



CONSTITUTION OF THE **LAME DUCK BASEBALL ASSOCIATION**

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I. THE LEAGUE

- A. The LDBA will consist of 20 teams, divided into two leagues of 10 teams. Each league consists of two divisions of five teams each.
- B. The league is a continuous ownership mail/email league, with team rosters carried over from year to year.
- C. The league will use the APBA basic game with the innovations described herein. The computer game may be used by mutual consent of both managers.

II. THE TEAMS

- A. Each roster will consist of up to 40 carded players and up to 3 un-carded players.
- B. No more than 25 players may be chosen to participate in each series; a team may carry a different group of 25 players for each different series for regular and post-season play.
 - 1) Active 25 Player Roster must have a backup player at each position at the start of each series. A utility player can count for each position that player is eligible for, only one OF replacement is needed and the DH is covered by any of the above
- C. In the last month of the regular season, the entire 40-man roster will be eligible for use.

III. SCHEDULE

- A. Each season will consist of 162 games (81 home and 81 away).
- B. Games will be played from April to November.
- C. Post-season play will be held in December and January.

IV. ROOKIE DRAFT

- A. The rookie draft will take place prior to each LDBA season in March, unless otherwise noted.
- B. Any manager who cannot participate must submit a list with rookies listed in order of preference.
- C. Any team which has J-4 players on its roster prior to the rookie draft must cut one carded player for each J-4 on the roster, up to a maximum of three. Each team must also release all except three un-carded players. All released players enter the free agent pool.

Managers are required to submit their mandatory J-4 cuts to the league office as scheduled by the commissioner, due date/time must be at least 24 hours prior to the rookie draft. Managers who fail to submit their cuts by the deadline will forfeit the opportunity to make the choices. The league office will designate any such cuts for that team and will do so with fairness and league integrity in mind.

- D. Draft position will be determined by inverse order of the previous season's records for picks 1-14. The order for picks 15-20 will be determined by the playoff results.

E. Draft Spot Playoff Game

If two teams are tied for a draft spot and neither team is eligible for the playoffs, by agreement of the managers, they may play a tiebreaker game with the winning team earning the better draft slot in the first round. The slot will alternate in subsequent rounds. This game must be played by December 31. Results do not count in the standings and statistics and games played usage rules do not apply. The teams' rosters will have 25 players and must contain their five most-used starting pitchers. Normal rules apply except relief pitchers are limited to pitching two innings.

- F. The draft will be conducted online in a private chat room and by phone. For managers drafting by phone, the league office will phone each manager during the first round of the rookie draft. In each subsequent round, the league will call each manager, letting the phone ring once. This signals each manager to call the league office to make his pick for that round.

- G. The draft will be 8 rounds.

- H. Each manager will be allowed five minutes per draft pick. If the manager exceeds the time limit, then he will be shuffled down one position and the next manager will take his choice. The manager will be given 4,

then 3, then 2 and finally one minute to make his pick. If he cannot make his choice by the fifth opportunity, he will lose the current round's draft choice entirely. This rule will apply when the manager's turn comes up whether he is on time for the draft or can be reached by phone or not.

V. FREE AGENT DRAFT

- A. Any player not assigned to a team roster is a "free agent."
- B. Interested clubs may sign "free agents" from the pool of unsigned players at the conclusion of month one through the end of the regular season.
- C. Free Agent picks are due on the 30th of each month May-November and must be part of the monthly results report.
- D. Each team has one pick per round and must specify a carded or un-carded player (not both in the same round). Each month could potentially have several rounds allowing for more than one pick per team.
- E. Free Agent draft order is determined by total W-L record, team with the lowest win total receives first pick each month, second lowest gets second and so on...
- F. Any "free agent" pick which will put a team over 40 carded or three un-carded players must be accompanied by names of players who will be cut to balance the roster.
- G. Any team which is late with monthly results cannot participate in the "free agent" draft.
- H. "Free agent" transactions are effective at the end of that month's play. For example, a "free agent" obtained on the 30th of July will be eligible to play for his new team for August series.

VI. TRADING PERIODS

- A. There will be two pre-season trading periods: one prior to and one after the rookie draft. These trading periods will be scheduled and announced by the commissioner.
- B. There will also be a midseason trading period from July 1st – 31st. Teams must be on time with June results to participate in the midseason trading period.
- C. The league office must be notified in writing, by phone, or by e-mail by all parties involved in any trade.
- D. Trades involving players to be named or future season draft picks are not allowed.
- E. The league office reserves the right to review and veto trades deemed so lopsided that they will be detrimental to the league.
- F. Trade talks are allowed year-round. However, trades may only be made official during the scheduled trading periods.

VII. UN-CARDED PLAYERS

- A. Each team may protect up to three un-carded players per season.
- B. Teams may retain un-carded players if they want. Un-carded players may be traded. Once cut, a first-year un-carded player becomes a "free agent." Once cut, a player un-carded for two or more years is considered out of baseball and will re-enter only via the rookie draft if carded again.
- C. Any player who is un-owned and has been un-carded for two consecutive years must re-enter the league through the rookie draft.

VIII. LEAGUE OFFICIALS

- A. The league will be administered to by a commissioner, who will serve terms of three years as determined by league vote. The commissioner may serve and be elected to additional three-year terms.
- B. The commissioner will be responsible for monitoring league progress, setting and maintaining league timetables, settling disputes, and developing league policy as deemed appropriate by the league membership.
- C. Each division will elect a division president to a two-year term.

- D. The responsibilities of the division presidents will include advising the commissioner on league policy and serving as an appeals board for decisions made by the commissioner.
- E. Other league officials will be appointed by the commissioner. Positions may include, but not be limited to, assistant commissioner, league statistician, league webmaster, league recruiting chief.

IX. MEMBERSHIP DUES (MANDATORY)

- A. League dues will be announced prior to the beginning of each season by the commissioner and are payable prior to the first trading period.
- B. The league office will make available a full accounting of league expenditures after each season.

X. SCORE SHEETS

- A. All league members are required to use commissioner approved computer software such as Excel or hard copy such as the APBA Journal Scoresheet which provide an inning-by-inning accounting of the games.
- B. Copies of individual game score sheets must be sent to visiting managers by home managers along with compiled statistical results for each series.

XI. COMPILATION SHEETS

- A. All managers are required to use computer-derived compilation sheets. The standard is the LDBA Series Spreadsheet (a Microsoft Excel document).
- B. If an alternative to the LDBA Series Spreadsheet is used, it is mandatory to list all stats in the same order, to simplify stat-keeping. Use of a nonstandard comp sheet must be approved by the league statistician and commissioner.

XII. MONTHLY STATS

- A. All managers are required to send monthly totals to the league office using the LDBA Monthly Report Spreadsheet or approved equal. All managers must include completed cover sheet from the LDBA Monthly Report Spreadsheet. If an alternative to the LDBA Monthly Report Spreadsheet is used, it is mandatory to list all stats in the same order to simplify stat-keeping. Use of a non-standard spreadsheet must be approved by the league statistician and commissioner.
- B. All managers must submit comp sheets/spreadsheets for both teams for series played at home each month, as well as scores of all home and away games.
- C. All teams must submit the following monthly team records: Home record, Away record, record vs. each division and Total record.
- D. A cumulative year-to-date stat report is also required at the end of each month. This should be performed using the LDBA YTD (year-to-date) spreadsheet. This requirement may be waived for managers doing stats by hand, but only with permission granted by the league statistician.
- E. Each manager should submit a partial monthly report to the league office if all series results have not been received on time.

