

# Richmond Strat Baseball League Constitution

Updated: 2/06/2010

## League Overview

The Richmond Strat League is a face-to-face Strat-o-Matic league based in the Richmond, VA area. It consists of players from the current major League Baseball and is divided into an American and National League. The winners of each league play in the annual RSBL World Series. Games are traditionally played face to face with Dice/cards, but Strat-o-Matic Netplay is allowed if both managers are actively managing at all times (no computer play) and both agree to use Netplay for their series (managers cannot be required to use Netplay).

This constitution describes the rules of function and play for the RSBL, but it cannot cover every possible situation. League members who find situations that are not covered by the constitution can either call the commissioner or their league president for a ruling. League members should play in the spirit of the Strat-o-Matic game, which along with our changes follows the rules of Major League Baseball. Further, the spirit of our league is realism, with some managerial license. The reason we chose Strat was its realism with hitting, pitching, fielding, running, and strategy.

## Changes to the constitution

Any changes to the constitution require a two-thirds vote. A quorum must be present for league activity to be official. A quorum is considered 50% of existing franchises. Proxy voting is not allowed, but absentee voting is allowed for rule proposals that have been previously posted & are voted on without changes. Rule changes will become effective immediately unless otherwise noted. Strat-o-Matic rule changes are accepted by default, unless voted out (or by executive order). The cutoff date for new rule proposals will be September 1<sup>st</sup> or other specified date set by the commissioner.

## League Officers

League officers will take office after being voted in at the fall league meeting. Prior commissioner will still be responsible for ongoing business from the previous season. Voluntary contributions of work by other league members, i.e. writing articles for the newsletters, serving on committees, helping with the banquet/draft, taking care of trophies, etc. is encouraged.

### Commissioner

Oversees the running of the RSBL. The commissioner enforces the constitution and has the power to take any action for the betterment of the league and to facilitate the smooth function of the league. The commissioner serves a one-year term and should not succeed himself, although he may do so. Commissionership can be shared between two individuals if voted in by the league. Any action by the commissioner may be overridden by a two-thirds vote of the league members. In addition to supervision of league play, the duties of the commissioner include: Final authority on rules interpretation, ensuring that play progresses on schedule, arranging the draft and other meetings, interviewing and nominating members for league approval, appointing committees and assigning projects to league members, and penalizing league members who break rules or don't meet deadlines.

### League Presidents

Appointed by the commissioner. They are responsible for the running of their own league, collecting statistics, interpreting rules of play in the event the commissioner is unavailable or has a major conflict of interest, and assisting the commissioner in performing his duties as they pertain to his league.

### Treasurer

Oversees the finances of the league, although final authority on funding is in the hands of the commissioner. Collects dues and other league fees, disburses expenses and other moneys, and publishes an annual financial report or as requested by the commissioner.

### Secretary

Responsible for the recording of league business, upkeep of the constitution, league addresses & phone numbers. He is also responsible for the RSBL website & the collection of team rosters. (15 man & full rosters after draft).

### League Statisticians

Responsible for collecting & distributing the 40, 81, 121, and 162 games stats and batting/pitching leaders for their own league. They will also report those managers that have failed to submit their stats on time to the commissioner.

### Trade scribe

Contact person for all trades made in the league. Responsible for recording trades, updating rosters & draft boards.

## Team Management

Teams can be co-managed, but the franchise will have only one vote at league meetings. Managers who own two teams will have two votes at the league meeting. In the event of a dispute over ownership of a franchise, the officers of the league will decide by a majority vote as to who will retain the franchise. If the League's officers deem an owner's conduct detrimental to the welfare of the league, then control of the franchise may be taken away by a two-thirds vote of the other members in the corresponding league.

## Dues

Dues will be \$30 a year for every franchise, with \$5 designated for the cost of the website. Managers running two teams will pay half price dues for the second team. Individual league members with dues deficiencies will be referred to the commissioner. The commissioner will set a deadline to receive payment of these deficiencies. Failure to meet this deadline will lead to escalating sanctions that could lead to the forfeiture of the offending managers team. Dues should be paid by January 1<sup>st</sup> of each year. No franchise will be able to draft and/or manage a team without complete payment received on draft day. Any trades involving future draft picks require a 50% deposit towards the next year's dues by both teams.

