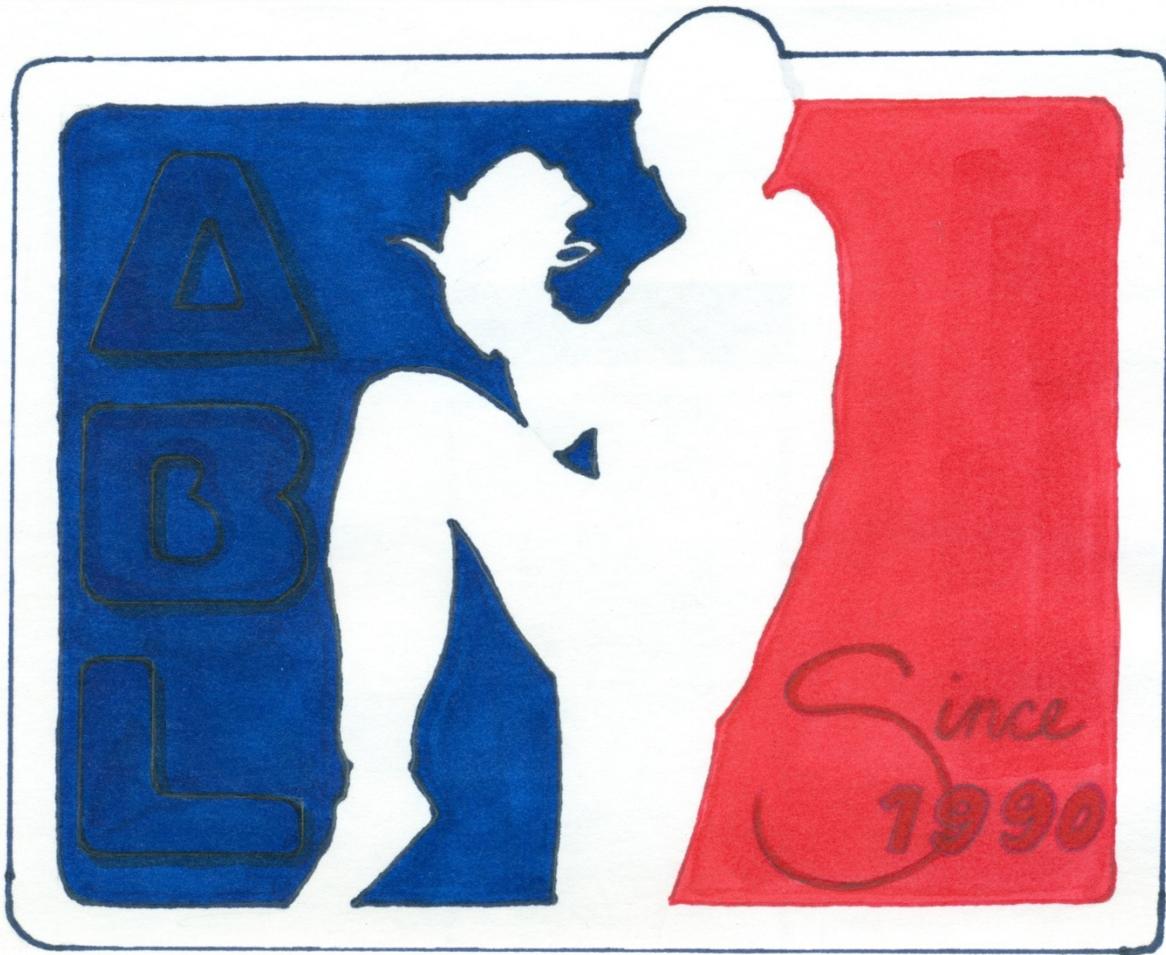


*The 2017 American Baseball  
League Rulebook*



**THE OFFICIAL AMERICAN BASEBALL LEAGUE  
RULEBOOK  
1/14/17**

**I. PREAMBLE**

The American Baseball League is a tabletop baseball league based in Binghamton, N.Y. entering its 28th season in 2017. The ABL is a semi-continuous ownership league using a modified version of the Triple Play Baseball Board Game System. This league was created to achieve the utmost satisfaction of managing and owning a baseball team in a competitive league scene.

**II. LEAGUE STRUCTURE**

**A. Rulebook**

This rulebook governs the ABL. Each manager may petition for rule changes or additions as amendments to this rulebook by submitting proposals to the Commish. The Commish will decide to add the proposal to the agenda as a Commish sponsored proposal, reject the proposal based on the best interest of the league clause, or send the proposal to the review board for approval. ABL managers usually vote in November on any possible amendments. The Commish has the power to install or amend any rule changes he feels that would be in the best interest of the league by making amendments or proposing amendments for vote to this rulebook.

An amendment requires:

1. A petition (proposal) by one manager that is either approved by the Commish or voted through by the majority of the Review Board to be added to the off-season voting agenda.
2. All submitted proposals must be submitted by October 15<sup>th</sup> at 8 p.m. eastern.
3. Once the off-season voting agenda is finalized, the proposal must be voted in by more than 50% of the managers including the Commish.
4. The Commish reserves veto power on all rules unless it is voted in by more than 75% of the managers.
5. Ties in voting will be broken as follows: Any new rule proposal vote that results in a tie will revert back to the previous seasons rule. Any new rule proposal vote that is deciding the “type” of change and results in a tie will be decided by the Commish.

**B. League Membership**

All ABL Managers will be responsible for the following:

1. Paying all league fees on time.
2. Sending in draft sheets on time or attend draft in person.
3. Meeting all league deadlines on time (E-mail is a must).
4. Acting in a professional manner at all times.
5. Following the ABL Rulebook.
6. Contact the Commish’s Office when you feel the rules have been violated.
7. Keeping your team competitive at all times.
8. Sending in votes on time.
9. Must have computer to include reliable internet, email, and dice roller access.
10. Having Fun!!!!!!

The Guidelines of an ABL Manager:

1. Must be a Baseball Minded Person and know how to score a baseball game.

2. Must be willing to make the time to play games with fellow league managers.
3. Must possess reliable transportation to attend live games.
4. Must ensure the league has all updated contact information for the league directory at all times.
5. Must learn how to play the Triple Play Baseball Game System and read the charts carefully.
6. Ensure to check recaps for important information.
7. Must adhere to the incentive point system.
8. Willing to ask questions when you have them.
9. Must have computer to include reliable internet, email, and dice roller access.
10. Most important be responsible and stable for the league!