XIII. MONTHLY TARGET DATES

- A. Instructions are due to be sent by the 30th of each preceding month.
- B. Home team has the option to play series using contingency lineups on the 7th of each month upon commissioner's approval, if no reasonable response from visiting team. These results will be official, and the Visiting team receives a "strike" for each occurrence. (See Penalty System)
- C. Home series results are due to be sent by the 30th of month to the visiting manager (copies of score sheets and comp sheets for both teams).
- D. Phone call if away results not received by 7th of month.
- E. Visiting team has the option to play the previous month's series using contingency lineups on the 7th of each month upon commissioner's approval, if no reasonable response from the home team. These results will be the official and the Home team receives a "strike" for each occurrence. (See Penalty System)
- F. Monthly report to league office due to be sent by 30th of each month.
- G. Phone call from league office if monthly reports are not received by 7th of month. Commissioner has the right to play any series not completed and stats sent by the 7th of each month. Object of this is to get all reports in by the 7th so all stats can be updated and distributed in a timely manner.

(Note all lateness penalty points are also assessed, any manager that cannot make these dates due to family emergencies or other hardships must contact opposing manager and commissioner to avoid these penalties and a strike against them.)

XIV. HOW TO SEND INSTRUCTIONS

- A. Team instructions must include 25-man roster listing all pertinent player rating information as distributed by league office (including pitchers' grade, handedness, strikeout, control, home run, move-to-first, and fatigue ratings; batters' characteristics; and catchers' throw and runner SB ratings). Each player's major league baseball team of origin is included.
- B. Playing instructions should also include: lineups for all games; starting pitching rotation; bullpen instructions; base running and SB instructions; Sac/squeeze and hit & run; PH and PR; defensive and injury replacements; infield positioning.
- C. Instructions are limited to three pages total.
- D. Every team must submit a 25-man contingency lineup stating the noted information; this contingency lineup is to be used in accordance with section XIII and any other section when stated to use contingency lineups. This lineup can be updates as needed during the season.

XV. PROTESTS

- A. Protests of individual games or violations of league rules will be decided by the commissioner.
- B. Appeals of rulings or protests involving the commissioner will be decided by the division presidents.
- C. Protests should be made in a timely manner and only in extreme and obvious cases of neglect.

XVI. REQUIRED STATISTICS

- A. Batting statistics to be kept include: Games, At Bats, Runs, Hits, RBI, Doubles, Triples, Home Runs, Walks, Strikeouts, Intentional Walks, Stolen Bases, Caught Stealing, Sacrifices, Sacrifice Flies, Hit by Pitcher, Double Plays, Errors, and Batting Average.
- B. Pitching statistics to be kept include: Games, Games Started, Complete Games, Shutouts, Wins, Losses, Saves, Innings Pitched, Innings Pitched in Relief, Hits Allowed, Runs Allowed, Earned Runs

Allowed, Home Runs Allowed, Bases on Balls Allowed, Strikeouts, Intentional Bases on Balls, Wild Pitches, Balks, Hit Batsmen, Errors, and Earned Run Average.

C. Please cross-check all series stats to be sure that Home and Visitor totals agree in hits, runs, HR, BB, IBB, strikeouts, and HBP (for example, Home Hits = Visitor Hits Allowed and vice versa).

D. The league will publish team records in one-run games as part of the standings and will notate online games and games played face-to-face when publishing series results.

XVII. POST-SEASON PLAY

A. Six teams will qualify for post-season play. There will be two division winners in the American League, two in the National League. There will be one wild card (non-division winner with best record) per league.

B. The post-season will consist of:

1) Wild Card Series (Best of 7)

a) The wild card plays the division winner with the lesser W/L record (designated as 'DW2' on fictional calendar).

b) The division winner will be home for games 1, 2, 6 and 7. The Wild Card is home for games 3, 4 and 5.

2) League Championship Series (Best of 7)

a) Winner of Wild Card Series plays the division winner with the best record (designated as 'DW1' on fictional calendar).

b) The division winner will be home for games 1, 2, 6 and 7. The Wild Card series winner will be home for games 3, 4, and 5.

3) World Series (Best of 7)

a) The winners of the two League Championship Series will compete in the LDBA World Series.

b) If one of the League Championship Series winners is a wild card and the other team is a division winner, the Division Winner will be home for games 1, 2, 6 and 7, and the Wild Card will be home for games 3, 4, and 5. Otherwise, the LCS winner with the worse record is at home for games 3 through 5; the other team is at home for games 1, 2, 6 and 7.

C. Post-season instructions should be sent simultaneously; the results of any unnecessary games will be disregarded.

XVIII. TIES FOR PLAYOFF POSITIONS

A. Determine Division Winners first.

B. Teams which lose on tie-breaker for Division Winner or any Wild Card must start tie-breaker process from beginning when attempting to qualify for the next playoff position.

C. Two-team ties are settled by a best-of-three series, with the highest-seeded team playing game one on the road and games two and three at home. Two days of rest precedes the start of the next playoff round. Limitations are as follows:

3-game series limitations

1 - 79 games played	1 game
80 - 119 games played	2 games
120 or more games played	3 games
1 - 19.2 innings pitched	1 inning
20 - 39.2 innings pitched	2 innings
40 - 59.2 innings pitched	3 innings
60 - 79.2 innings pitched	4 innings
80 - 99.2 innings pitched	5 innings
100 or more innings pitched	6 innings

D. Three or more team ties will be settled by double round-robin tournament. Only teams with the best record at the end of each round will advance to the playoffs or next round of tiebreakers as needed. If two teams remain tied for best record at the end of a round-robin round, they will play a 3-game series as outlined in (1.) above. A day of rest follows at the conclusion of each round-robin round (there are no days of rest between series within the round-robin rounds).

3-way round-robin limitations

1 - 59 games played	1 game
69 - 89 games played	2 games
90 - 119 games played	3 games
120 or more games played	4 games

4-way round robin limitations

1 - 69 games played	2 games
69 - 89 games played	3 games
90 - 109 games played	4 games
110 - 129 games played	5 games
130 or more games played	6 games

1 - 14.2 innings pitched	1 inning
15 - 29.2 innings pitched	2 innings
30 - 44.2 innings pitched	3 innings
45 - 59.2 innings pitched	4 innings
60 - 74.2 innings pitched	5 innings
75 - 89.2 innings pitched	6 innings
90 - 104.2 innings pitched	7 innings
105 or more innings pitched	8 innings

1 - 11.2 innings pitched	1 inning
12 - 23.2 innings pitched	2 innings
24 - 35.2 innings pitched	3 innings
36 - 47.2 innings pitched	4 innings
48 - 59.2 innings pitched	5 innings
60 - 71.2 innings pitched	6 innings
72 - 83.2 innings pitched	7 innings
84 - 95.2 innings pitched	8 innings
96 - 107.2 innings pitched	9 innings
108 or more innings pitched	10 innings

5-way round robin limitations

Are the same as the 7-game series limitations for relievers in XX.C. For players, add one game to each level of the 7-game series limitations list for games available in XX.B. For a range of 3 to 8 games.

E. All playoff series, including tiebreakers, utilize the following starting rotation restrictions:

35 or more starts	3 days' rest between playoff starts
27 - 34 starts	4 days' rest between playoff starts
18 - 26 starts	5 days' rest between playoff starts
6 - 17 starts	6 days' rest between playoff starts and one start per series
Less than 6 starts	ineligible to start in the playoffs

F. If teams that are tied have already qualified for the playoffs and home-field advantage is the only issue to be determined by breaking the tie, the old record-based tiebreaker system will be used instead of the playoff

- 1) Ties for home-field advantage will be broken using the following tie-breakers:
 - a) Head-to-Head Competition - If one team has a better head-to-head record against ALL members of the tie that team wins (worse record against all team eliminates that team).
 - b) Best Division Record - If one team has a better record against its division opponents than all other members of the tie that team wins (worse division record than all teams in tie eliminates that team).
 - c) Best Away Record (worse away record than all teams in tie eliminates that team).
 - d) Best Away Record in Division Games (worse away record than all teams in tie eliminates that team).
 - e) Best Net Runs in Head-to-Head Games (worse net runs than all contenders loses).
 - f) Best Net Runs, All Games (worse net runs than all teams in tie loses).
 - g) Dice Roll - high dice roll wins.