## Switching Leagues

For two teams to switch leagues, it must be approved prior to the 15 man rosters being submitted by a 2/3 vote of the league. At the completion of the draft, managers that switch leagues can pick an available ballpark in their new league at no cost. Managers who are interested in switching leagues should confidentially contact their league president and/or commissioner.

## Expansion

To be eligible for expansion, a manager must declare his intent to join the league by the fall league meeting. Expansion is allowed by a two-thirds vote of the existing franchises in that league. Expansion teams will be permitted to pick their 15 man protected list from unprotected players from the previous year. New and undrafted players from the previous year cannot be chosen. An expansion team may not trade before they have submitted their 15-man roster. Their draft position should be first in every round of their league draft. If MLB expands during the same year the league expands, then additional changes for the expansion team(s) may be voted on.

## Protection list

Each franchise will be permitted to protect 15 players from year to year, with the protection date being set by the commissioner about November 1. All other players that receive Strat-o-Matic cards will be placed in a pool for drafting purposes. A franchise may protect a player (that they own) on their current roster even though he will not have a Strat card in the upcoming year.

## New Owners

If an owner leaves the league, a new owner will be selected by these means:

- First priority will be given to any team's co-manager who wishes to manage the available franchise. This co-manager must have been active in playing games and taking part in League activities to the satisfaction of League Officers.
- Second priority will be given to potential new owners, not currently in the league in any capacity, who are interested in managing a team
- Third priority will be given to any existing league member who wishes to assume ownership of the existing franchise and relinquish control of his existing franchise.

A new owner will be given the franchise by the commissioner and will be affirmed by a majority vote. Once a new owner has taken over an existing franchise, his trades (for a time determined by the commissioner) are subject to commissioner review. Ideally potential new managers should serve an apprenticeship to 'learn the ropes' before they become full-fledged managers.

## Vacant teams/contraction

Once an owner has made known his intention to the league that he intends to forfeit ownership of his franchise, the league should attempt to fill the vacancy as soon as possible. Any trades a departing manager has made (within a reasonable time period) are subject to review by the commissioner. If a team does not have an active manager when the 15 man rosters are due, the commissioner will then freeze the vacant team. All players on the roster will be non-tradable and unavailable in the draft. In addition, any draft picks of that team will be void. If the team is still un-managed after one year, all players on that team will re-enter the draft (if they have a card from Strat-o-Matic). If a manager is found to take over the team, he will have the option of selecting him 15 man keepers from the frozen team and will draft 1<sup>st</sup> in the league draft.

## Season Schedule

The season will consist of a 162 game schedule. If Major League Baseball plays less, then all cards will be prorated to reflect 162 games. A schedule of games will be distributed to all teams on or before the draft. This schedule determines the games & series among all teams. Doubleheaders will no longer be scheduled. It is suggested that schedules be balanced and not by playing your whole series with one team early or late in the season. The schedule is divided into Series and Games. A series consists of 2-4 games. The series number will be the same for each team, but the game numbers might be different. Pitching rotations are based on the schedule, not solely on games played, since days off are included on the schedule. Flexibility is the key word for scheduling in the RSBL. Teams are not expected to play the series in the order listed on the league schedule. However, they are expected to play series at a pace to keep up with the general league timetable.

Each manager is expected to play games on schedule. The following deadlines must be met to avoid penalties from the commissioner:

- 40 games by April 15<sup>th</sup>, 81 games by June 15<sup>th</sup>, 121 games by August 15<sup>th</sup>, 162 games by October 15<sup>th</sup>
- Playoffs & World Series by November 21<sup>st</sup>

To keep the league win-loss records current, all managers are required to e-mail the league or post (via website discussion board) their current win-loss information on the 1st and 15th of the month. All deadlines will be met, unless a petition is made to the commissioner at least 2 weeks prior to the deadline.

## Trading

Trading for the current season is allowed up to the 81 game mark or June 15<sup>th</sup> (whichever comes first). All players/draft picks traded must be immediate. This will prevent a player from playing on 2 teams at the same time. The 4 game leeway is in effect. For example, Team A has played 50 games & Team B has played 20 games. If Team A trades a player to Team B, the trade is immediate but Team B cannot use the player until game 46. If Team B trades a player to Team A, the trade is immediate & Team A can use the player immediately. A manager cannot receive a player for a player at a later time (player to be named later), but he can trade a player for a future draft pick. Trades with considerations outside of players/draft picks (money, etc.) are not allowed. Any 'future agreements' to consummate a trade are not enforceable.

