

PA/NJ BASEBALL LEAGUE RULES

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I--TEAM/GAME PLAYING RULES

Midseason pick-ups must be done between series and will cost \$50.

If you run out of batters and there is no one available to bat then the batter who is out of appearances bats and the result is a DP.

If you run out of innings the last pitcher in the game will continue pitching but his opponent picks what pitcher card in your pile you will actually use(ie. your worst pitcher). Also, defenses will have no positive value.

If you have no money or roster spots you can still pick up a player for \$100. You must drop the player after the season.

22/5 Roster rule is in effect. You must name a permanent 22 player roster and may have an open roster of 5 additional players each series. Your entire roster will be available after game #60. Rosters are 40 players total.

Teams must be within 10 games of their opponents in games played.

Non-infielders playing 2B, SS, or 3B = triple negative

Non-infielders playing 1B = double negative

Non-Outfielders playing OF = triple negative

Non-Catcher playing C = triple negative

Infielder playing non-listed infield position = double negative

First Baseman playing non-listed infield position = triple negative.

All Commissioner decisions can be overridden with a 14-8 vote.

If pitchers bat higher than 8th their plate appearances must be counted.

If a pitcher is used even once as a pinch hitter he must have all his plate appearances counted toward his limitation. Only pitchers with plate appearance limitations are allowed to pinch hit. They will also be marked with a PH designation.

Pitchers can never play in the field.

No player or pitcher can attempt to bunt for a base hit.

Players with PR designations are limited by the number of games they can play if they are used twice as a pinch runner.

Pitcher picks a defense and the batter picks a split. Always do the split first, if the result is a hit then the defense makes a defense pick. In either case if the result is an out use the out listed with the split. Do the same if the batter picks an Infield.

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The offense can only use a Pitcher's + to improve the basepath situation--not save plate appearances.

If a play requires the black numbers on a card and a additional red number (such as an entry on a pitcher's card that reads : 11 even walk/odd z) the red number on the same card should be used if it has not been used already. This applies to all results in which two black numbers and a red number are used separately.

Playing cards must be inspected once per 12-month period. Bring cards for interleague play and the draft.

Cards must be left on the table so your opponent can see the results.

Pitchers with only a R designation can only relieve--not start.

ONLINE PLAY—

To only be used vs. Tony, DaveL, MikeG, John, Zak or in the playoffs. Any other use must be approved by the Commissioner.

- 1) Internet Random Number Generator—agreed upon by both players—
Rolz.org....join a dice room with nickname & room name....join room
#repeat 3 1d6 in chat and hit enter
Go to Tools Wheel , the top right last icon and click
#repeat 3 1d6 is now in history
Need only to click onto that to roll dice
- 2) Internet Play Using Skype—preferred method of online play.
- 3) Can use rolz or cards. Players determine method of play.

II--GAME MAKING RULES

SR Pitcher--in real baseball relieved in twice as many games as he started.

R Pitcher--started less than 2 games during the real baseball season.

Requests for player cards made after draft day will cost \$30 per player.

Roster Book Fielding--+ at least one position is a plus, 0 at least one position is a zero,
--all postions he is a minus

STARTING PITCHER RATINGS--

2--275 ings.

3--180

4—105

5—50

6--35

Secondary positions determined by main position *10% or 10 games played.

III--DRAFT/TRADING RULES

Future Money Rule--no player purchased with future draft money can be used for the current season of play.

Tie Bids--in re-bid process high bid gets the player for the high bid.

Trades cannot be made more than a season in advance.

The trading deadline will be announced at the draft.

New owners trades must be approved by the Commissioner for first season in the league.

A player cannot be traded back to a team he played for within one season.

Money Deals—should be opened up to all league members so as to make competing bids.