G. Statistics from any tiebreaker games are not included in the regular season statistics, and the games are not incorporated into the final regular season standings.

XIX. REGULAR SEASON PLAYER LIMITATIONS

A. Limitations

All players will be allowed to play in the number of games they played in the corresponding major league baseball season; pitchers will be limited to their real-life number of starts and relief innings. **Any primary-position pitcher who received a secondary rating at another position shall be eligible for use at that position or PH/DH, with the games limit determined by subtracting the number of MLB appearances as a pitcher from the player's total number of MLB games played**

B. Rest for Starting Pitchers

Each starting pitcher must have at least three games rest between starts in a series (all teams must use at least 4-man rotations). Pitching rotations are not continuous between series.

C. Rest when both starting and relieving

Pitchers who both started and relieved during the major league season can start and relieve in the same series, but not in back-to-back games.

XX. POST-SEASON PLAYER LIMITATIONS

A. Starting Pitchers

35 or more starts	3 days' rest between playoff starts
27 - 34 starts	4 days' rest between playoff starts
18 - 26 starts	5 days' rest between playoff starts
6 - 17 starts	6 days' rest between playoff starts and one start per series
Less than 6 starts	ineligible to start in the playoffs

B. Offensive Players

3 Game Series

120 or more games played	3 games
80 - 119 games played	2 games
1 - 79 games played	1 game

5 Game Series

130 - 162 games played	5 games
100 - 129 games played	4 games
70 - 99 games played	3 games
1 - 69 games played	2 games

7 Game Series

140 - 162 games played	7 games
120 - 139 games played	6 games
100 - 119 games played	5 games
80 - 99 games played	4 games
60 - 79 games played	3 games
1 - 59 games played	2 games

C. Relief Pitchers

3 Game Series

1 - 19.2 innings pitched	1 IP
20 - 39.2 innings pitched	2 IP
40 - 59.2 innings pitched	3 IP
60 - 79.2 innings pitched	4 IP
80 - 99.2 innings pitched	5 IP
100 or more innings pitched	6 IP

5 Game Series

1-13 innings pitched	1 IP
13.1 - 26 innings pitched	2 IP
26.1 - 39 innings pitched	3 IP
39.1 - 52 innings pitched	4 IP
52.1 - 65 innings pitched	5 IP
65.1 - 78 innings pitched	6 IP
78.1 - 91 innings pitched	7 IP
91.1 - 104 innings pitched	8 IP
104.1 - 117 innings pitched	9 IP
> 117 innings pitched	10 IP

7 Game Series

1 - 10 innings pitched	1 IP
10.1 - 20 innings pitched	2 IP
20.1 - 30 innings pitched	3 IP
30.1 - 40 innings pitched	4 IP
40.1 - 50 innings pitched	5 IP
50.1 - 60 innings pitched	6 IP
60.1 - 70 innings pitched	7 IP
70.1 - 80 innings pitched	8 IP
80.1 - 90 innings pitched	9 IP
90.1 - 100 innings pitched	10 IP
100.1 - 110 innings pitched	11 IP
> 110 innings pitched	12 IP

D. Other Special Post-Season Rules

- 1) Relievers may not pitch more than three innings in a game unless the reliever is a grade D (Coxx grade 1-4).
- 2) Starting pitchers who were not permitted to relieve during the regular season but who will not start in the current playoff series can be used as relievers for up to 3 IPR in the current playoff series.
- 3) Any pitcher with less than 1 IPR in real life will be limited to his real-life total during each series in the playoffs, unless he is declared strictly a reliever for the series as in (2) above.
- 4) Any pitcher who will both start and relieve in a playoff series cannot relieve in the game preceding or following the game(s) in which he will start.
- 5) Pitching rotations will be continuous in post-season play, carrying over from one series to the next.
- 6) If a team runs out of eligible relief innings in a playoff game that has reached extra innings, the current pitcher will be allowed to continue until the conclusion of the game. If this pitcher exceeds his innings limit for the series, his available innings in the following series will be reduced by a corresponding amount of innings if the team advances to the next round of the playoffs.
- 7) The following "fictional calendar" will be used to determine pitching rotations in the playoffs. DAY OFF will be used in place of any games that were not necessary.

WC = Wild Card 1 (non-division best record)
WC = Wild Card 2 (non-division second best record)
DW1 = Division Winner with best record
DW2 = Division Winner with second best record

Tie breaker Series (both leagues)

Game 1
Game 2
Game 3
DAY OFF
DAY OFF

League Championship Series (both leagues)

Day 15: WCS winner at DW1 Game 1
Day 16: WCS winner at DW1 Game 2
Day 17: DAY OFF
Day 18: DW1 at WCS winner Game 3
Day 19: DW1 at WCS winner Game 4
Day 20: DW1 at WCS winner Game 5 (if necessary)
Day 21: DAY OFF
Day 22: WCS winner at DW1 Game 6 (if necessary)
Day 23: WCS winner at DW1 Game 7 (if necessary)
Day 24: DAY OFF

Wild Card Series (3 games series, both leagues)

Day 1: Game 1 WC2 at WC1
Day 2: Game 2 WC1 at WC2
Day 3: Game 3 WC2 at WC1
Day 4: DAY OFF

League Divisional Series (LDS) (both leagues)

Day 5: WC at DW2 Game 1
Day 6: WC at DW2 Game 2
Day 7: DAY OFF
Day 8: DW2 at WC Game 3
Day 9: DW2 at WC Game 4
Day 10: DW2 at WC Game 5 (if necessary)
Day 11: DAY OFF
Day 12: WC at DW2 Game 6 (if necessary)
Day 13: WC at DW2 Game 7 (if necessary)
Day 14: DAY OFF

World Series (AL vs. NL)

Day 25: AL champ vs. NL champ Game 1
Day 26: AL champ vs. NL champ Game 2
Day 27: DAY OFF
Day 28: AL champ vs. NL champ Game 3
Day 29: AL champ vs. NL champ Game 4
Day 30: AL champ vs. NL champ Game 5 (if necessary)
Day 31: DAY OFF
Day 32: AL champ vs. NL champ Game 6 (if necessary)
Day 33: AL champ vs. NL champ Game 7 (if necessary)

XXI. SPECIAL PITCHING RULES

A. Coxx System

All pitchers will use the APBA Master Game numerical grade (1-30) assigned to them. On any hit which is subject to possible change depending on the pitcher's grade (8, 9, sometimes 7, and sometimes 10), roll the dice and consult the Coxx matrix chart to determine the pitcher's grade (A, B, C, or D) against that particular batter. See Coxx Chart.

B. Lefty-Righty

Throughout the game, the pitcher's base grade is increased or decreased against individual batters, depending on each hitter's assigned batting characteristic.

C. Pitcher Fatigue

Each pitcher is given a fatigue rating. Some have two ratings; one for starting and one for relieving. As a game progresses, pitchers accumulate:

- 3 points for each earned run
- 2 points for each hit
- 1 point for each unintentional base on balls

When any pitcher has accumulated a total of fatigue points which equals his fatigue rating, that pitcher is fatigued. Roll one die, counting six as a zero, to determine how many points (0-5) to subtract from the pitcher's base grade.

