

9.2.21--THE LONG HAUL BASEBALL LEAGUE—

DRAFT—Slots will be assigned according to worst to best season—

16 teams—10 non-playoff teams and 6 playoff teams--

1-10--worst record and so on.

1-10—will be in the weighted lottery—10 balls down to 1—expansion teams are exempt until 1981 draft—from 78-80—if they have a top 3 pick—they can opt out of the lottery—if they don't and don't make the playoffs they can be in the lottery.

11. loser of rd 1 division series with worst record

12. loser of rd 1 division series with best record

13. loser of rd 2 LCS with worst record

14. loser of rd 2 LCS with best record

15. loser of WS

16. Champs

TIE BREAKER FOR DRAFT—If 2 teams end up with identical records—tiebreakers are as follows—1. Head to head—worse record wins the tie 2. Record vs division—team with worse record wins—3. Coin flip

Eligibility for the draft—this is an all-star league—only the players that really impacted the team for a season are eligible to be appear in the games.

MINIMUM REQUIREMENTS TO APPEAR IN A GAME—

STARTING PITCHERS—MIINIMUM 20 STARTS

RELIEF PITCHERS—MINIMUM 50 INNINGS PITCHED

POSITION PLAYERS—200 PLATE APPEARANCES

CATCHERS—150 PA—CATCHERS WITH LESS THAN 200 PA CAN ONLY START 1 GAME OF A SPLIT DH—THEY ARE NOT PERMITTED TO START A 3 GAME SERIES OR PLAYOFF GAME. THEY CAN OTHERWISE PH, PR ANYTIME, BUT ONLY PLAY IN THE FIELD AT THE 7TH INNING MARK OR LATER.

CLARIFICATION—IF THE PLAYER IS CARDED AT ANOTHER POSITION, THEY CAN ONLY PLAY THAT POSITION AS A LAST OPTION IN THE EVENT OF AN EMERGENCY.

You will be able to draft players that don't meet this minimum. These players can be stashed on your roster so that you will have him in the upcoming years when he blows up and will be able to play. **Only players that appeared in the season we are drafting from can be drafted.** (Sorry, we cannot allow you to draft Bonds or A-Rod when he's in junior high.) This will bring in new strategies on roster development. It will be interesting to see the different philosophies we employ and also to observe how we may change them over time to remain competitive. The win now mentality will have to be balanced out with an eye on the upcoming seasons as well.

SEASON—each team will play 2 three game series (home and away) against their league and 2 split DHs against the other league—We will release a block of 6-9 games that need to be finished by all before proceeding to the next block.

DEFINITION: SPLIT DH—A game played on a neutral site of your choosing, such as London, Mexico, etc—**PREFERABLE PLACES THAT HAVE LOW RISK OF THE WUHAN FLU-- YOU WILL BE RESPONSIBLE FOR ALL THE ARRANGEMENTS—YOU GET TO SPLIT 70% OF THE PROFIT, INCLUDING CONCESSIONS, WHILE THE LEAGUE WILL SHARE IN THE 30% OF THE PROFITS—TO BE DISTRIBUTED EQUALLY BETWEEN THE TEAMS.**

You must utilize the following in every Split Double Header

1. 2 Different Starting Pitchers
2. 2 Different Starting Catchers—you can have a catcher DH if you choose, but see below for a warning.
3. 1 Substitute OF—DH can be utilized for a game 1 starter
4. 1 Substitute IF—DH can be utilized for a game 1 starter
5. Regular Relief Pitching rules will be in order, except that a reliever cannot pitch in both games. He can go up to 2 innings if he only has the * but up to 3 innings if he has a split reliever grade or a starting grade.
6. **All eligible players can PH or PR at any time. Be careful on the Designated Hitter, because in APBAGO there is no way a DH can ever field a position after the game starts. So, if you have a catcher as your DH and the other one gets hurt, you will be in trouble—unless you have a 3rd**

catcher. In the case of an injury, a position player that is sitting can come in and play in an emergency.

CLARIFICATION ON PLAYER APPEARANCES IN SPLIT DH—

CATCHERS--You must start 2 different catchers in the games. The number 1 catcher can DH or PH anytime, but only play in the field in the 7th inning and later. The only exception to this would be in the case of an injury or ejections.

Also the OF and IF that is sitting out one of the games can DH OR PH anytime, but only play in the field in the 7th inning or later. If there is an injury or ejection, please utilize another player on the bench at least until the 7th inning.