If a manager stops playing or is removed from the league once the season has started the team either becomes inactive or a replacement manager will take over the team. A revised schedule will be done if the team is inactive. ***A replacement manager will not be allowed to make trades since the franchise will be inactive the following the season. A replacement manager may make taxi team and free agents pickups. If a replacement manager commits to the following season with an expansion/re-activated franchise, the replacement manager will be allowed to select four players from the roster as franchise players that count towards the expansion/re-activated team draft.***

A manager may decide to put his franchise into inactive status for a period of one season for a reason deemed reasonable by the Commish. Examples include: military deployments, extended health situations, etc. The roster will be locked for one full season before the players automatically become free agents the following season if the team doesn't return to active status.

#### C. Voting

Each manager is required to vote on league issues. This is a fun league and voting is one of the vehicles for getting changes into the rulebook. You may vote for one of the options presented (i.e. A, B, C, or D) or abstain. Not voting is unacceptable and Incentive Points will be lost. At the annual off-season Winter Meetings, only managers in attendance either in person or via Skype will be allowed to comment during the voting process. Managers not in attendance will submit their votes only.

#### D. ABL Sportsmanship

Sportsmanship is playing fairly by the rules, showing respect and courtesy for opponents, and reacting gracefully to both wins and losses. The ABL expects all managers to exhibit good sportsmanship. A few gentle reminders and examples: It is expected that if a manager notices misread cards or misinterpreted rules by an opponent; he will correct the errors even when they impact him negatively.

When a very positive result happens (such as a game-winning hit), quite naturally the winning manager will be exuberant and the losing manager will be upset. It is expected that the winning manager will understand and respect his opponent's emotions and that any celebration not cross the line into gloating. It is also expected that the losing manager, while understandably upset at the result, will accept that some celebratory reaction from the winner is natural, will respect and congratulate him and refrain from cursing or throwing things.

Luck is luck; sometimes it is good and sometimes bad. Rolls over 90 on a range play with "SP" are made 10 % of the time and the defense makes the play on "SP" 90 % of the time. It is simply not a miracle when 10% probabilities happen or 90% probabilities don't happen. All experienced managers have had their share of outrageously "lucky" wins and "unlucky" losses which often make for great stories. However, it is expected that managers will not continually complain during games about their opponent's good luck and their own bad luck. It is also extremely inappropriate to curse one's opponent due to their recent lucky streak.

The ABL expects good sportsmanship from each and every manager. The ABL will penalize managers for poor sportsmanship with incentive points. If the Commish is made aware about an incident regardless if it is officially reported or unreported, he will investigate regardless when the incident took place. Please help the ABL maintain enjoyable game play environments where all managers are respected and made to feel welcomed.

#### E. League Officers

The ABL will have the following officers: Commish, and a three-member Review Board.

##### 1. The Commish is Scott Allen

The Commish is the main administrative body of the league. He is responsible for interpreting the rulebook, enforcing the rulebook, and making decisions when an issue isn't clearly covered by the rulebook. The Commish of the ABL has the exclusive power to oversee all league activities.

Additional responsibilities include:

1. Producing and distributing the ABL schedule.
2. Overseeing the annual free agent draft in January, February or March.
3. Producing and distributing the bi-weekly ABL newsletter.
4. Distributing proposed rulebook changes to the league managers and overseeing voting on rulebook changes.

##### 2. The Review Board

***The Review Board consisting of three league managers will help with new rule proposals, disputes involving the Commish, trade protests, rule interpretations when requested, and anytime the Commish wants more input on a league issue.*** Every December 1st, three new members will be selected to serve on the panel. The Commish will take the place of board members if the rule proposal (submitter) or dispute involves one of the board members. ***A replacement review board member will be selected if the dispute involves the Commish and another board member. The replacement review board member will be selected by highest winning percentage currently not on the review board. The Review Board members for the 2017 season are Greg Dietzen, Casey Allen, and Len Saaf.***

#### F. Teams, Divisions, Cities, Stadiums, and Nicknames

The ABL currently consists of nine teams in two divisions. Each team chooses a city in which to locate his team and a team nickname. Each team plays their home games in a stadium based on an actual Major League stadium. No turf fields will be allowed in the ABL, as all teams must play on grass the way baseball was meant to be played. Division alignment will be based on the D.H. or the pitcher batting. ABL teams may not change cities, stadiums, divisions, or nicknames without prior approval of the Commish. Teams may only request to change divisions every three seasons unless the Commish needs to move a team from one division to another to maintain league balance. Teams must stay in the same division for duration of three seasons before requesting a move. Teams that haven't changed divisions since their inception may apply for a change within the first three years and teams that were moved due to seniority may also request a move before the three years is completed. Teams will select which division they want to play in by seniority. Seniority will be determined as described later in the rulebook.

ABL teams must submit a request to move to a new stadium, new geographic location, or change their nickname by November 15<sup>th</sup> for the next season. Stadium requests are on a first come first serve basis. Teams must stay in the same stadium or geographic location for duration of three seasons before requesting a move. If at least one outfield distance number has changed by three or more distance numbers, then teams must notify the Commish no later than one week after charts are shipped to ABL managers. The stadium exception applies to all teams and will help teams in the cases when Triple Play Baseball radically changed the ballpark outfield distance numbers from the previous season.

Teams may not change cities, nicknames, or stadiums during the season. All changes must be done during the off-season and approved by the Commish. No stadium may be used as the home park for more than one team.

If approved by the Commish, teams may have more than one manager manage the team if the fill-in manager or co-manager is not currently managing another ABL team. This will help the league handle military deployments, extended health situations, time restrictions, and etc.

#### G. Fees

Each manager must pay the \$60 operational fee for the American Baseball League Season by October 15th for the next season. If it isn't paid in full by the ABL Winter Meetings, 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.

#### H. Recruitment

Recruiting new managers each season is very important in sustaining the ABL into the future. Its important members try and spread the word and bring in new blood into the League. All new expansion teams must have completed the ABL Developmental Plan before applying for an expansion team in the ABL. The Commish can make exceptions based on previous simulation gaming experience.

#### ABL Developmental Plan Guidelines:

At a minimum new perspective managers must complete the following:

1. Two practice games with an ABL Manager with score sheets.
2. One practice game with an ABL Manager on the dice roller.
3. Total of three practice games must be completed with ABL Managers.
4. Then the new perspective manager should request an ABL Expansion Application.
5. Finally the new perspective manager should pay the \$60 operational fee once their ABL Expansion Application is approved.

The ABL will give managers one season free for each new expansion team they bring into the League the following year if the team completes one year and isn't removed from the League. For example: If a manager brings in an expansion team in 2002 and the team finishes the 2002 season with IP's. That manager will manage the 2003 season free of charge. The discount doesn't apply for previous ABL managers returning as a re-activated franchise.

#### I. Awards

Each season's previous playoff champion doesn't have to pay the ABL fee for the following season and also receives a championship plaque from the league for their accomplishments.