To determine subsequent grade reductions through further fatigue:

When a starter accumulates half as many fatigue points as was required for the immediately preceding reduction (rounded up at each level), he is fatigued again. For example, a starter with a 22 fatigue is reduced 0-5 points each time he reaches the following fatigue totals: 22, 33 (22+11), 39 (33+6), 42 (39+3), 44 (42+2), 45 (44+1), 46 (45+1), 47 (46+1), 48...

Relievers are simply fatigued 0-5 points each time they accumulate points totaling their original rating. For example, a reliever with a 4 fatigue is reduced at 4, 8 (4+4), 12 (8+4), 16 (12+4), 20...

Please note: It is possible to be fatigued several times on a single play. For example, a grand slam home run could account for as many as 14 fatigue points [(4 runs x 3) + (1 hit x 2)] if all four runs are earned and charged to the same pitcher. Make a separate fatigue roll for each time a fatigue level has been exceeded.

D. Home Run Ratings

Each pitcher is given a home run rating, ranging from +35 to -35. Pitchers with a plus (+) rating risk converting doubles into home runs. Pitchers with a minus (-) rating can change home runs into doubles. The pitcher's rating represents his chances out of 36 to enact a conversion.

PLUS (+) PITCHER: If a home run is rolled, the play stands. If the playing boards indicate a double, it could be converted to a homer. A pitcher with a +6 rating will convert 6 out of 36 doubles into home runs. Roll both dice and 11-16 signify conversion to a homer; 21-66 means the play remains a double as stated on the playing boards (base runners advance as indicated by the boards). Note: the batter must have a "1" on his card in the first or second column; otherwise no conversion is possible and disregard the (+).

MINUS (-) PITCHER: If a double is rolled, the play stands. If the playing boards indicate a home run, it could be converted into a double. A pitcher with a -13 rating will convert 13 out of 36 homers into doubles. Roll both dice and 11-31 signifies conversion to a double (base runner advancement is same as play result "6" with a runner on first: Runners advance 2 bases, "F" on 1st scores; 2 outs any runner scores); 32-66 keeps the play a home run.

Pitchers rated (0) affect neither homers nor doubles. Triples are never affected.

E. Control and Strikeout System

Ignore all references to play results for W, X, Y, Z and ZZ on the playing boards. Instead, consult the LDBA Quick Reference Sheet (Appendix) in conjunction with the ratings described below:

Each pitcher is given a rating for control and strikeout ability, with 108 possible gradations. These ratings are divided into three categories: CR1, CR2, and CR3 for control and K1, K2, and K3 for strikeouts.

For example, a pitcher rated CR36/3/0 for control and K36/36/12 for strikeouts means that

CR1 = 36 and that K1 = 36
 CR2 = 3 K2 = 36
 CR3 = 0 K3 = 12

Each number represents the chances out of 36 for a walk or strikeout to occur if a possible change is indicated on the Quick Reference Sheet (Appendix).

For the sake of shorthand, a rating such as CR26/0/0 will commonly be listed as CR26. Likewise, K36/13/0 means the same as K36/13.

Note: The control and strikeout system is applied to some roll results on the LDBA unexpected event card and some roll results in certain sacrifice situations (see Quick Reference Sheet (Appendix)).

F. Grade Reduction

If a pitcher allows five earned runs in any three consecutive innings or less, his grade is immediately reduced five MG points. An additional five earned runs during any three consecutive innings will result in the loss of another five grade points. Any pitcher who reaches grade 1 through Grade Reduction is ineligible for Full Grade Advancement described below.

Note: Grade Reduction and Pitcher Fatigue (see XXI.C) are two separate concerns, which may or may not happen simultaneously.

G. Partial Grade Advancement

This rule applies to starting pitchers only. It applies only to innings 1-4 of each game. Use the following chart:

<u>Grade</u>	<u>1-2-3 innings required</u>	<u>MG advancement</u>
D (1-4)	Any 1-2-3 inning in 1st-4th	1 point for each
C (5-9)	First requirement: Any "2" 1-2-3 innings in 1st-4th	2 points
	Bonuses: Any more 1-2-3 innings in 1st-4th	1 point for each
B (10-14)	First requirement: Any "2" consecutive 1-2-3 IP in 1st-4th	2 points
	Bonuses: Any more 1-2-3 innings in 1st-4th	1 point for each
A (15+)	First requirement: Any "3" 1-2-3 innings in 1st-4th	3 points
	Bonuses: Any more 1-2-3 innings in 1st-4th	1 point

Note: 1-2-3 means a perfect & complete inning in which no batters reach base. Partial grade advancement points are added to the pitcher's grade at the start of the next inning; potential bonus points are held in escrow.

H. Full Grade Advancement

The league will use a modification of "Optional Pitching Rules Grade Advancement" described on old playing board B (runner on second chart). Please note that the possibility of grade advancement should be determined using the pitcher's original grade, not factoring in any grade changes due to partial grade advancement, grade reduction, or fatigue.

Each full grade increase described on chart B will increase a pitcher's grade by 5 MG points:

If a D (1-4) allows no earned runs for 5 successive innings, add 5 points to current MG grade**

If a C (5-9) allows no earned runs for 6 successive innings, add 5 points to current MG grade**

If a B (10-14) allows no earned runs for 7 successive innings, add 5 points to current MG grade**

If an A (15-19) allows no earned runs for 8 successive innings, increase grade to 20 (this also makes pitcher ineligible for Grade Reduction; he is still subject to Pitcher Fatigue)

**Add 5 additional points to current MG grade for each additional successive inning without an earned run, up to a maximum of MG 20.

This rule applies equally to starting pitchers and relievers.

Note: Innings must be complete. For instance, if a D pitcher gave up a home run with one out in the first inning, and then no more earned runs, then he would not be eligible for a full grade advancement until the first batter in the seventh inning.

I. First Batter Advancement for Relievers

Please remember to add five points to a relief pitcher's grade against the first batter he faces if he enters in the middle of an inning (if a reliever enters at the start of an inning, add no points). A reliever with a base grade of 15-19 should be treated as a 20 vs. the first batter; relievers who are 20+ get no bonus. Any lefty-righty bonus is added on top of the first batter bonus. A 20+ pitcher is still eligible for lefty-righty increases.

J. 5-Inning Rule

All starting pitchers must pitch at least five innings unless:

1. They have allowed 4 runs; or
2. They have allowed 10 hits; or
3. They have been fatigued; or
4. They are injured or ejected.

No starting pitcher can be removed prior to pitching five innings unless at least one of the above conditions has been met.

K. 10-Inning Rule

All starting pitchers must be removed after pitching 10 innings.

L. Running by the Pitcher

Pitchers may pinch run, but may not pinch hit. Any appearance by a pitcher as a PR will not affect his allotted pitching limitations.

M. HB0, WP0, BK0 or a PB0 Rule

Whenever a play result of HBP, Wild Pitch, Balk or a Passed Ball is indicated on the boards, a pitcher with an HB0, WP0, BK0 or a Cather with a PB0 the rating negates the results indicated. The batter shall re-roll for a new play result, with ball one.

XXII. SPECIAL HITTING RULES

A. Bases Empty 12 Single

With the bases empty, play result "12" could be either a base on balls or a single. Consult the Quick Reference Chart.

B. Hit & Run Play

The Hit & Run play may be used a maximum of four times per team per game, and the batter must have 2 "31s" on his card. The Hit & Run may not be called for if the runner has an SB rating of N.

If the game goes into extra innings, each team may use the Hit & Run play one additional time.

