Last Modified 7/19/2022 at 8:30pm
(1927 Yankees are ineligible, Hotel info added)
Modified 7/11/2022 at 12:25pm
(World Series "sets" teams are eligible)

Shoeless Joe APBA Baseball Tournament

Saturday, September 10, 2022

First thing's first: If you plan to participate, please let me know by Facebook messenger or email me at jaxondolan@gmail.com, as soon as you're able. But please send me your email as we'll be doing the Team draft over email.

Cost is $65. I can give you my Venmo or Paypal account to pay. Cash is fine the day of as well, let me know what you plan to do.

Tournament Information:

Start: 8:30am. Arrive no later than 8:15am; play will begin no later than 8:45am.

If you're 10 minutes late from the actual start time, you forfeit the first game. If you're 40 minutes late, you forfeit your second game. You will forfeit any game thereafter in 30 minute increments.

Lunch will be around noon - we'll take a 1-hour break. You will have one hour to get to Mac's Speed Shop BBQ or The Brick Cafe and there's a wings place nearby too, all about a block away.

We should be finished with the tournament around 4pm. We will have a short awards ceremony shortly after the Final Game. Right after, please mosey across the street to the Shoeless Joe Jackson Museum. Cool stuff there (look for the surprise!) and they have a pretty good gift shop. Game vs the Asheville Tourists begins at 7:10pm. You're on your own for dinner.

Later that evening, if anyone wishes to stroll down to the Reedy River park, there's a great curved suspension bridge that overlooks the falls.

Rules

Version of game:

Basic game utilizing the most recent set of game boards (issued by APBA in 2013 – year is noted on the back of the booklet, and it is the larger sized booklet). **Please bring your booklet and dice shaker/tower.**

Advanced Fielding in the Basic Booklet will be used. Any variation to these rules will be listed in this document.

Dice will be provided. Just grab a pair when you arrive. There will be extra if you want to switch out during the day. Dice sharker/tower must be used.

IMPORTANT (to me, at least): For this tournament, "wiggling" a shaker is not shaking the dice. For this tournament, shaking is defined as forcing the dice to change positions within the dice shaker before they exit the shaker. If your opponent asks you to "shake the dice" please honor his/her request.

Theme and Team Selection:

The theme for this tournament is the Joe Jackson/Ty Cobb Era – 1901-1929 teams. NEW: The 1927 NY Yankees team is ineligible for this year. - No Great Teams of the Past (GTOP) or any special sets are allowed. Only teams from APBA's season sets are eligible or the World Series Sets sold by APBA. (So, if you don't own many 19010-1929 season sets, you can draft a WS team and purchase from APBA and that way you have the team before the tournament).

Coaches will draft their team in order, selected randomly on August 1st using Random.org. Any new coaches who want to participate after the draft order is announced will be added to the end of the list, in the order received.

Once the field of teams are complete, divisions will be randomly selected for division play. If you can, please have your games sheets ready (home and away) so all that's needed is the other team's lineup, which can be annotated as play commences. (Have them ready in pencil in case last minute changes are desired). This will help speed up play; time will be short.

Division Play:

Our goal is to have 4-10 teams in each division, with a schedule consisting of 8-10 games.

All game results must be handed to the Tournament Director immediately upon completion of the game.

Playoffs

Eight teams will advance to bracket play. All rounds are single elimination, except for the Finals, which will be the best of three games. If two or more teams are tied for the bracket play spot (within a division, or for an overall wild card spot), the tie-breaker is as follows:

1. Head to head if applicable.
2. Run differential in all games played.
3. Most runs scored in all games played.
4. Fewest runs allowed in all games played.
5. A one game playoff.

Roster:

The team selected must be from the same release of one team; you cannot mix players for a team, who come from multiple releases of the same team issued by APBA Game Co.

No DH. Pitchers must bat.

Full roster may be up to 25 players.

Position players must have at minimum 25 PA, to be included on the roster. For a player to be in the starting lineup he must have at minimum 100 PA. For a pitcher to be used as a starting pitcher, he must have at least 10 starts. For a pitcher to be included on the roster, he must have at minimum, 20 IP. Be aware that pitchers during this era starting pitchers normally finished their games, so your options for relief pitching may be limited.