The Commish will also announce awards each season for Player of the Year, Pitcher of the Year, Relief Pitcher of the Year, Manager of the Year, Unsung Player of the Year, Rookie of the Year, and Extra Effort "Al Arthurs" Manager of the Year. Majority of the awards are voting on by fellow ABL managers.

### **III. SCHEDULE**

#### A. Regular Season Schedule

The length of the season will consist of 36 games. Teams can play four, three, two, and one game sets at a time. Teams usually average four games a month. Opening day is usually in early February and the playoffs end in early November. Games are completed during a play week. A play week is a set time

when the series should be completed. A play week normally consists of 10 days to get your games completed.

**Setup: 36 games (2x4 sets, 14x2 sets) (10 day play weeks/16 play weeks)**

The ABL will have a D.H. bat for the pitcher in all American Division games and the pitcher will bat in all National Division games. Home team rules will be applied during cross-divisional games

## B. Game Play

Three options on how the games can be played in the American Baseball League.

### 1. Live

Both parties may agree to a date, time, and place to play live (face to face). The home team has preference on choice on location of game play. (Example: Usually the home team manager hosts the visiting manager for a live face to face series).

### 2. Dice Roller using Rolz (Online Dice Roller)

The ABL uses the Rolz Online Dice Roller. Instructions on how to play using Rolz are provided by the ABL. Teams use Skype to call and communicate moves for free over the internet. Cell phones may be used for a temporary backup solution for communication on an emergency basis. AIM (Version 7.5) will be used as backup only if Rolz website server is down.

*Rolz Overview: Located here: <http://rolz.org/group>. It is a web based Dice Roller where managers can meet in a room. Put in a nickname (i.e. team name), select a room name like "ABL" or "home team's park". Communicate room name to opponent via Skype. For simplicity use "#d1000", "#d100", "#d10" and "#d20" commands to generate rolls. 1000, 100, and 10 are = 000, 00, and 0.*

3. DM (A designated manager (ABL manager) will roll for the team not present and follow their M.I.S. as a representative or roll for the manager). The DM will not show the M.I.S. to the live playing manager at any time. Managers may call in on speakerphone and manage his ball club if they qualify for a DM. DM rolls the dice and takes instructions from the speakerphone. Site managers and DM set date and time when games will be played. The speakerphone manager may call in or games will be played with an M.I.S. Site managers will do their best to accommodate the speakerphone managers. This option is only used when managers are unable to play using either option one or option two for a valid reason beyond their control and is approved by the Commish. Examples when a DM will be approved include military deployment and extreme health reasons.

Designated Managers will be rotated throughout the league to ensure each manager helps out equally. The Commish will assign DM's using a rotating DM List. Expansion/Re-activated teams will not be expected to DM. In the playoffs, all non-playoff teams will move to the top of the list. If the ABL schedule has byes, the manager that has a bye will most likely DM that play week. The incentive for acting as a DM is the same option will be available to you in the future.

## C. Setting Up Game Play

It's very important managers communicate well with each other when setting up game play for a particular series. Both managers can initiate contact with the opposing manager by either e-mail or phone by the first day of the play week to set up game play to ensure the series is scheduled on time. Managers with known busier schedules should initiate contact as early as possible and make a phone call or text message instead of using e-mail to get the full complement of the ten day play week. Managers must make available at least three different days and times to play per play week to ensure games get completed in a timely manner. The three different times must fall in between 5 p.m. eastern through 9 p.m. eastern for start times Monday through Friday and extends to 9 a.m. eastern through 9 p.m. eastern

on Saturday on Sunday. Managers will lose incentive points if they cause an extension unless there is a valid reason beyond their control. Examples of valid reasons are military work, health reasons, family emergency, approved planned absence, etc. A Commish approved planned absence must be approved by the 1<sup>st</sup> Sunday of the play week at 8 p.m. eastern otherwise IP's will be lost for the extension.

It is both managers involved in a particular series to make sure it's played on time unless an extension is granted. Remember sometimes it may be necessary to call a manager if you haven't heard anything from e-mail. The Commish sets up the schedule when the season begins but it is each manager's responsibility to make sure it's followed in a timely manner. Incentive Points will be lost if the Commish must contact a manager about setting up particular games. When setting up game play through e-mail you may copy the Commish on the e-mails to ensure the flow of communication can be tracked.

#### Basic Three Step Process:

First send an e-mail a couple of days before the start of the play week with an expected response in 48 hours. Then make a phone call and leave a message or text message with an expected response in 24 hours. Last resort is to contact the Commish if you still were unable to set up a particular series.

If two managers can't agree on a date and time to play a series, the Commish will set a date and time the series will be played. If a manager can't make that last possible date set by the Commish, the team will play using an emergency M.I.S. with a D.M. present and lose additional incentive points.

All managers should communicate with a phone call, text message, or e-mail to the opposing manager within 30 minutes of a series starting time because he will be late or unable to play at the agreed upon scheduled time. Late is defined as 30 minutes or later after a scheduled start time. A phone call or text message must be placed to re-schedule the series within 24 hours of the original scheduled start time. Exceptions can be made with the Commish's discretion.

#### D. Game Day Procedures

1. Home team rolls weather.
2. Home team announces starting pitcher.
3. Visiting team announces starting pitcher.
4. Home team announces line up.
5. Visiting team announces line up.
6. During game play, batting team rolls the dice. The team batting must make sure the defense is ready before they roll. If the defense isn't given a chance to bring the infield in or walk the batter, the batter will be rolled again. This also applies when runners reach base; the defense must be giving a chance to make moves like in MLB baseball.

#### E. ABL All-Star Game

The ABL All-Star Game will be played in May or June by the two finalist managers from the previous season either live or on the roller. The winning manager will submit the recap and score sheet to the league office. All injuries incurred during the game will count for the All-Star Game only. Every team must have at least one player take part in the game. The ABL will have a D.H. bat for the pitcher in all All-Star Games. ***Outfielders can play any of the three outfield positions not listed on their cards using their lowest rated range defensive rating.***

## IV. PLAYOFFS

### A. Playoff Schedule

During the playoffs, the ABL will have set play weeks for each series. Managers must complete the

series on time and all deadlines will count for the incentive point system unless granted an extension.

#### B. Playoff Pitching and Injury Rules

The break between the regular season and playoffs will count for two games. ***That includes injuries, rest requirements, and games missed for any reason (i.e. birth, death,) except suspensions. All suspensions must serve “actual” games played.***

Each change of venue includes one day of rest in a five and seven game series. Seven Game Series Example: 1, 2, Rest, 3, 4, 5, Rest, 6, 7, Rest. Five Game Series Example: 1, 2, Rest, 3, 4, Rest, 5, Rest. Wild Card Game Example: 1, Rest. One game showdowns do not get any extra rest after the game.