C. Designated Hitter

The DH must be used for all games. Pitchers are not allowed to bat, **except that anyone carded exclusively as a pitcher who appeared in 10 or more games as a DH during the MLB season shall be eligible for use as a DH in the LDBA. Games limit will be determined by subtracting the number of MLB appearances as a pitcher from the player's total number of MLB games played.**

D. Second Column Singles

A play result "7" or "8" in the second column of a batter's card is an automatic single and not subject to change under the Coxx System.

E. Base Coaching

The optional base coaching rules found on the back of playing board B (runner on third chart) will be used. Please be specific regarding what options you want to use and when you want to use them. Since the newer versions of the playing boards do not detail these options, they are listed below. Note that none of the options listed below apply when using the Sacrifice and Hit & Run booklet.

- 1) Specific base runners may elect to "play it safe" when advancing on all hits.
- 2) Specific base runners may elect to "play it safe" with respect to advancement after a caught fly ball. This means the specified runner(s) will NOT advance after a caught fly ball.
- 3) With a runner on third and 0 outs only (and if the bases are not full), the runner can elect to play it safe on a ground ball WITH THE INFIELD PLAYING IN ONLY. The runner on third then holds except on a hit or an error, in which case he advances. Any throws by infielders that normally would have gone home then go to first base, PO-1B. This, of course, nullifies any catcher's errors on throws home or any other play at the plate following a batted ball.
- ~~4) The manager may "play it safe" with respect to specific base runners stealing a specific base. This nullifies successful as well as unsuccessful stolen base attempts. If either runner is playing it safe with runners on first and third, all double steal attempts are nullified.~~

F. Unexpected Event Card

Whenever you get a result number of 15-23 or 36-41 on the player card, check the boards. If the play result on the boards DO NOT result in the batter being hit by the pitcher, re-roll, and use the result on the Unexpected Event Card (See LDBA Quick Reference Sheet (Appendix)). Ignore any result of HBP – roll again if necessary – and use the second column if the result is a 0.

Note: The K2 and K3 results are considered only on a first-column 64-66. On Hit & Run or Sacrifice, consult unexpected results chart first, then the Hit & Run or Sacrifice booklet. If result is 36-41 and bases are empty roll for CR2 if necessary.

G. Sacrifices

With a runner on 2nd only, change play result "8" to read:

"Out at first--runner to third (sacrifice) A-3B, PO-1B."

The control (CR) and strikeout (K) system is not used in conjunction with sacrifice attempts, with the exceptions noted at the bottom of the Quick Reference sheet.

H. Injuries

Injuries as stated on the playing boards are confined to the current game only. No injury is carried over to other games in the series or subsequent series.

I. Rain Outs

There are no rain outs. Change result to "Rain Delay." Remove 5 points from each team's pitcher's grade. Re-roll the dice and continue play.

J. Master Game Fielding

The Master Game Fielding Chart will be used to determine the outcome of defensive plays. Consult the Optional Fielding Ratings table on playing board C (runners on first & second chart) to determine which fielder to roll for on a given play result. Roll the dice, referring to the MG Fielding Chart included on the Quick

Reference Sheet (Appendix). Since the newer versions of the playing boards do not which numbers pertain to which fielder, they are listed below.

15, 30 – Left Fielder	Infield - 22, 24, 25, 29, 33, 34
16, 31 – Center Fielder	(4 infielders + catcher + pitcher)
17, 32 - Right Fielder	
18, 28 - Shortstop	Team - 12, 23, 35, 36, 37, 38, 39, 40, 41
19, 27 - Third Baseman	(total for all 9 defensive players)
20, 26 - Second Baseman	
21 - First Baseman	

The numbers on the chart in parentheses are the fielding two numbers for each fielding rating at each position. A dice roll less than the numbers in parentheses indicates fielding one. A dice roll higher than the numbers in parentheses indicates fielding three.

Note: In reference to infield and team fielding ratings:

Infield: 29 or less = fielding 3; 30-34 = fielding 2; 35 or greater = fielding 1

Team: 35 or less = fielding 3; 36-40 = fielding 2; 41 or greater = fielding 1

K. Changes to Playing Boards

Please note the following changes to the **Bases Empty** playing boards:

18 Fielding One	Out at First A-SS, PO-1B
19 Fielding One	Out at First A-3B, PO-1B
20 Fielding One	Out at First A-2B, PO-1B
21 Fielding One	Pop out to First PO-1B
23 Fielding One	Pop out to Pitcher PO-P
41 Fielding One	Pop out to Catcher PO-C

Please note the following change to the **Runner on Second** playing board:

Play result "26" automatically moves the runner to third, regardless of the fielding rating (A-2B, PO-1B).

Please note the following change to the **Runner on Third** board:

Play result "6" Homeron (On cards with double columns, double)

In this situation, all first column 6's will only be homeruns (subjected to pitcher's HR rating) on single-column cards.

L. Changes to Hit & Run Book -

Please note the following changes to Hit & Run results (note: these changes may already be incorporated depending on the version of the APBA boards used.)

Hit & Run - Runner on First

1	Double, runner scores
10	Single, runner to third, batter steals second, 1-2 count
11	Single, runner to third, batter steals second, 2-2 count
22	HBP
40	CS, 1-0 count
41	Out at first, runner to second (F to 3rd), A-3B, PO-1B

Hit & Run - Runners on First & Third

1	Double, both runners score
11	Single, one runner scores, other to third

M. Base Stealing

Each runner's ability to steal a base is determined by the following formula:

SSN - Th - MF = likelihood of successful steal of 2nd base

SSN - Th - 5 = likelihood of successful steal of 3rd base

SSN - 15 = likelihood of successful steal of home

[SSN is the runner's steal success number; Th is the catcher's throwing rating; MF measures the pitcher's move to first base]

- Any time a stolen base attempt is indicated on the boards (both SB & CS), the above chart is consulted to determine the success of the steal attempt.
- If the offensive team is ahead, the runner must attempt the steal immediately; roll the dice to determine whether the steal attempt will be successful.
- If the game is tied or if the offensive team is trailing, the manager has the option to hold the runner, which will nullify the steal attempt. If the runner is held initially, the manager may elect to have that runner attempt to steal the indicated base at any time during the inning.
- Hit and Run plays work the same, only without the option to hold the runner when tied or trailing.

The following exceptions apply:

1. If a runner is rated as a G or R base stealer (indicated by an "*" after the SSN on the player ratings list), for Hit & Run purposes only, deduct 12 points from the runner's initial SSN, then subtract catcher's throw and pitcher's MF rating to determine the chance for a successful steal. Base runners who are rated N are not eligible to be used on the Hit & Run play.
2. On squeeze play results in which the boards indicate a caught stealing home, subtract 25 points from the runner's SSN (instead of 15) to determine the runner's chance for a successful steal of home. If the result of the runner's SSN minus 25 is 0 or less, the runner is automatically out stealing. If a runner's SSN rating is N, he is automatically out at home on any squeeze steal attempt. On squeeze attempts in which an SB or CS is indicated on the boards, the offensive manager does not have the option to hold the runner; the steal of home must be attempted.
3. Other than squeeze play attempts with a board result indicating a caught stealing home, an N rating for a base runner will nullify all steal attempts, both SB and CS (Play result: Ball, runners holds safely, roll again).
4. If the board indicates an attempted double steal, the defense must choose which of the two runners it will attempt to throw out.
5. Any player whose $SSN - Th - MF = 0$ or less is automatically out on any steal they attempt.
6. Any player whose $SSN - Th - MF = 36$ or more is automatically safe on any steal they attempt.

