers. To include Amanda rolling at Summer Slam or all the managers that enjoyed us for a night of ABL fun at the B-Mets. Managers like you are what make being in the ABL a lot of fun. Please keep it up as we continue to grow as an organization. Thanks again for your support.

ABL 2009 DRAFT ORDER AND SCHEDULE:

The Complete ABL 2009 Draft Order and 2009 Schedule will be coming out in the coming weeks.

Please send in any ABL 2009 Schedule requests A.S.A.P.

ABL 2008 EXPANSION TEAM DRAFT:

Manahawkin selected Baltimore.

XBL 2008 STATUS:

The XBL will return in 2009 for its 8th season in history. If you know someone who hasn't played tabletop baseball before but loves the game of baseball, maybe the XBL is right for them. The XBL format is great chance to learn the game of table top baseball at a slow and fun pace. As we have seen in the past, once a baseball fan plays a couple of games they seem to get hooked. We must continue to try and get the word out about the excitement of table top baseball. Contact the Commish if you are interested in fielding an XBL team in 2009 or know someone who might want to give it a try.

ABL 2009 FRANCHISE PLAYERS:

Each team may select up to fifteen franchise players each season to build their franchise. All remaining non-franchise players become free agents. All franchise players must be selected by **December 10th at 8 p.m.** est. for the upcoming season. ABL teams may use the TPB Ratings Guide due out in late November to help determine their franchise player selections. **Oregon, Chicago, Chesapeake Bay, Bronx, Atlanta, Barnegat Bay, Titusville, Tallahassee, Annapolis, Las Vegas, Manahawkin and Long Beach Island** needs to send in their 15 franchise players by the **December 10th deadline.**

ABL 2009 PLAYER POOL:

Steve Bomysoad did the honors at the Winter Meetings by picking the **Toronto Blue Jays** out of the hat to join the player pool for the 2009 season.

Mike Allen and Jason Cupelo did the honors at the Winter Meetings by picking the Pittsburgh Pirates and

Washington Nationals out of the hat to leave the player pool for the 2009 season since St. Augustine is dropping down to the XBL.

PLAYER POOL TEAMS FOR 2009: Arizona, Atlanta, Baltimore, Boston, Chicago Cubs, Cincinnati, Cleveland, Colorado, Detroit, Florida, Houston, Kansas City, Los Angeles Angels, Los Angeles Dodgers, Milwaukee, Minnesota, New York Mets, New York Yankees, Oakland, Philadelphia, St. Louis, Tampa Bay, Texas, and Toronto.

ABL 2009 SPRING TRAINING:

Once the cards arrive, please play games to get re-acquainted with the new charts and cards. It is very important each team at least try to play one spring game before the season with the charts changes being added. All teams can use free agents in spring training games until the free agent draft to fill out their roster. This is a fun way to find out if a player will fit in with your team before you draft him. When you play games, please send in the results to the Commish.

2008 ABL SPRING TRAINING STANDINGS

1/31

BABE RUTH	W	L	T	PCT
Oregon	2	0	0	1.000
Titusville	1	0	0	1.000
St. Augustine	2	1	0	.667
Asbury	9	6	0	.600
Barnegat Bay	1	1	0	.500
Tallahassee	1	1	0	.500
Annapolis	3	8	0	.273
Chesapeake Bay	1	3	0	.250
Las Vegas	0	0	0	.000
Bronx	0	0	0	.000
Chicago	0	0	0	.000
Atlanta	0	0	0	.000

SCORES:

ASB 2 ANN 1
ASB 8 ANN 0
ANN 8 ASB 4
ANN 11 ASB 10
BB 3 ASB 2
ASB 5 BB 2
ASB 5 ANN 1
ANN 3 ASB 2
ASB 6 ANN 3
ASB 10 ANN 4
TV 12 CB 5
ORE 10 ANN 3
STA 16 CB 7
CB 5 ASB 4
ASB 5 STA 3

TA 6 CB 2
STA 6 TA 3 11 INN.

2009 ABL DRAFT ORDER FOR THE 1ST ROUND(As of today)

1. Atlanta
2. Manahawkin
3. Barnegat Bay
4. Chicago
5. Titusville
6. Atlanta/Annapolis
7. Las Vegas
8. Tallahassee
9. Chesapeake Bay
10. Annapolis/Long Beach Island
11. Bronx

Note: There are only 11 picks since Oregon traded their 1st round pick to St. Augustine.

ABL 2008 YEARBOOK:

You may order a hard copy of the ABL 2008 Yearbook from the ABL Online Store at Café Press. The ABL 2008 Yearbook contains all the history of the ABL that includes all the records, franchise history, and pictures of every current manager. This year the yearbook includes articles from Ontario Replay Baseball League managers, a great ABL statistical analysis by Lenny Saaf and other stories. Plus there are ABL shirts, mugs, and steins available for order too.

ABL TENTATIVE SCHEDULE:

MLB Rosters frozen for the ABL	Oct 1st
Fee Deadline	Nov 15th
Expansion Team Deadline	Nov 15th
Expansion Team Draft	Nov 23rd
Franchise Players Deadline	Dec 1 st
Triple Play Cards Arrive	Jan 1st
Spring Training Games Begin	TBD
Existing Teams Drop Deadline	TBD
Expansion Teams Drop Deadline	TBD
Free Agent Draft Day	TBD
Spring Training Games Deadline	TBD
Taxi Teams Deadline	TBD

Regular Season Begins

TBD

Thanks
Commish