Pitchers can only appear in one of the games.

PITCHERS PINCH HITTING AND PINCH RUNNING—ALL PITCHERS CAN BE USED FOR PINCH RUNNING, BUT PLEASE DO NOT ALLOW THEM TO BAT UNLESS THEY HAVE 200 PA—THE ONLY EXCEPTION WOULD BE INJURIES OR EJECTIONS—IF ALL YOU HAVE ARE PITCHERS, THEN OF COURSE, THEY COULD ENTER THE GAME AS A FIELDER AND BAT.

Playoffs—16 teams—8 AL/8 NL—Top 3 from each league will make the postseason--#1 seed gets the first rd bye and proceed to the LCS and await to play the winner of #2 and #3.

#2 will have the home field advantage against #3—5 game series--2-2-1 format. Winner will go on to play #1 with #1 having home field advantage in a 7 game series—2-3-2 format.

AL winner will then square off against the NL winner in the World Series. The team with the best regular season record will host the 7 games series—2-3-2 format.

During the postseason—3 man rotations can be utilized. Reliever rules will be the same as the regular season within each set of games. For instance, in 2-3-2 format, first 2 will be considered a set—and the middle 3 another set—and the last 2 a set.

Tie-breakers for playoff seedings--in the event of a tie between 2 teams—here are the tiebreakers—

1. Head to head 2. If teams are tied in head to head—then they will play a 1 game playoff with best record vs the division being home. 3. If they are still tied, the home team will be decided by a coin flip.

In the event of 3 or more teams being tied—we will proceed with MLB scenarios.

In the event of both WS teams have an identical record—tiebreaker

1. head to head
2. record vs opposing league
3. league that had highest winning %

Trades and waivers—trades can be made only when the trade window is open. Teams will be given ample notice on when those times are—

1. OPEN—**STARTING IN 1981--Teams that have completed 1/2 (37 games) of the season can trade with others who have also done so up until the 3/4 (53 games) mark. All trades must be concluded before game 54 begins.** Only the upcoming season's draft picks can be utilized in trades during this session of trades. For example—we are playing 76 season—only the 77 picks can be utilized and not the 78 picks.

2. OPEN—After the season ends, we are on to the next season and trades can be made using the following years picks—for instance after 76 ends—trades can be made with 77 and 78 draft choices. Once the trades have died down, the window will be closed for a moment and the teams then will protect their 15 players.

3. OPEN—Once the 15 man roster has been declared the trade window will be open until all teams have declared their 30 man rosters.

4. Once a team has announced their keep list prior to the draft, the players that have been cut are placed into the upcoming draft pool and are no longer available for trading or pulling back.

Waivers—We will use our draft positions to proceed with order. If a team wants to drop and add a player—those players must be offered up to all the other teams that drafted before the team doing the adding for a 24 hour period. Once the team announces they want to add/drop a player—the player being added must

go through the waiver process—For example. Say team 10 wants to add a player—that player will be up for team 1-to team 9 to pass on. After 24 hours, if he is not claimed by any of those teams, team 10 can add him. This process will make it possible for guys that are out of pocket for a bit to get a fair shot at each player instead of who happens to be the quickest in responding. This is how the process was supposed to be from the start, but we have gotten away from it. But as we add more teams, roster development will become even more important.

***if you have extra draft picks or less draft picks because of trades—you must still keep 15 players and only 15 players as we approach the draft. The 15 that you drop will be placed in the player pool for the draft. After the draft, those teams with more than 30 or less than 30 players will address the situation with the waiver rules stated above. All teams must have settled their 30 man rosters before the season starts.

Only players that meet the minimum league requirements to appear in a game can be added via waivers. PROSPECTS CANNOT BE ADDED

Players Rules—**This will be a DH league**—who wants to have an all star league and then have pitchers bat—ugh!—uh oh, I may have already lost a few of you.

Player Positions—Players should only play in their carded positions. Only in rare emergency situations should they play out of position. If your catcher gets thrown out of a game or gets injured, please put in another catcher. Only after you have exhausted the other players carded at a position should an uncarded player be used. When all available pitchers have been used and in injury or expulsion situations, a position player must come on and pitch. Since 70-75, I have never had to do this. So, this should very rarely happen. It has happened twice to my opponents and I am 1-1 versus position players!!! Please try to make sure that you have enough relievers so that you don't have to rely on position players to pitch. It is permissible to call up players during a series or even between DH to help shore up your pitching.