For purposes of instructions, it is recommended that each team set a minimum number at or above which runners will attempt to steal when their team is tied or behind (if the offensive team is leading, the steal must be attempted, regardless of the chance for success). For example:

"When tied or behind, base runners only attempt stolen bases when the chance of stealing is 24 or greater."

Managers may be more specific regarding certain players, how many runs behind, how many outs in an inning, or at which stage in the game they would like their base runners to be more or less likely to attempt a steal.

Note: Upon release of the new card set each year, the league will determine the weighted average sum of catcher Th and pitcher MF. If the set's weighted average is less than 1.25 or more than 2.5, the league will add or subtract up to two (2) points from every catcher's Th rating to most closely align the weighted average Th+MF sum to a target range of +1.5 to +2.

XXIII. OVERUSE PENALTY POINTS

A. The objective is to maintain fair play and statistical integrity of the LDBA.

B. Definitions

Overuse: Any player whose usage during the LDBA season exceeds his published LDBA limitation(s).

Excessive Overuse: Position Players - 5 games overuse; Relief Pitchers - 5 innings overuse; Starting Pitchers - 2 starts overuse.

Extraordinary Overuse: Position Players - 10 games overuse; Relief Pitchers - 10 innings overuse; Starting Pitchers - 5 starts overuse.

C. Overuse Penalty Points

- 1) Position Players - 1 point/game overuse.
- 2) Relief Pitchers - 1 point/inning overuse (1/3 inning overuse ignored, 2/3 inning overuse rounded up to 1).
- 3) Starting Pitchers - 5 points/start overuse.
- 4) Over usage penalty = the sum of a, b, and c.
- 5) Playoff Penalty - If the team makes the playoffs, double the over usage penalty points.
- 6) Repeat Offender Penalty - If over usage penalty points is greater than 10, add the previous year's total points.
- 7) Multiple Players Penalty - Add 5 points for each player beyond 2 that were overused.
- 8) League Leader Penalty - If a player finishes the year in the league top 10 in Homeruns, RBI, Batting Average, Wins, Saves, Pitching Strikeouts, or ERA, add points as follows: 10 for first place, 9 for second, ..., 1 for tenth (for each category).
- 9) All-Time Leader Penalty - If a player finishes in the all-time single-season top 10 in any category, add points as follows: 10 for first place, 9 for second, ..., 1 for tenth (for each category).
- 10) Team League Leader/All-Time Leader Penalty - If the team leads the league in or finishes in the all-time single-season top 10 in any category affected by overused player(s), add points as follows: 1 point/game overuse (offensive players), 1 point/inning overuse (relief pitchers), 5 points/start overuse, for each overused player contributing to that category.
- 11) Total Over usage Penalty Points = d (or $2 * d$ if team made the playoffs) + f + g + h + i + j

D. Additional Penalties

- 1) If a team won a playoff position and the number of games won against that competitor in which overused players were used is more than or equal to half the margin of games in the standings, then those games must be replayed without all of the overused players originally used (statistics redone by the playing managers). Overuse penalty points are still assessed.
- 2) If a team makes the playoffs, all overused players are ineligible for the playoffs for the amount of their overuse, subtracted from their playoff limitations. This continues into subsequent rounds of the playoffs or into the following season if the overuse exceeds the first-round playoff limitation.
- 3) In the case where the overused player is a pitcher who will start in the playoffs, he will be ineligible to start for the first ((days between playoff starts) * (overused starts)) days that his team is in the playoffs. For example, if a pitcher is overused by 2 starts and his playoff limitation is 5 days between starts, that pitcher is ineligible to start a game for the first 10 days his team is in the playoffs.
- 4) If a team does **not** make the playoffs, all excessively overused players have their limitation(s) for the following season reduced by the amount of overuse. If the player is not carded the following year, the overuse will be transferred to another player on the team that plays the same position(s) as the overused player.
- 5) The accumulated overuse penalty points will be used to determine the penalty which will be assessed to the team (see the section entitled Penalty System).
- 6) Any extraordinarily overused player, any excessively overused player who leads the league in Homeruns, RBI, Batting Average, Wins, Saves, Pitching Strikeouts, or ERA, or any excessively overused player on a playoff team will be removed from the team and placed in the upcoming rookie draft.
- 7) Blatant, purposeful over usage of players by a manager to gain an advantage will result in expulsion from the LDBA.
- 8) If there is any question of over usage contributing to an individual's or team's positioning within the league leader lists or the all-time single-season leader lists, such players or teams will not be

recognized. If, in the commissioner's judgment, the over usage did not contribute, the such players or teams will be recognized, but with an asterisk denoting the overuse.

E. Appeals

This system is objective and automatic. The commissioner will review all penalties and has the option of arbitrarily adjusting penalties which he deems overly harsh or overly soft. Appeals can be made first to the commissioner and then to the four division presidents. Short of a home manager ignoring instructions in the last month of the season, there are extremely few valid excuses that would result in the reversal of a penalty due to overuse.

XXIV. LATENESS PENALTY POINTS

A. Objective

The objective is to maintain a league that runs in a timely fashion.

B. Lateness Penalty Points

- 1) A lateness penalty point will be assessed to a manager for each day that his monthly report is overdue on the postmark or date/time stamp (if the report is e-mailed or faxed).
- 2) A lateness penalty point will be assessed to a manager for each day that a home series result is overdue being sent to the visiting manager, based on the postmark.
- 3) If for some reason a manager is not able to submit a monthly report on time, he/she should notify the league president in advance. Not receiving results from an away series is NOT an acceptable excuse for a late monthly report (see XII - E).
- 4) Each manager who has accumulated lateness points will have his name published in the monthly newsletter, along with the total number of lateness points that he has accumulated.
- 5) The number of lateness penalty points accumulated at the end of the season will be used to determine the penalty which will be assessed to the team (see the section entitled Penalty System).

C. Three Strikes

- 1) A "strike" is given to any manager that does not send or receive monthly instructions and/or results defined in Section XIII. Any manager that receives a third strike is automatically suspended from the league for the remainder of the season and at the conclusion of the season all managers remaining in the league are to vote if the manager is allowed to return the following year (majority wins). The commissioner has the option to appoint a new manager for the remaining schedule, use the Computer version, or ask other managers to roll the remaining games.

XXV. PENALTY SYSTEM

- A. Each position in the Rookie Draft is assigned a value of 8 points. The team with the worst record gets 8 points, second-worst 16 points, and so on up to the World Series Champion getting 144 points.
- B. Each team will have their accumulated overuse penalty points added to their accumulated lateness points (see previous 2 sections). This total represents that team's total penalty points.
- C. A team will drop a draft position in each round of the draft for every 8 total penalty points accumulated. There is no limit to how far a team may fall in the draft due to overuse and/or lateness.

XXVI. CHANGES TO THE CONSTITUTION

- A. Proposed changes to the constitution require at least 2/3 of all votes cast for passage.
- B. All submitted proposals will be compiled for a ballot, which will be distributed to managers after the conclusion of each season.

LDBA Changes from APBA Boards

The following changes must be applied to all APBA boards when playing LDBA games. Depending on the version of APBA game company boards used, some of these changes may already be in place.