Money Distribution--

Champ \$1600 WSeries Loser \$2350

2nd Round Losers \$2550(2)

1st Round Loser \$2750(4)

9th-10th Place \$3700

11th-13th Place \$3600

14th-16th Place \$3500

17th-19th Place \$3400

20-22nd Place \$3300

FINES—will be assessed for the following infractions:

- 1) Stats are due 5 weeks after the draft. If late the owner will be fined \$10/day that they are late.
- 2) Minimum games played requirement is now in place and will be announced monthly by the commissioner. For each month that the minimum is not reached the owner will be fined \$50.
- 3) If an owner does not post his holds prior to his first series he will be fined \$20. He will also be fined \$20 for each subsequent infraction.
- 4) All fines can be rescinded by a 2/3 majority vote at the draft.

RULES OF THE DRAFT—

The Commissioner will chair pre-draft business and will expect proper protocol to be followed.

A player will have a card if he has at least 100 plate appearances or 35 innings pitched. A

player may have a card if he has between 50-100 plate appearances or 20-35 innings. The owner of such a player must make known of his intention of needing a card for the player.

An owner may enter a player presently on their team for the re-entry draft. Owners can then bring up and bid on player similar to new players. Re-entry owner can pull player out of draft at any time for a \$100 nuisance fee. It is suggested that a re-entry player be announced prior to the draft so as to be posted on the internet board.

Before the draft all players can name 1 available player as an open bid by writing players' name on paper and placing into the league hat. The open bid players will be auctioned off first in order of most popular player; second in team draft order.

First 4 rounds are a blind bid. Teams will go in order of record, worst to first. When it is your turn you must bring up a player to remain in the draft. Any player you bring up you must also bid on (minimum \$10). In the blind bid the person with the highest bid will take ownership of player for the second high bid price. Owner cannot bid more than amount in their account. If bid is tied, tied bidders will re-bid starting at the tied price.

The auctioneer has control of the floor and can stop the bidding and ask for quiet at any time.

Proper auctioning technique is as follows....\$150 to Joe going once, \$150 to Joe going twice, sold to Joe for \$150.

If there is a disagreement concerning the close of a bid, the bid will be reopened.

Bids are in \$10 increments up to \$500. The increments increase to \$50 when in the \$500-3000 range. The bids will go to \$100 increments when the price reaches \$3000.

After first 4 rounds players will be brought up position by position (also known as the lightning round). This will be an open bid process. Owners may also bring up a player out of sequence and make a bid. This must also be done in position order. Once bidding exceeds \$100, further bids must be at least \$50 higher.

After rounds 3 and 4, teams can make roster drops and get back into the draft.

Once all official rounds are over the remaining players (also known as the bone pile) can be picked through. Owners go in draft order in bringing up these players. Any competing bids can then be made.

After the draft if a team has over \$4000 in their account the amount over \$4000 will be taxed at 30%. The draft is officially over after the lightning round.

An owner can make post-draft pick-ups at \$20. Once the season starts this increases to \$50. It becomes \$100 if you have no money and wish to use next season's money. You will also not be able to hold onto the player after the season.

Trades are not official until posted on the internet.

Player to be named later trades are not allowed.

Owners who fail to hold players can reclaim them by paying \$100 for the first year they fail to hold the player and \$50 for each year thereafter.

DRAFT DAY CHANGE—

Starting with the 2000 draft, all draft day trades will be conducted as follows—

- 1) Trades can only be made during the official breaks (between drafting rounds.)
- 2) If trades are made, they are announced prior to the beginning of the next round. At this point, they basically become open bid players as anyone can then make counter offers.

If none are made, the trade becomes official. If a counter offer is accepted than a bidding process can take place.

IV—PLAYOFF RULES—Starting with the 1994 season we will have the 8th and 9th place teams play a best of 3 series to determine the #8 playoff participant. These teams will make the playoffs seeded 1-8. #1 will play #8, #2 will play #7 and so on. Also, all series will be 5-games. There will no longer be a home advantage for the higher seeded teams. When #1 plays #8, #1 will be home games 1 & 3, #8 will be home games 2 & 4 and game 5 will be neutral with the #1 seed batting last. The tie-breaker system will also change. The first tie-breaker will be head-to-head record, the 2nd will be record versus each other's division. The 3rd will be the total division record. The 4th will be a flip of a coin. A tie for the 9th spot will still require a 1- game playoff.