One game showdowns and wild card games 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, pitching purposes, and games missed for any reason except suspensions regardless of how many actual games are played. For example, a seven game series will count as ten total games including the three off days for injuries, rest requirements, and etc.*** Five game series count as eight total games, wild card game counts as two total games, and one game showdowns count as one total game. ***All suspensions must serve “actual” games played.*** 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. Refer to the Diamond Chart and running out of players section.

***Teams may make one injury or suspension 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.

#### C. Playoff Formats

1. 5 Team League: The road to the Bambino Cup with one division of five teams. Three teams will qualify for the playoffs (60%). The division winner will draw a first round bye. 2nd place will play 3rd place in a 5 game series with a 2:2:1 format. The winner will face the division champion in the league championship in a 7 game series with a 2:3:2 format.
2. 6 Team League: The road to the Bambino Cup with two divisions of three teams each. Three teams will qualify for the playoffs (50%). The division winner with the best record will draw a first round bye. The remaining division winner will play wild card team with the next best record in a 5 game series with a 2:2:1 format. The winner will face the division champion with the best record in the league championship in a 7 game series with a 2:3:2 format.
3. 7 Team League: The road to the Bambino Cup with two divisions with one division with four teams and the other with three teams. Four teams will qualify for the playoffs (57%). 1st place will play 2nd place in each division championship in a 5 game series with a 2:2:1 format. The division winners will meet each other in the league championship in a 7 game series with a 2:3:2 format.
4. 8 Team League: The road to the Bambino Cup with two divisions of four teams each. Four teams will qualify for the playoffs (50%). 1st place will play 2nd place in each division championship in a 5 game series with a 2:2:1 format. The division winners will meet each other in the league championship in a 7 game series with a 2:3:2 format.
5. 9 Team League: The road to the Bambino Cup with two divisions with one division with five teams and the other with four teams. Six teams will qualify for the playoffs (67%). The two division winners will draw a first round bye. 2nd and 3rd place will meet for each division's Wild Card game. The Wild Card game will be 1 game playoff. The winner's will face the division champion in the divisional final.

Division Finals will be 5 games long with a 2:2:1 format. The division winners will meet each other in the league championship. The league championship will be 7 games long with 2:3:2 format.

6. 10 Team League: The road to the Bambino Cup with two divisions of five teams each. Six teams will qualify for the playoffs (60%). The two division winners will draw a first round bye. 2nd and 3rd place will meet for each division's Wild Card game. The Wild Card game will be 1 game playoff. The winner's will face the division champion in the divisional final. Division Finals will be 5 games long with a 2:2:1 format. The division winners will meet each other in the league championship. The league championship will be 7 games long with 2:3:2 format.

7. 11 Team League: The road to the Bambino Cup with two divisions with one division with six teams and the other with five teams. Six teams will qualify for the playoffs (55%). The two division winners will draw a first round bye. 2nd and 3rd place will meet for each division's Wild Card game. The Wild Card game will be 1 game playoff. The winner's will face the division champion in the divisional final. Division Finals will be 5 games long with a 2:2:1 format. The division winners will meet each other in the league championship. The league championship will be 7 games long with 2:3:2 format.

8. 12 Team League: The road to the Bambino Cup with two divisions of six teams each. Six teams will qualify for the playoffs (50%). The two division winners will draw a first round bye. 2nd and 3rd place will meet for each division's Wild Card game. The Wild Card game will be 1 game playoff. The winner's will face the division champion in the divisional final. Division Finals will be 5 games long with a 2:2:1 format. The division winners will meet each other in the league championship. The league championship will be 7 games long with 2:3:2 format.

#### D. Tie Breakers (Playoff Spots, Divisions, Home Field)

1. If two teams are tied for the final playoff spot: There will be a one game showdown to decide who advances to the next round of playoffs. The tiebreaker for playoff seeding, division and home field is head to head record. The next tiebreaker is division record. The next tiebreaker is the team's total runs against. The next tiebreaker is the team's total runs scored. The final tiebreaker will be a coin flip.

2. If three or more teams are tied for the final playoff spot: A series of one game showdowns will need to take place until one team is left to advance to the next round of the playoffs. The tiebreaker for playoff seeding, division and home field is head to head record amongst the teams involved. The next tiebreaker is division record amongst the teams involved. The next tiebreaker is the team's total runs against amongst the teams involved. The next tiebreaker is the team's total runs scored amongst the teams involved. The final tiebreaker will be a series of coin flips.

#### E. Home Field Advantage

The team with the best record has home field advantage unless it is a division winner. A division winner always has home field advantage if playing a non-division winner.

## V. REPORTING

### A. Series Recaps

The Site manager must send out a recap of their series to the ABL Office after they play the games with vital information before the recap deadline. All managers are expected to save recaps for at least two play weeks to avoid making pitching mistakes. Recaps are the backbone of how other league members follow all the games. The Purpose of the series recaps is to give the other ABL Managers an insight into what happened in the game. Please take the time to give them some of that insight and make the effort to make the recaps interesting to read. Managers must use this vital information to play games and avoid mistakes.

All Recaps must include the following per Commish's discretion:

1. For each team clearly listed: Who pitched and how many innings
2. Injuries clearly listed (Indicate if there were no injuries)
3. Final Score clearly listed
4. A reasonable summary of the highlights of each game played
5. Recap must be complete and accurate to avoid mistakes

IP's can be lost if the recaps don't follow these guidelines. IP's can also be lost for incomplete or inaccurate recaps.

Sample Recap:

Game # 1

Death Valley comes into the series trying to catch up with Chicago as the Vipers are limping toward first place. The Big unit is on the hill for the Scorpions as Kevin Brown goes for the Vipes. The Vipers would start the scoring early as they get three across the board in the 2nd, which included three range play hits. Brown would pitch great through seven, as would Johnson, besides the 2nd inning. Top of the 8th and the hot desert heat finally wears Brown down. After striking out five in a row Jeter singles and Bernie triples to make it 3-1. Top of the 9th and Manny blasts a solo shot off of his old team to make it a 1 run game. Three pinch hitters and two pitchers later the Scorpions have the bases loaded and 1 out. Glendon Rusch comes in to hit (yes the pitcher), and tries a suicide squeeze. Higginson gets caught at the plate and the next batter Jeter flies out to end the game.