Situation Result Outcome

Bases Empty (XXII, K)

12	CR2; if not a walk, roll Coxx rating. If Grade D or team at bat has no hits in game, ground out to first; otherwise, single to center
18 (fldg 1)	A-SS, PO-1B
19 (fldg 1)	A-3B, PO-1B
20 (fldg 1)	A-2b, PO-1B
21 (fldg 1)	Pop out to first base, PO-1B
23 (fldg 1)	Pop out to Pitcher, PO-P
41 (fldg 1)	Pop out to Catcher PO-C

Runner on Second Only (XXII, K)

26	Out at first, runner to third, A-2B, PO-1B
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Runner on Third Only (XXII, K)

6	Home Run (on cards with double columns, double)
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Runners on First and Third (XXII, I)

23	Rain Delay; each team's pitcher's grade is reduced 5 points
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Hit & Run - Runner on First (XXII, L)

1	Double, runner scores
10	Single, runner to third, batter steals second, 1-2 count
11	Single, runner to third, batter steals second, 2-2 count
22	HBP
40	CS, 1-0 count
41	Out at first, runner to second (F to 3 rd), A-3B, PO-1B

Hit & Run - Runners on First & Third (XXII, L)

1	Double, both runners score
11	Single, one runner scores, other to third

Sacrifice - Runner on Second only (XXII, G)

8	Out at first, runner to third (SAC) A-3B, PO-1B
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LDBA Quick Reference Sheet (2016 Version)

Unexpected Event Card

11-15-19	31-22-23	51-39-38
12-16-19	32-22-23	52-39-38
13-17-19	33-23-23	53-39-38
14-18-19	34-23-23	54-40-38
15-18-19	35-36-23	55-40-38
16-19-19	36-36-23	56-40-38
21-19-19	41-36-37	61-40-41
22-20-19	42-36-37	62-40-41
23-20-21	43-36-37	63-41-41
24-21-22	44-37-37	64- K3; 0-41
25-21-22	45-38-37	65- K2; 0-41
26-22-22	46-39-37	66- K2; 0-41

Reminder: On Unexpected Event Card result of 36 - 41 with the bases empty, check for CR2.

Whenever you get a result number of 15 - 23 or 36 - 41 on the player card, check the boards (or sacrifice/hit & run booklet). If the play result on the boards DOES NOT result in the batter being hit by the pitcher, re-roll, and use the result on the Unexpected Event Card. Ignore any result of HBP – roll again if necessary – and use the second column if the result is a 0. Note: The K2 and K3 results are considered only on a first-column 64-66 on the Unexpected Event Card.

<u>POSITION</u>	<u>FIELDING RATING</u>				
1B	2 (21-26)	3 (31-46)	4 (52-62)	5 (61-63)	
2B/C	5 (14-21)	6 (21-32)	7 (31-46)	8 (53-62)	9 (61-63)
SS	6 (14-21)	7 (21-32)	8 (31-46)	9 (53-62)	10 (61-63)
3B	3 (21-32)	4 (31-46)	5 (53-62)	6 (61-63)	
OF	1 (14-22)	2 (31-46)	3 (55-63)		
Infield/Team	3 (21-32)	2 (31-46)	1 (55-63)		

1B (21), **2B** (20 & 26), **3B** (19 & 27), **SS** (18 & 28), **LF** (15 & 30), **CF** (16 & 31), **RF** (17 & 32)
Infield (22, 24, 25, 29) = **P+C+1B+2B+3B+SS** – Fielding 1 (35 or more), Fielding 2 (30-34), Fielding 3 (29 or less)
Team (12, 23, 36-41) = **all 9 defensive players** – Fielding 1 (41 or more), Fielding 2 (36-40), Fielding 3 (35 or less)

CR and K RATINGS If using this table doesn't result in a BB or K, use the result from the boards or sac booklet.

Regular Playing Boards

12	BASES EMPTY: CR2; if not a walk, roll for COXX rating. If Grade D or team at bat has no hits in game, groundout to first; otherwise, SINGLE to center
	RUNNER(S) ON: CR2
13	K1; if not a strikeout, same as board result 30 for RH hitter, 32 for LH hitter
14	CR1; if not a walk, 2 balls on batter
24	BASES EMPTY ONLY: K3
25	BASES EMPTY ONLY: K2
26	CR2
27	K2
28	K3
29	K2
30	ONLY IF BATTER IS RH, 0-1 OUTS, AND 3RD BASE OCCUPIED: K2
31	CR3
32	ONLY IF BATTER IS LH, 0-1 OUTS, AND 3RD BASE OCCUPIED: K2
33	K2
34	K2
35	CR2
36-41	BASES EMPTY ONLY: CR2

<u>Sacrifice, Runner on First</u>		<u>Sacrifice, Runner on Second</u>		<u>Sacrifice, Runners on First & Second</u>	
12	CR2	35	CR2	12	CR2
14	CR1			14	CR1
35	CR2			35	CR2

REVISION HISTORY	
YEAR	DESCRIPTION OF CHANGES
LDBA 26	<ul style="list-style-type: none"> ADOPT PLAYOFF SYSTEM TO BREAK TIES FOR PLAYOFF POSITIONS INSTEAD OF USING TIE-BREAKERS ADOPT HBO RULE AMEND XXI, G TO SAY 'POTENTIAL BONUS POINTS ARE HELD IN ESCROW.
LDBA 27	<ul style="list-style-type: none"> J-4 CUTS ARE REQUIRED TO BE SUBMITTED 1 HOUR BEFORE THE ROOKIE DRAFT AT THE LATEST
LDBA 28	No CHANGES
LDBA 29	<ul style="list-style-type: none"> REVISE THE WORDING OF XXIII, D1 REGARDING WHICH OVERUSE SITUATION REQUIRES GAMES TO BE REPLAYED
LDBA 30	<ul style="list-style-type: none"> ADOPT THE REVISED UNEXPECTED PLAY CHART REVISE PLAYING BOARD RESULT FOR BASES EMPTY, 21, FIELDING 1 REVISE XXI, K TO REQUIRE STARTING PITCHERS BE REMOVED AFTER 10 INNINGS
LDBA 31	No CHANGES
LDBA 32	<ul style="list-style-type: none"> ADDED 1 POINT BUMP TO CATCHERS THROW RATING
LDBA 33	<ul style="list-style-type: none"> DEFAULT LINEUP CONTINGENCY PLAN WAS ADDED POST SEASON PLAYER LIMITATIONS – ADDED SECOND DAY OFF TO PLAYOFF SCHEDULE BETWEEN THE TIEBREAKER AND THE WILD CARD SERIES. LDBA QUICK REFERENCE SHEET - UPDATED FIELDING RATINGS TO LATEST VERSION OF THE MASTER GAME BOARDS. AMEND XXIV LATENESS PENALTY POINTS - ADDED “3” STRIKE RULE. AMEND XIII MONTHLY TARGET DATES AMEND V – DUE DATE IS CHANGED TO THE 10TH OF EACH MONTH. PLAYER IS ALLOWED THE FOLLOWING MONTH. AMEND IX – REMOVE THE MANDATORY STATEMENT. ADD IN POST SEASON PLAYER LIMITATIONS – EMERGENCY PITCHING ADDED 2 POINT BUMP TO CATCHERS THROW RATING RATIFIED SECTION VI – TRADE PERIODS, TEAMS MUST BE CURRENT. RATIFIED THE TITLE OF THE CHIEF ADMINISTRATIVE OFFICIAL TO “COMMISSIONER”. AMEND SECTION II - CLARIFY ACTIVE 25 PLAYER ROSTER REQUIREMENTS. AMEND SECTION II – CLARIFY ACTIVE ROSTERS ARE ALLOWED TO BE CHANGED DURING POST-SEASON PLAY.
LDBA 34	<p>CHANGED WORD TO THE 12 “HIT” RULE.</p> <ul style="list-style-type: none"> BASES EMPTY: CR2; IF NOT A WALK, ROLL COXX RATING. IF GRADE D OR TEAM AT BAT HAS NO HITS IN GAME OR CURRENT PITCHER HAS NOT ALLOWED A HIT, GROUNDOUT TO FIRST; OTHERWISE, SINGLE TO CENTER.
LDBA 35	<ul style="list-style-type: none"> ADDED ONE POINT BUMP FOR CATCHERS THROW RATING. ADDED NOTE AT THE END OF SECTION XXII, ADJUSTING CATCHER THROW RATING. ADDED PARAGRAPH D. OF SECTION XVI, REQUIRING ONE RUN GAMES AND FTF OR ONLINE GAMES BE NOTED. REPEAL “12HIT” RULE FROM LDBA 34