Trading of future draft picks is allowed only for the upcoming draft or for next year's draft after 15-man protection. Player trades for 'next year' are allowed at any time (as long as the future draft pick rule is upheld). Trades are reversible if both parties agree, or if the commissioner vetoes the trade. (If a new manager is grossly being taken advantage of, a manager is unfairly 'stocking' another team, trading players/picks you don't own, etc.)

### **If a manager has teams (whole or partial) in both leagues:**

A player drafted or a draft pick held by a manager for one of his teams may not end up on the other team during the same season, regardless of intervening trades. A season starts when a team submits their 15 man roster & ends when the next year's 15 man roster is submitted. Also, a manager may not make trades for both of his teams with one team at the same time.

## Statistics

Each manager is expected to keep stats in a diligent manner. Stats are very important, both for the interest of players in the league and as a check on usage. Stats are due at the 40, 81, 121, and 162 game deadlines. Individual & team totals should be calculated for all stats. Individual game sheets will be kept until the following year's draft and are subject to review to determine overuse of players and statistical game accuracy. To prevent over usage, stats are required to be kept for players traded to other teams.

### The following stats should be kept for all batters: (including pitchers):

Batting Average, On Base Average, Slugging Average, Games, At Bats, Runs, Hits, Runs batted In, Doubles, Triples, Homers, Strikeouts, Walks, Hit by Pitch, Stolen bases, Caught stealing, Errors, Sacrifice Flies

### The following stats should be kept for all pitchers:

Earned run average, Games pitched, Games started, Complete games, Shutouts, Saves, Wins, Losses, Innings Pitched, Hits allowed, Walks, Strikeouts, Hit Batters, Homers, Runs, Earned Runs

If a manager is delinquent in submitting his stats to the league statistician (post dated by midnight of the deadline or electronically dated in the case of email), then he will forfeit his latest pick. For every week thereafter, that forfeited pick will change to the owner's next best pick. The owner will lose a pick for each set of stats that are late regardless of how many picks that owner has. (1<sup>st</sup> offense = 15<sup>th</sup> round, 2<sup>nd</sup> offense = 10<sup>th</sup> round, 3<sup>rd</sup> offense = 5<sup>th</sup> round, 4<sup>th</sup> offense = 1<sup>st</sup> round).

## Ballparks

Ballparks (Homers & Singles) are used by the RSBL. Ballparks selected will use the current ballpark numbers distributed with the Strat cards. Once a ballpark is selected, its numbers will remain the same as long as the original team keeps it. All ballparks must be unique. Once a manager picks a ballpark, no other manager can select it. AL managers can only choose unclaimed AL ballparks with AL picks and vice versa for NL managers.

Whenever a manager has owned the same ballpark for 3 or more years, he may elect to change his ballpark with any draft pick in their league's draft. Managers can also upgrade their ballparks to the current ballpark numbers distributed by Strat-o-Matic for the current year. Otherwise, managers that have owned the same park for less than 3 years must use 5<sup>th</sup> round or better draft pick in their league's draft. Anytime a manager uses a draft pick to select a new ballpark, he will receive an extra draft pick at the end of the draft. Managers who do not wish to change their ballparks will retain their current ballpark numbers.

Prior to each draft, the commissioner will provide a lottery for managers who have owned their ballpark for 3 or more years. Each manager will declare their intentions of drafting a new park or keeping their current park. Managers that decide to draft a new park will immediately lose the rights to their current park & it will be available for other teams in that league. Managers who use a 5<sup>th</sup> round pick or better can draft a new park, but do not have to declare their intentions prior to the draft. New managers & teams switching leagues will select an available ballpark with no penalty at their league's draft, and after all other teams have chosen.

## Draft

Our league will schedule both an American and National league draft. The league that drafts firsts will alternate every year (AL drafts first in odd years, NL in even years). This draft is usually scheduled for the 2<sup>nd</sup> weekend in February. Each franchise is given 18 draft picks for the next year's draft in the league that he played the previous year. New managers will draft in the league they will be playing. Drafting will be done in reverse order of finish based on the previous year's standings. In case of a tie, the team with the worse head to head record will draft first in the first round, and then reverse for each succeeding round. If a game 163 playoff is necessary to break a tie, the game will be considered a regular season game in the standings. The loser of the playoff will have a worse regular season record & their draft picks will be ahead of the winner's throughout the draft.