Final LV-3 DV-2

PITCHERS:

LV-W-Brown(8.1)

Wunsch(0)

S-Lowe(.2)

DV-L-Johnson(8)

NO INJURIES

Game # 2

Woody Williams would throw for DV, while Schilling would throw for LV. The Scorpions would get on the board first with an RBI 2B by Higginson in the first. Salmon would get a Sac Fly in the bottom of the first to tie it up. Another run in the 2nd would give DV a 2-1 lead. LV would tie it up in the 4th again as Easley and Lowell would hit back to back doubles. Carlos Lee would hit a solo HR in the 6th to give the Vipes a 3-2 lead. (off the deep with 4 power) Top of 7th and DV would tie this game up again with their 3rd 2-out RBI of the game. (CLUTCH!!) Three straight singles and a stolen base in the top of the 8th would give DV the 1 run lead. In the bottom of the 8th though, Las Vegas gets 3 runs including a 2-run HR by Finley. And that's all the scoring as Lowe shuts them down in the 9th.

Final LV-6 DV-4

PITCHERS:

LV-Schilling(6.2)

W-Garces(1.1)

S-Lowe(1)

DV-L-Morris(8)

NO INJURIES

## B. Score sheets

Managers must use the official ABL score sheet, the old "PTP" style score sheet, or Lenny's modified ABL score sheet with proofing box. The site manager must send out score sheets to the ABL Office. ***Managers may scan/e-mail score sheets in the preferred .pdf format or .jpg format. Please ensure the dpi setting is at least set to 300. If the manager doesn't have access to a scanner, score sheets can be mailed via the post office or dropped off to the ABL Office.***

***Score sheets must be filled out completely and accurately to include all listed positions and correct stats filled out.*** All Score sheets must have the date filled out when the game was played. Managers must score the game ABL style to include "RG-SS" or "EF-CF" for example instead of using traditional baseball scoring "4-3" or "F-8". This ensures a unified scoring system for the league office and ABL statman to follow game play including the rare occurrences when a DM has to be utilized.

C. Manager's Instruction Sheet (M.I.S.): This sheet allows you to manage your ball club without being in attendance for your games. It is used for managers without dice roller access or a live match up doesn't happen for a legitimate reason approved by the Commish. The M.I.S. is used for only a back up and a last resort. A M.I.S. can be no longer than two pages using 12-size font to avoid mistakes when playing the games.

The sheet (e-mail or text file) must include the starting rotation, the order of relief pitchers, starting line up vs. left handed and right handed pitchers, depth chart, taxi team, and special instructions. Special instructions include stealing players, tagging up players, hit and run, and pinch-hit in certain situations. It will be your responsibility to e-mail copies to the ABL office. You should keep your M.I.S. updated at all times during the season to include all roster transactions if you play on M.I.S. regularly. You can do this very easily with e-mail.

When filling out your M.I.S. you must remember, the more explicit the instructions the better the DM manager can make decisions for your team. However, it is not wise to create laborious instructions.

Updated M.I.S. sheets are due at the beginning of each play week with any changes at Thursday 8 p.m. eastern. If a M.I.S. isn't received, the Commish will send an old M.I.S. on file to the manager playing your games for that week. If no updated MIS is on file, an emergency M.I.S. will be utilized. The Commish will create the emergency M.I.S. using a pre-filled out standard M.I.S. form and then plug in lefty and righty lineups using the latest score sheets. ABL stats will be used to determine the order of the bullpen by using innings pitched.

## VI. ROSTER MOVES

### A. Eligibility

All players selected in a player pool with a two to one ratio maintained. If the ABL is 8 teams then the Player Pool will consist of 16 teams. If a player isn't carded, he'll become a free agent the year the game system makes him available unless the player is a franchise player. If an ABL team folds or is inactive, two teams must be removed from the player pool to maintain the limit. The two teams that must be removed from the player pool will be selected with a random draw in November. In order to stabilize the active Player Pool, a team will must stay in the Player Pool for three or more consecutive seasons. The Commish may remove teams from the pool with less than three years in the pool if needed to maintain the correct player pool ratio.

In order to give MLB teams removed from the Player Pool a chance to "recharge" their talent, a team will not be eligible for random selection to the Player Pool unless the team has been out of the Player Pool for three or more consecutive seasons immediately prior. This will stabilize the player pool and allow the out of pool teams to strengthen to aid future drafts. The Commish may add teams to the pool with less than three years out of the pool if needed to maintain the correct player pool ratio.

If there are no expansion/re-activated teams; every November one random team is removed from the player pool and another team is randomly selected to enter the player pool in November to strengthen the Free Agent Draft. The same team that was removed can't be drawn back into the player pool.

#### B. Players available in the draft

Consist of the players who are on the current roster by October 1st. Players that have a special '#L, #R, vL, or vR' code on their cards are considered limitation players. The number of at bats will be ignored and all players with the code will be considered limited all the time against that side. Players that have limitations cannot enter the game vs. that side at all to include injuries and ejections, but may remain in the game if a pitcher that they are limited against is brought in to pitch. Players with less than 175 AB's will not play in the American Baseball League. The exception is catchers; catchers with less than 150 AB's will not play in the American Baseball League. Starting Pitchers with less than 80 IP's and Relief Pitchers with less than 35 IP's will not play in the American Baseball League. Each position will be limited to a number of players available to fill the needs of the league. Enough players to start and backup plus left over free agents in case of injuries during the season.

#### C. Franchise Players

***Each team may select up to sixteen 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. eastern for the upcoming season. If the franchise player is not carded by the game system or can't play in the ABL due to not meeting the minimum requirements, 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 32-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.

#### D. Roster Limit

The ABL office will maintain the league's MASTER roster. Each team can keep a total of 32 players on their roster. The active roster is 25 maximum and the taxi squads are 7 maximum. All teams must have minimum of six pitchers that can start on the roster by the Free Agent Deadline. ***At the start of each series, each team's active roster must contain at least two players (not including pitchers) who are eligible to start at each position; at least one player must NOT have any limitations.*** 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 more than one game at the start of a series may NOT be counted towards filling the position requirement.

##### 1. Roster Violations

All managers are responsible for keeping their rosters updated at all times. Failure to do so can lead to mistakes. Any team that plays over the roster limit, plays a player not on the ABL's master league roster, plays a player not on the active roster, plays with an illegal roster or plays an injured player will lose two incentive points for each affected game. A player will be suspended 4 games and a starting pitcher will serve a 10 game suspension and a relief pitcher a 5 game suspension. If no one player in particular is at fault then a position player with the most at bats (AB's) at the time of the infraction took place will get a 4 game suspension and a pitcher with the most innings pitched (IP's) will serve a 10 game suspension. Keeping every team's roster updated at all times is very important.