***always remember C pitchers and D pitchers can go beyond the minimum innings per game--C or D pitchers can pitch a maximum of 5 innings per series, all at once or combined.

Pitchers cannot bat unless they somehow have 200PA—they can be utilized as PR.

Injuries—J-0, will only miss the rest of the game—J-1—will miss only what the games within a given 3 game series. J-2, J-3 and J-4 will miss whatever the game says—if it says you miss 7—we must carry it over into the next series.

Rainouts or technical issues—Effective immediately—all rainouts or glitches will be replayed and treated as if they never happened.

Pitching rules—4 man rotation—please signify who they are and the other starters can relieve. If you need to drop someone out of your rotation due to injury or ineffectiveness, please make sure you give notice to the league.

Starters can pitch a maximum of 10 innings in a game. You can take them out as early as you wish.

Starters or split/Relievers—starters that have *can pitch a maximum of 3 innings (9 outs) per three game series. 3 innings in one game or any combination—

*Relievers can only pitch a maximum of 2 innings (6 outs) per game and 3 (9 outs) innings total per series. It may seem a little technical, but at least it resets after each series. If we were playing an actual schedule it would be 3 games in a row then a travel day, then another 3 games. Hence, the 4 man rotation and the max innings on relief is pretty realistic.

***always remember C pitchers and D pitchers can go beyond the minimum innings per game. But if a C or D pitcher goes beyond 3 innings they are done for that particular series.

NEW FOR 1977 AND ON—UP TO 30 MAN ROSTERS CAN BE UTILIZED IN ALL GAMES—PLEASE ONLY SHOW YOUR ELIGIBLE PLAYERS ON APBAGO--

2 TEAM EXPANSION—1977

The 14 teams (originals), Will each protect 10 players--and each team will lose only 2 players.

expansion draft—
Team 2--WCJ
Team 1—CBH

Will alternate and pick their 14 players from the original's unprotected players list.

Once the new teams have 14—the trade window will be open until the originals protect 14—1977 and 1978 picks will be available for trading.

The draft--

first rd--
 exp team 1—CBH--picks 3rd
 exp team 2—WCJ--picks 4th

and we would alternate the following rounds--
 2nd rd--
 exp team 2—WCJ--picks 3rd
 exp team 1—CBH--picks 4th

AND SO FORTH.

DRAFT CONTINUES UNTIL ALL TEAMS HAVE 30 PLAYERS—

DRAFT LOTTERY FOR 1977—EXPANSION TEAMS WILL BE EXEMPT 77-80

Draft lottery for the teams that don't make the playoffs. The non-playoff teams will be in a weighted lottery provided by computer program that Ken has.

The 2 expansion teams will be exempt until 1981. In 1977, they will draft 3rd and 4th. Then in 78-80, if they have a top 3 pick, they will keep it and not be in the lottery. But if they finish out of the top three and don't make the playoffs, they will participate in it.

The first three slots are the only slots that can be drawn for. That way the first three teams will only potentially be able to fall to the 4-5-6 slots.

PROTECTING MORE THAN 15 PLAYERS—1978

After the conclusion of the 1977 season and starting with the 1978 season, teams may protect up to 17 players if they want. In exchange for that, they will surrender their number 1 pick in the current year's draft and their 1 in the following year's draft. The picks must be their original pick and not another teams. If they only control one first round pick, they can only retain 16. If they have none, they retain 15 as per usual. If they have current year and next year's picks and only want to protect 16, they can choose which year they want to surrender.

1981 MINIMUMS—X.66
PA—200 MOVES TO 130
CATCHER PA—150 TO 100
SP—MIN STARTS 20 TO 13
RELIEVER IP—50 TO 33

ROSTER MINIMUMS AND MAXIMUMS—

Each team must maintain a minimum of 25 eligible players and can choose to maintain a maximum of 5 prospects. The prospects can be eligible or ineligible. Once a team meets the minimums and is satisfied with their draft, they can choose to pass on the rest of their picks.

The keeper list that is required after the season is only a maximum number of players to protect. A team may wish to protect less and that will be fine.

PENALTIES FOR USING INELIBLE OR INJURED PLAYERS—
FIRST OCCURRENCE—4TH RD DRAFT CHOICE
SECOND OCCURRENCE—1ST RD PICK
THIRD OCCURRENCE—BANNED FOR LIFE

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