For players who spend time in both the American & National leagues, our league will use the combo cards instead of the separate American & National league split cards. Players that spend time in both leagues will be drafted in the league with the greater amount of games played. If that is tied, then at-bats or innings pitched will be used to determine the drafting league. If still tied, then the player's last team will determine what league he is drafted in. If the league becomes unbalanced (one league has more teams than the other), Milwaukee Brewer ballplayers will be drafted in the league with the most teams. In a balanced league, Milwaukee Brewer players will be drafted in the American League draft.

## Rosters

There is no maximum roster limit, but a franchise may not trade players or draft picks so that it is unable to maintain a minimum roster of 30 players/draft picks. If a manager does not have 30 players/draft picks due to penalties prior to the draft, then the commissioner will be responsible to make the necessary moves to get the team to a minimum roster. Active playing rosters must be trimmed to 25 players for regular season play. All players not on your club's major league roster constitute a minor league roster. After a team has played 121 games, the roster can expand to a maximum of 30 players for the remainder of the season. All teams must have 10 pitchers on their rosters during the regular season & playoffs.

Players must meet the following qualifications to be on an active roster (beginning 2009 draft):

- Batters - 175 AB  
Exception #1: Catchers who have 40 games or more and have at least 125 AB  
(Catcher must be first defensive position on card)  
Exception #2: Players who appeared in 60 games or more and have at least 125 AB
- Starters - 12 starts
- Relievers - 45 innings pitched **OR** 45 appearances
- Starter-relievers - 8 starts **AND** 65 IP

Note: If a starter-reliever is underlined & cannot qualify as a starter reliever, he may still be playable as a pure starter or reliever if he meets the higher qualifications at his primary position.

Prior to & including game 121, players may be farmed out/called up from the minors subject to the following rules:

- Once a player has been farmed out to the minors, he must remain there for at least twenty games (this is superseded when rosters are expanded after 121 games). Players who are brought up from the minors need to remain up for a minimum of ten games.

- Each pitcher may be sent down and brought back only one time. Although, if a pitcher starts in the minors he may be called up twice. When the pitcher goes back to the minors for the second time, he must remain there until rosters are expanded after the 121 game mark.

After game 121, players may be farmed out/called up from the minors subject to the following rule:

- Any player sent down to the minors must remain there for at least 10 games. There is no minimum amount of games that a player needs to remain up before he can be sent down to the minors.

## Injuries

Pitchers are injured whenever the designated hitter on the opposing team rolls a 6-12 or from an injury result on the pitcher's hitting cards. Hitters are injured when the "plus injury" appears after the result on their card. All injuries for batters & pitchers are for the remainder of the game only. This applies to the regular season & playoffs. When an injury to either a hitter or pitcher occur, the play stands but afterwards the manager of the injured player rolls the twenty sided dice. A result of 1-2 allows the player to "shake off" the injury & stay in the game. A result of 3-20 results in the player missing the remainder of the game. Once a player has been injured, he must be removed from the game and replaced by another player when the replacement is needed, as a reliever, runner, fielder, or hitter (a DH must be replaced by the next AB).

## Delayed Injuries

If the injured player is the last available player at that position because of other injuries to the team, then the injury is delayed. In such a case, the player who must stay in the game even though injured, will become the worst possible fielding (range & error) rating at that position, will have a running rating of 1, won't be able to steal and will have a +5 throwing arm. In addition for catchers, the T & passed ball ratings will be maximized (1-20). **Each position should have a backup (eligible to play that position) at the beginning of the game** (except in the playoffs).

## Player Restrictions

All players are governed by their performance in the previous major league season. Players will be limited in order to simulate their performance in real life. If a manager lets a player exceed his limits, it is valid grounds for a protest and penalty. If major league baseball plays less than 162 games, then the Strat cards will be pro-rated and limits adjusted for a 162 game season.

### Batter limits

All batters are limited by games played. If his total plate appearances are less than 3.1 times his games played, he is also limited by at bats. When a batter reaches either his at bats or games limits, he is no longer eligible to play. Any time a defensive player enters a game, whether it is for pinch hitting (actual batting or not), pinch running, or as a defensive replacement, it counts as one game played.