#### E. 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 submitted for approval until both managers have contacted the Commish and the Commish has given his initial approval. The trade will be announced to the league via e-mail and begin the 24-hour final approval grace period. Any manager may protest any trade that they feel is very one-sided. The trade protest must be submitted to the league office within 24 hours of the e-mail announcing the trade otherwise the trade is officially approved. Each manager will be allocated two trade protests per season from January until the trade deadline. The Commish will have unlimited trade protests to ensure the best interest of the league clause is maintained. If the trade is protested by at least one manager, the Commish will then send the trade protest to the Review Board. The Review Board will decide whether or not if the trade is approved or is worthy of going to a league vote to determine if the trade will be overturned. The trade will be overturned if the majority of the managers vote to overturn the trade in a league-wide vote otherwise the trade is approved. The Commish will break any ties in voting. Players involved in a trade can't play for either team if a trade is protested until the protest is resolved.***

Multiple team trades are NOT allowed. All trades must include two teams only. If you make a trade that puts your roster over the limit, you must include all the players that are being dropped to reach the roster limit in the trade notification to the Commish for your trade to be considered for approval. Once again, you may not make a trade if you're over the roster limit. All players acquired in a trade are assigned automatically to the active roster. You 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 completed 48 hours prior to playing or the players can't play till the series is completed due to the 24-hour final approval grace period.*** Play weeks have no effect on games for pitchers as games on a team's roster count towards pitching rest requirements regardless when the trade was completed.

A free agent picked up after the draft can't be traded to another team. Any player traded away on or after January 1<sup>st</sup> may not be reacquired by the team that traded him away until after October 1<sup>st</sup> of the current season. The off season trading period will not begin until January 1st of each year and will last till one day before 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. ***After the free agent draft, you may only trade draft picks for next season's draft from the Wednesday (June 28th in 2017) after the 10th play week ends until the trade deadline. The Trade Deadline is the Wednesday (July 26th in 2017) after the 12th play week ends every year at 8 p.m. eastern. Teams can't acquire more than five draft picks for the upcoming draft during the in-season trading period. For example, teams can trade for more than five draft picks (i.e. trade picks away after acquiring them) for the upcoming draft but can't have more than five total for the upcoming draft anytime during the in-season trading period. This restriction is not applied to the off-season trading period prior to the draft.***

## 1. Trading Ethics

Trading between teams promotes friendship and comradeship between members and should be encouraged and promoted by all ABL members. All managers are expected to observe proper trading ethics at all times. Managers should initiate trade proposals from time to time as they see fit and should not always expect the other managers to come to them with trade ideas. Conversely, trading ethics demand that a manager receiving a trade proposal should, under all circumstances, make every effort to come up with some answer to the trade proposal -- a yes or a no or, even a counter offer within 48 to 72 hours. No matter how outrageous an offer may seem at first, remember that the manager making the proposal wants to make a trade and that you should make every effort to make a counter offer or simply reply with a "No. Thank you." Promoting active trading among all managers is the best way for each individual manager to help to strengthen the ABL for the benefit of all members.

## 2. Trade Mentor for first year managers

Every first year manager will be assigned a trade mentor at the Commish's discretion. Normally the trade mentor will be the person who introduced the new manager to the league. The mentor will be useful for first year managers who are new to the ABL, unfamiliar with card rating tendencies by the game company, and unfamiliar with the MLB impact on trades. The trade mentor will last from once the expansion team is announced until the trade deadline of the first season.

### Trade Mentor Guidelines:

1. Trade Mentors can not trade with their protégés.
2. Trade Mentors have to be consulted before any trade is completed.
3. Trades forwarded to the trade mentor for consultation should be accompanied with logical reasoning for making the trade.
4. The trade mentor does not have to approve the trade but rather must feel comfortable through the discussion that the first year manager is aware of any issues with the trade.
5. Trades being made out of faulty logic (not understanding the league rules or values) should be discussed with the protégé and an alternate proposal or trade should be worked on.
6. Trade Mentors must hold conversations in confidence and may not use the information on a trade to negotiate their own trade.
7. A first year manager can't trade their first round pick in their first draft.

## F. Free Agents

Each team may pick up and drop players till the transaction deadline is reached. Roster limit must be maintained at all times.

The process of picking up Free Agents: You must first drop a player if you are at the limit. Free Agents may be signed at the announced starting date. Free Agents will be granted on a first come first serve basis with a 24-hour waiting period installed between the initial request and the actual acquisition for free agents that have been on an ABL roster within seven days. If two or more teams request the same player within the same period, the player will go to the team with the lowest winning percentage. If the request is made before the season has begun, the lowest winning percentage will revert to the previous season with expansion teams having priority. If the team requesting the player has the lowest winning percentage the 24-hour waiting period is waived. The ABL office will notify the team who picked up the free agent. There isn't a waiting period for free agents that haven't been on an ABL team more than seven days. Those free agents can be picked up on a first come first serve basis. Each Manager will notify the ABL office via e-mail if a player has been dropped from their team. Managers should contact the ABL office via e-mail when they wish to request the signing of free agents. No transaction is official until the Commish has e-mailed the entire league. All free agents picked up after the free agent draft **MUST** stay on your team's 32-man roster for at least ten games and report automatically to the active roster first. Free Agents picked up to meet the pitcher or player position requirement only need to stay on the roster for at least four games. ***All free agents are assigned automatically to the active roster. Each manager has 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 free agents picked up after April 1<sup>st</sup> at 8 pm. eastern will become free agents at the end of the season. These players will NOT be allowed to stay on the team's roster for the next season. ***The Free Agent Deadline is the Friday (July 28th in 2017) after the 12th play week ends every year at 8 p.m. Eastern.*** Teams will not be able to pick up players after the deadline unless players are needed to meet positional roster requirements. Teams must sign a free agent if an injury or suspension has caused a team to not meet the positional roster requirements including the playoffs. Free Agents picked up to meet the pitcher or player position requirement still can only be picked up between series. Teams must use the running out of players rule in the Diamond Chart if an injury or suspension affects the positional requirement

during a series.

#### G. Taxi Team

Each team will be able to place a maximum of seven players on their taxi team. These players will make up the team's taxi squad they can go to and bring up players in case of injuries and trades. Each team may involve these players in all trades. ***Teams can make unlimited taxi team transactions.*** No transaction is official until the Commish has e-mailed the entire league.

***For a player to be called up to play, you must notify the Commish and the team you're playing 48 hours prior to playing if the taxi move involves an eligible starting pitcher.*** Players can't be called up during a series to play.

***Pitchers requiring more than one game of rest can't be sent down to the taxi team unless it's right before any four game series or the start of a playoff series. Pitchers that need one game or less of rest may be sent down to the taxi team.*** Injured or suspended pitchers may be sent down to the taxi team at any time regardless of rest needed. (Ex: You can't send down a pitcher who pitched the last game of your last series because you know he must rest and won't pitch in the next two game series).