All rosters must have at least 6 pitchers unless the selected team only has 5 pitchers on the roster. Three of these pitchers are your starting rotation.

Pitching:

A 3-man pitching rotation is required. A starting pitcher must have made at least 10 starts minimum, to be used as a starter.

Playoffs will consist of 3 rounds. The first 2 will be single elimination, and a different pitcher for each game will be required. The Championship will be the best 2 of 3, and you can start your pitching rotation over.

Split-grade pitchers can be named as a starting pitcher using their starting grade or as a relief pitcher using their reliever grade.

All “Advanced” pitching rules as described in the Basic rule book will be used.

A starting pitcher must pitch at least the first 5 innings of the game, unless his grade has been reduced prior to completing 5 innings, or if he has given up any 5 runs, earned runs only, he may be removed from the game, even before his grade is reduced.

A starting pitcher may only pitch 10 innings.

Relief pitchers will have the following limits:

A	1 inning
B	2 innings
C	Unlimited
D	Unlimited

*** The innings restrictions are applicable to starting pitchers who are being used as relievers. There is no such concept as ‘long relief’ in this tournament.***

Exception: If your starting pitcher has been reduced in grade prior to 5 completing innings, you can bring in a pitcher rated for starting only, and pitch up to the completion of the 5th inning of the game. For example: Your starting pitcher is reduced a grade with 2 outs in the 2nd inning. You can bring in a pitcher with only a starting rating, and he can pitch up thru the 5th inning, after which he must be taken out. If that pitcher pitches more than the number of innings for their rating (1 for A, 2 for B, etc.), then that pitcher must sit out for the next game.

If, in a game, you run out of pitchers, the last pitcher in the game is reduced to a straight D, unless he is already a D, once he reaches the maximum innings pitched for a reliever.

The RvsR and LvsL, grade advancement for the relief pitcher entering a game in mid-inning, follows the advanced board rule, and only applies to the first batter they face, if they are from the same side. ***This does not apply from the 11th inning on.***

In any game entering the 11th inning of play, ALL pitchers become a straight grade “D”, with no control ratings, in effort to speed up the games to complete play. In other words, do not hold back those strong relievers since, by the 11th inning, they become a “D”. ***This rule does apply to the best of 3 Championship Round.***

Fielding:

Advanced fielding rules as described in the Basic Rule book will be used.

A player needing to play “out of position”, that is he does not have that position listed on his card, will play that position with the lowest rating for that position.

A player cannot play a position not listed on their card unless your team no longer has a player available at a position.

Base running:

Optional base running rules as described in the Basic Rule book will be used.

No limit to Sacrifice attempts; No limit on Hit and Run calls.

Injuries/Ejections/Rain-out:

Ignore, but the play result stands.

If the result is a rain-out, just ignore. Appy a “strike” on the batter. You will roll again for the batter.

Misc Rules

Players are only eligible for a starting lineup position if they had at minimum, 100 Plate Appearances. If a player has fewer than 100 Plate Appearances, they may still pinch-hit. A player with fewer than 100 PA's may either (1) pinch hit prior to the completion of 6 innings or (2) enter the game after the completion of 6 innings and remain in the game.

During the playoffs, the higher seeded team is the home team.

Dice can be rolled in a box, a dice tower, or on the table. Managers can use their own dice shaker. ***No hand rolling.*** See "shaking the dice" definition at the top of these rules.

Both dice need to be re-rolled if either one or both dice fall from the table or if 1 or both dice are not completely flat when they come to rest on the surface being rolled on (table, box or dice tower).

Plan on scoring your own games using whatever scoresheet you prefer. At least one coach/manager must score the game

Any omissions in this rules document will be added prior to the tournament date and emailed out to each of the participants.

All Decisions by the TD are final.

Tournament Contact and address:

Please contact me if you have any questions about the tournament: Jack Dolan (jaxondolan@gmail.com) My cell # is: 864.283.2437.

The tournament will be held at Flour Field on South Main Street in Greenville, SC.