LDBA 36	<ul style="list-style-type: none"> • <i>ADDED TWO POINT BUMP FOR CATCHERS THROW RATING. (PER SECTION XXII)</i>
LDBA 37	<ul style="list-style-type: none"> • <i>ADDED ONE POINT BUMP FOR CATCHERS THROW RATING. (PER SECTION XXII)</i> • <i>AMEND ARTICLE XXII SPECIAL HITTING RULES, SECTION K.</i> • <i>DRAFT SPOT PLAYOFF GAME</i> • <i>AMEND ARTICLE X - A. SCORESHEETS.</i> • <i>AMEND ARTICLE XI - COMPILATION SHEETS A & B</i> • <i>AMEND ARTICLE IV C. – ROOKIE DRAFT J-4 CUTS</i> • <i>AMEND XII. MONTHLY STATS</i> • <i>AMEND ARTICLE V – FREE AGENT SELECTIONS</i> • <i>ADDED FIELDING 1 BASES EMPTY ERRORS FOR ERROR NUMBERS 23 AND 41.</i>
LDBA 38	<ul style="list-style-type: none"> • <i>AMEND ARTICLE XX POST-SEASON PLAYER LIMITATIONS-ELIGIBLE RELIEF INNINGS</i> • <i>AMEND ARTICLE XXII.E - SPECIAL HITTING RULES BASE COACHING</i> • <i>AMEND ARTICLE VI.B-TRADING PERIODS CALLING OUT JULY 1-31.</i> • <i>AMEND ARTICLE V & XIII – REPORTING DATES COMBINED TO THE 30TH FOR ALL MONTHLY INSTRUCTIONS AND REPORTING.</i>
LDBA 39	<ul style="list-style-type: none"> • <i>ADD A SECOND WILD CARD TEAM IN EACH LEAGUE. THE TWO NON-DIVISION WINNING TEAMS IN EACH LEAGUE WITH THE BEST RECORD (REGARDLESS OF DIVISION) WOULD QUALIFY AND WOULD PLAY BEST OF 3 SERIES</i> • <i>AMEND ARTICLE XXII. SPECIAL HITTING RULES, E. BASE COACHING AS FOLLOWS (DELETION IN BOLD):4. THE MANAGER MAY “PLAY IT SAFE” WITH RESPECT TO SPECIFIC BASE RUNNERS STEALING A SPECIFIC BASE. THIS NULLIFIES SUCCESSFUL AS WELL AS UNSUCCESSFUL STOLEN BASE ATTEMPTS. IF EITHER RUNNER IS PLAYING IT SAFE WITH RUNNERS ON FIRST AND THIRD, ALL DOUBLE STEAL ATTEMPTS ARE NULLIFIED.</i> • <i>AMEND ARTICLE XXII. SPECIAL HITTING RULES, C. DESIGNATED HITTER (ADDITION IN BOLD):THE DH MUST BE USED FOR ALL GAMES. PITCHERS ARE NOT ALLOWED TO BAT, EXCEPT THAT ANYONE CARDED EXCLUSIVELY AS A PITCHER WHO APPEARED IN 10 OR MORE GAMES AS A DH DURING THE MLB SEASON SHALL BE ELIGIBLE FOR USE AS A DH IN THE LDBA. GAMES LIMIT WILL BE DETERMINED BY SUBTRACTING THE NUMBER OF MLB APPEARANCES AS A PITCHER FROM THE PLAYER’S TOTAL NUMBER OF MLB GAMES PLAYED.</i> • <i>Amend Article XIX. Regular Season Player Limitations, A. Limitations (addition in bold):All players will be allowed to play in the number of games they played in the corresponding major league baseball season; pitchers will be limited to their real-life number of starts and relief innings. Any primary-position pitcher who received a secondary rating at another position shall be eligible for use at that position or PH/DH, with the games limit determined by subtracting the number of MLB appearances as a pitcher from the player’s total number of MLB games played.</i> • <i>Amend Article IX. Membership Dues as follows (deletion in bold): IX. Membership Dues (Non-Mandatory)</i> • <i>Wild pitches, balks, and passed balls to reflect the same results as Hit by pitch. When a Wild Pitch is indicated, a pitcher with a WP0 turns the result into a ball no advance. When a Balk is indicated, a pitcher with a BK0 turns the result into a ball, no advance. When a passed ball is indicated, a catcher with a PB0 rating turns the result into a ball, no advance.</i>
	<ul style="list-style-type: none"> •
	<ul style="list-style-type: none"> •

FREQUENTLY ASKED QUESTIONS

Every scenario during play is almost impossible to cover under any set of rules, please use the following questions and answers to help maintain the integrity and fairness as you play. These are to be used in conjunction with the LDBA Constitution.

QUESTIONS	ANSWERS
CAN THE J4 CUTS BE UN-CARDED PLAYERS?	NO, J-4 CUTS MUST BE CARDED PLAYERS. ALL TEAMS MUST CUT DOWN TO 3 UN-CARDED PLAYERS AT THE SAME TIME AS THE J-4 CUTS ARE MADE.
IF A TEAM HAS 40 CARDED PLAYERS BEFORE THE DRAFT AND HAVE EIGHT DRAFT POSITIONS DO THEY CUT PLAYERS BEFORE THE DRAFT OR ARE THEY ABLE TO KEEP THE PLAYERS UNTIL AFTER THE DRAFT? IF SO WHEN DO ROSTERS NEED TO BE DOWN TO THE 40 PLAYER LIMIT?	TEAMS CAN HAVE MORE THAN 40 CARDED PLAYERS ON THEIR ROSTER UNTIL FINAL ROSTER CUTS ARE DUE AT THE END OF MARCH.
DURING GAME PLAY DOES A PITCHER GET FATIGUED WITH A HBP OR AND IBB	NO
IS THE HR RATING USED ON SINGLE AND DOUBLE COLUMN CARDS?	YES
CLARIFICATION ON THE HIT AND RUN. DOES THE PLAYER, OR PLAYERS, ON BASE HAVE TO BE ELIGIBLE TO STEAL TO CALL FOR THE HIT AND RUN?	NO, THE RUNNER ON FIRST DOES NOT HAVE TO BE ELIGIBLE TO STEAL FOR THE HIT & RUN PLAY TO BE CALLED, BUT HE IS AUTOMATICALLY CAUGHT STEALING IF A STEAL ATTEMPT IS INDICATED BY THE PLAY RESULTS. ALSO, SEE SECTION XXII SUBSECTION M FOR FURTHER CLARIFICATION.
CAN A CURRENT FREE AGENT BE DRAFTED IN THE ROOKIE DRAFT?	NO, THEY ARE NOT ELIGIBLE TO BE DRAFT UNTIL THE FIRST FREE AGENT DRAFT IN MAY.
ARE TRADES ALLOWED DURING THE DRAFT?	NO, TO KEEP THE FLOW OF THE DRAFT MOVING FORWARD ALL TRADES MUST BE MADE DURING THE PRE AND POST TRADING PERIODS. THIS DOES NOT MEAN YOU CAN'T ARRANGE A TRADE DURING THE DRAFT JUST ANNOUNCE IT DURING POST DRAFT PERIOD.