If a player is due back in game two, three or four of a series, the manager may call the player up before game one and play short or wait till the next set of games to activate the player from the taxi team. Managers will have to use their own strategy accordingly.

#### H. D.H Usage

Players with an injury of 1 or 2 CAN NOT play as a D.H. These players can pinch hit for the D.H. but can't occupy the spot in the lineup once the half inning is complete.

#### I. Injuries

Injuries are based on a duration of one-fourth of the Triple Play Baseball Injury Chart. The All-Star Break will count as two games against injury and any bye week will count for two games also. Play weeks have no effect on games for injured players as games on a teams roster count towards the injury.

#### J. Suspensions

Suspended players can't be involved in any trade or dropped as a free agent until their suspension is complete. The player may be sent to the taxi team. Suspended players do not get any credit towards their suspensions by the All-Star Break or any byes in the schedule. This also applies in the playoffs. Suspensions will not carry over into the next season. Teams can have more than one player or pitcher suspended at any given time since players can be sent down to the taxi team.

#### K. Playoff Roster

The Playoff Roster will consist of the 25 man active roster used during the regular season. Teams will be allowed to make taxi moves between each playoff series. ***For a player to be called up to play, you must notify the Commish and the team you're playing 48 hours prior to playing the first game if the taxi move involves a eligible starting pitcher.***

#### L. Bye Weeks

Bye weeks including the All-Star Break count for two games. That includes injuries, rest requirements, and free agent requirements.

## VII. DRAFTS

#### A. Free Agent Draft

To be held sometime in January/February on a weekend. The draft will be open to all positions. The expansion teams will be placed first in every round except the first round. In the first round the expansion teams will select no higher than second overall. This ensures an existing team still maintains the true number one pick in the draft. The last place team from previous season receives the first pick. Then the expansion teams will be placed next followed by the non-playoff teams in reverse order of finish. Then playoff teams in reverse order of finish in the playoffs will complete the first round draft order. Teams will have a two-minute time limit on draft picks. There will be a mandatory one-minute between picks for all rounds. Each team will select till they have reached a total of 32 players and pitchers in the draft. Teams will not be allowed to trade players and draft picks during the draft.

#### B. Expansion/Re-activated Teams Player Draft

The Expansion/Re-activated Teams Draft will usually take place in November. Each new expansion team will select one MLB team not in the player pool in a draft style format. A second team will be selected at random. The first expansion team to pay their fee in full will get the highest pick in the expansion draft. ***Then each expansion team will select a maximum of sixteen players from the roster of the team they selected.*** Expansion teams must select their players by December 1st at 8 p.m. eastern for the upcoming season. Expansion teams may enter the draft with more or less than sixteen players. All players on existing teams will be exempt from the expansion teams except free agents that were signed during the previous season. Those players will be available to the expansion/re-activated teams since they can't be kept by the existing teams. If a possible expansion player is not carded by the game system or can't play in the ABL due to limitations, the manager may still decide to select the player. If the manager elects to keep the expansion player who doesn't meet the minimum requirements, the player will count against the 32-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. If a team played the previous season, that team is not allowed to drop all their players and then decide to start over with a reactivated franchise the following season. If a manager decided initially not to play in the next upcoming season and then wants to return, he can only return with Commish approval. The Commish can allow a team to select an expansion team on a case by case basis. Teams in this special circumstance will use their record of finish draft position versus being placed first in every round.

The random selected team will be available in the Free Agent Draft to all teams to help strengthen the player pool. Expansion teams will fill the remainder of their roster in the Free Agent Draft drafting first in every round except the first round. If there are multiple expansion teams, the teams will rotate draft order each round and the 1st round order will be same as the expansion/re-activated draft.

### VIII. RULES DISAGREEMENTS

#### A. Protests/Disagreements

Game protests are no longer allowed in the ABL since we are now a face to face league but guidelines to resolve disagreements involving the ABL Rulebook or TPB game play rules are listed below.

1. First both managers should attempt to come to a mutual understanding on the disagreement so the game can continue. Both managers should check the Rolling Dice Chart, TPB Game Play Instructions, TPB Game Play Charts, and the ABL Supplemental Diamond Charts for clarification on rules and game play rules questions. Any rule clarification found in the Rolling Dice Chart is final. Game play may continue if both managers agree on the way forward and how they will handle the question.

It is a good idea if one or both of the managers contact the Commish after the series to receive further clarification since other managers might have a similar question and the Commish can add it to the

Rolling Dice Section of the newsletter.

If both managers can't agree on a resolution due to a disagreement of the ABL Rulebook or TPB game play rules, then they should attempt to contact the Commish for resolution.

2. Contact the Commish for his interpretation of the ABL Rulebook and TPB game play rules. The Commish has the final decision on any ABL Rulebook, supplemental ABL game play rules, or the official TPB game Play Rules. Example: Who covers 2<sup>nd</sup> base on a fly ball to centerfield when the runner is tagging from 1<sup>st</sup> base?

If both managers accept the Commish's decision, game play may continue.

If both managers don't agree and the Commish could not be contacted or the Commish is involved in that particular game.

One or both managers have a final option.

3. One or both managers can decide to suspend the game at the exact moment of the disagreement. The game can only be suspended if the play in question was not agreed upon and the next batter was not rolled. The game can stay suspended until the Commish can be reached for resolution or the ABL board can be reached for resolution if the disagreement involved the Commish.

Game Play will be continued once the disagreement has been resolved at a later time and date. It is possible the Commish could decide to postpone the suspended game later into the season. It is the Commish's discretion when the suspended game will resume.

The manager who decides to suspend a game since an agreement could not be reached to allow the game to continue will lose three incentive points if he was incorrect on their position of the disagreement. If both managers agree to suspend the game to address a question, no incentive points will be lost. During the playoffs, the managers will lose five incentive points if he was incorrect on their position of the disagreement. A manager must have the minimum incentive points of three or five in the playoffs to suspend a game due to a disagreement in rules interpretation.

#### B. Mistakes/Replays

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 possibly 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.

#### C. Suspended Games

A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. A player who had not been in the game prior to the suspension may replace any player. No player removed before the suspension may be returned to the lineup. A player who was not with the club when the game was suspended may be used as a substitute; even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended. If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed

portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

## IX. INCENTIVE POINT SYSTEM

The incentive point system is designed to keep all ABL managers playing their games accurately, reporting the results in a timely manner, and conducting themselves in a professional manner while severely penalizing members who either are consistently late or conduct themselves in a way that is detrimental to the league and its members. The league office maintains the timed deadlines and all deadlines are at 8 p.m. eastern.

### A. Allocating Incentive Points

All members shall begin each season with an incentive point total of 15. Deadlines in ( ), unless granted an extension from the Commish office.