Internet series would still be allowed in the first round. The second round and World Series should still be played in person (except Tony/Zak/Dave L, Mike) as is the case currently. 27-man rosters for the playoffs. Can be switched after each round. 8 vs. 9 series starts game #74, 1st Round will begin game #77, 2nd round game #82, and World Series will begin game #87.

Playoff Limits—One Game Playoff

3.5	up	unlimited
2.5	3.45	4 appearances
1.5	2.45	3
.5	1.45	2
All	else	1

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PITCHERS

2	12 innings
3	9
4	8
5	5
6	2

RELIEVERS

over 1		4 innings
.7	1.0	3

.35	.65	2
.15	.35	1

PLAYOFF/CHAMPIONSHIP ROUNDS/3-GAME WILDCARD

3.6	up	unlimited
3.3	3.5	55--12appea rances
3	3.2	50--11
2.7	2.9	44--10
2.4	2.6	40—9
2.1	2.3	35—8
1.9	2	30—7
1.7	1.8	28—6
1.5	1.6	24—6
1.3	1.4	22—5
1.1	1.2	19—5
.9	1	16—4
.7	.85	13—3
.5	.65	10--2

.35--.45 7--1

PITCHERS

Starters

2	40 ing--10
3	30—9
4	22—8
5	13—6
6	5--4

Relievers

.15	.2	4ing-1
.25	.3	6—1
.35	.4	8—2
.45	.5	9—2
.55	.6	11—3
.65	.7	13—3
.75	.8	15—3
.85	.9	16—4
.95	1	17—4
1.05	1.1	19—4
1.15	1.2	21--5

STARTER/RELIEVERS

4—20ings/7. 5—11ings/5 6—4ings/3

PLAYOFF LIMITATIONS--

For Starting Pitchers--S1,S2--can go up to 10 innings for 1 game

S3, S4--can go up to 10 innings for 2 games

S5+--can go up to 10 innings for 3 games

Remember that we still follow total innings allowed for the playoffs.

See addendum for playoff additions for over 90 innings.

V--HALL OF FAME RULES

Player must be retired. Manager must be deceased.

8 year career.

7.5 pts/voter needed for entrance. High and low vote totals are thrown out.

May give up to 10 point values--10, 9, 8, 7, 6, 5, 4.....

Must give point values to at least four players

Ballots must be handed in on draft day or mailed in by the Stats due date.

Recommendations may be made on draft day.

VI--STATISTIC KEEPING RULES

Plate appearances allowed include at bats + walks.

Keep all boxscores for one year.

Stats will be due 5 weeks after the draft. Fines will be administered if handed in late.

Include positions and defensive ratings.

Complete in alphabetical order.

Put stats in following column order with last name first--

BATTING--

G--AB--R--H--2B--3B--HR--RBI--BB--K--SB--BAVG--SLG--OBA

PITCHING--

G--GS--CG--INGS--ER--H--K--BB--S--W-L-ERA

COMPLETE GAME RULE

1)There will be no tired factor for starting pitchers.

2) Starters will now be rated for complete games.

3) Only starters with a number after their S(S1,S2) will be able to complete games.

4) Whatever number the starter has after his S will be the number of times that he can exceed 7 innings during the season. He will be able to go up to 10 innings with no reduction from tired factor. So, if a starter has a rating of S3, he can exceed 7 innings in a game up to 3 times during the season without getting tired. He cannot go over 10 innings in any one start.

5) Starters with no ratings after their S or who have already used up their allotment of complete games allowable must be pulled no later than after 7 innings. The exception would be if a pitcher is pitching a no-hitter after 7 innings or the shut-out exception(see #7.)

6) You do not have to complete any games if you wish. This is just letting you know which pitchers are allowed to go past 7 innings if that is what your manager wants to do.

7) Let's say a pitcher with no CG availability on his card, either he started with none or already used up what he had, has a shutout going after 7 innings. If the manager wishes, the pitcher can go past 7 innings in the game until he gives up a run up to a full complete game. Once the pitcher gives up a run, he must be pulled. Also, if this pitcher goes past 7 innings, the tired factor will come into play. He can still pitch no more than 10 innings in the game total. If the pitcher still has CGs available, they must be used.