Series Recaps (Due after each play week by Monday at 8 p.m. eastern.)

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- 1 for an incomplete or inaccurate recap.
- 1 for the first day that series recaps are late.
- 2 for the second day that series recaps are late.
- 3 for each additional day series recaps are late.

If Series is played after the play week deadline: Recap is due the next day at 8 p.m. eastern unless extension is granted from the Commish office.

Score sheets (Must be postmarked, dropped off, or e-mailed (scanned) by Monday at 8 p.m. eastern after the play week unless granted an extension from the Commish).

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- 1 for mostly incomplete or inaccurate score sheet.
- 1 for the first day that score sheets are postmarked or scanned late .
- 2 for the second day that score sheets are postmarked or scanned late.
- 3 for each additional day that score sheets are postmarked or scanned late.

If Series is played after the play week deadline: Score sheets must be postmarked, dropped off, or scanned the next day unless extension is granted from the Commish office by 8 p.m. eastern.

Late Management Instruction Sheets (M.I.S.) (Due each play week by Thur. at 8 p.m. eastern only if you're playing on M.I.S.)

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- 1 Incomplete MIS (No depth chart, taxi team, wrong pitchers listed, things not labeled and etc.)
- 1 if the MIS is late

If MIS isn't received by deadline, a previous M.I.S. will be used if on file otherwise an emergency M.I.S. will be created by the Commish.

### Mistakes in Game Play

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- 1 for any manager involved in a game play mistake that was reported or discovered. All managers must be held accountable for their teams and the games they play as a manager and D.M. Both managers

playing are responsible for ensuring mistakes are avoided.

#### Manager Conduct

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- 1 for any manager not meeting the manager guidelines of the ABL.
  - 2 for any manager acting in a manner that isn't in the best interests of the ABL.
  - 2 for any manager that exhibits poor sportsmanship.
  - 2 for any manager that requests a series extension without a valid reason.
  - 3 for any manager that doesn't communicate with a phone call, text message, or e-mail to the opposing manager within 30 minutes of a series starting time because he will be late or unable to play at the agreed upon scheduled time. Late is defined as 30 minutes or later after a scheduled start time. A phone call or text message must be placed to re-schedule the series within 24 hours of the original scheduled start time.
  - 3 for any manager that decides to suspend a game and was incorrect on the rule interpretation. (Exceptions can be made with the Commish's discretion)
  - 4 for any manager contacting the Commish or board member by any means after a League decision dealing with the same issue(Example IP's lost, Board Review).
  - 4 for any manager not meeting a mandated Commish extension for game play
  - 4 for any manager that bashes, orally abuses or otherwise degrades any one manager in the league or the league itself via e-mail.
  - 5 for any manager that decides to suspend a playoff game and was incorrect on the rule interpretation.

#### Other Infractions

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- 1 for missing league imposed deadline per day for being late.
  - 2 for each game that was affected by a player or pitcher roster/rest/substitution infraction.
  - 2 for any manager that was contacted by the Commish about setting up game play or contacted the Commish about setting up game play without sending an e-mail, phone call or text message.
  - 3 for any manager not having e-mail or dice roller access that affects the league.

#### B. Penalties

Any manager whose incentive points fall below 10 will lose one franchise player keep for the following season.

Any manager will be placed on probation when his incentive point total falls below 6. This manager will also lose all G.M. privileges for the current season. No roster moves of any kind will be made except taxi team or free agent moves for injury purposes only. Roster is frozen the rest of the season.

If a manager is placed on probation it is the Commish's discretion if that team is allowed to return for future seasons. If the Commish decides the team on probation will return that manager will lose two franchise player keeps for the following season. A manager finishing on probation allowed to return will begin the returning season when the team is active still on probation until the completion of their 4th game. No transactions will be allowed until after the 4<sup>th</sup> game is completed.

A manager will be removed from the league per the Commish's discretion when his incentive point total reaches 0. Each situation will be treated on a case by case basis.

A manager that is removed from the ABL due to 0 IP's will continue on probation until their 8<sup>th</sup> game if the manager is accepted back into the league at a later date. No transactions will be allowed until after the 8<sup>th</sup> game is completed. That manager will lose three franchise player keeps on their return to the league.

Any manager finishing with 15 incentive points will receive a \$10 discount for the upcoming season for league fees.

Incentive points can also be lost for missing league-imposed deadlines. Examples include draft sheets, league fees, ASN Questions (Chat/Gala), league votes, and any other deadlines ask by the ABL.

The maximum IP's that can be lost for the same instance of an infraction is 5 then it is the Commish's discretion if there will be anymore subtraction.

Managers will lose double IP's for missing extensions given by the Commish.

Example: A manager asks for an extension to send in the recap and extension is granted by the Commish. The manager then doesn't meet the extension date and time.

## **X. SPECIAL RULES OF THE ABL**

### **A. Pitching pitchers that aren't fully rested**

If a starting pitcher throws when not rested he will be Suspended 10 games. A relief pitcher will only be suspended 5 games. This includes a pitcher pitching past two batters after a pitcher has reached his stamina number, pitchers not eligible to pitch, and pitchers that should be removed per pitching rest requirements. Any teams that pitched a pitcher that isn't rested, not eligible to pitch, or should have been removed from the game will lose two incentive points for each affected game. It's everyone's responsibility to make sure your pitcher and your opponent's pitcher are rested when trading with teams.

### **B. Standardize Triple Play Baseball Rules**

Every member must use the same charts and any rule changes produced by the ABL office. This includes using red, white, and blue 10-sided dice. Alternate colors may be used if they closely resemble one of the colors, ex. orange for red. The 20-sided die can be any color. When playing live and rolling dice, occasionally a die will show a few numbers and not lie flat or up on its side. When this happens, the manager should only re-roll the die that was in question and keep the results from any other dice that were lying flat. Following these standardize rules will prevent mistakes when reading the cards and ensure every manager is playing by the same set of rules. The primary approved Dice Roller is for ABL play is Rolz Online Dice roller with AIM as a backup. Remember IP's can be lost if standardize Triple Play Rules are not being followed.

### **C. Illegal Substitution**

If a player is illegal substituted, bats out of turn, bats after being removed from the game, starts or enters the game vs. the limit side of the pitcher he will be suspended 4 games. Any team that bats a batter that wasn't supposed to play will lose two incentive points for each affected game.

### **D. Determining ABL Manager Seniority**

ABL manager seniority will be determined by the number of regular season games a manager has managed in the ABL. Next tie-breaker is the number of playoff games a manager has managed in the ABL. The final tie-breaker will be the number of regular season wins as manager in the ABL. If a team has co-managers, the manager with the highest totals will be used for seniority purposes.