### Pitcher limits

Starters are limited to their number of starts (no inning restrictions)

Relievers are limited to their innings pitched (no game restrictions)

Starter-relievers are limited by games started, games relieved, and innings pitched

### Declaring pitchers

Starter-relievers (no underline) must be declared a starter-reliever

Starter-relievers (underlined) can be declared as a starter or a starter-reliever

Reliever-starters (underlined) can be declared as a reliever or a starter-reliever

Any "combo" pitcher must be declared as to his role before the season starts and included on the beginning season roster. Managers who obtain starter-reliever (underlined) or reliever-starter (underlined) pitchers in a trade can change their status from starter to starter-reliever or reliever to starter-reliever as long as the their total stats do not exceed the players new starter-reliever limitations.

## Use of Pitchers

Any pitcher brought into a game must face at least one batter or get one out (i.e. on the basepaths). He need not get the batter out (i.e. an intentional walk will suffice).

### Dotting pitchers & point of weakness

Whenever a pitcher has reached his point of weakness and an out reading followed by a dot is rolled, ignore the result and substitute SINGLE \*\*. Any pitcher that allows five runs in one inning automatically becomes dotted. Any pitcher that allows eight runs must immediately be removed from the game. After a pitcher's endurance inning has been reached, he can

reach his point of weakness by allowing 3 hits and/or walks in one inning or less or 4 hits and/or walks in two innings or less. Intentional walks or hit by pitch do not contribute toward a pitchers point of weakness. The endurance inning for starters is determined by innings. A five-inning starter can be dotted at the beginning of the fifth inning, six inning starter can be dotted at the beginning of the sixth inning, etc. The endurance inning for relievers is determined by outs. One inning pitchers can immediately become dotted, two inning pitchers can be dotted after three outs, etc.

### **Starters**

All non-asterisked starters must have 4 games of rest between starts. Pitchers that are asterisked can start on 3 days of rest. In the playoffs all pitchers can pitch on 3 days of rest. Off days count as only one day of rest. No starter may pitch more than 10 innings unless he is throwing a no-hitter. A starter is automatically dotted starting the beginning of the tenth inning and he will need an extra day of rest before his next start. A starter may not be removed from a game before the fifth inning (must pitch to one batter in the 5<sup>th</sup>) unless: He is injured; dotted; or has given up five runs (three runs in playoffs).

### **Relievers**

Any reliever who pitches past his endurance (dot) inning or beyond three innings (the first batter of his fourth inning) will be dotted in his next appearance if he does not sit out one day. This penalty does not apply if a double or triple play causes this situation to occur. Relievers who pitch more than one inning past their endurance inning automatically become dotted (i.e. a two inning reliever will be dotted after he pitches 3 innings). Relievers who pitch five innings may not appear in relief the next day. Relievers who pitch six or more innings may not appear for two days. No reliever may pitch more than seven innings unless they are the last available pitcher on the team.

### **Starter-relievers**

When used in consecutive starting appearances, a starter reliever is governed by starting rules. When used in relief appearances, he is governed by relief rules. When mixing back and forth, use the following chart to determine amount of rest before he may relieve/start.

- 3 or less innings      2 days rest
- 4+ innings              3 days rest

### **Bolo pitchers**

A team which runs out of pitchers at the end of the season will be assigned the worst available pitcher from the bolo (undrafted pitchers) pile by the respective league president. At the end of the season, any bolo players received by a team cannot be kept and will go back into the draft. If a manager has to use a player in this manner, these penalties will ensue: 1st time-15th round pick; 2nd time-10th round pick; 3rd time-5th round pick. If the manager does not hold any of these picks, the next earlier will be lost.

## **End of Season Ties**

All ties involving first place & fourth place playoff eligibility will be decided by a one game playoff. All stats from the playoff games will become part of the regular season totals, although player limits will not be affected. This game (game 163) occurs on the day immediately after the end of the regular season (game 162), so the pitching rotation & rest must take this into consideration. All other divisional ties will be decided on head to head competition and if still tied a coin flip will determine draft order.

The first round of the playoffs will start on the day immediately following game 163 and pitching rotation and rest must take this into consideration for teams emerging from game 163 and advancing into the first round of the playoffs. This also means that any team not involved with the one-game playoff that will meet the winner of game 163 will have one day off following the end of their regular season (game 162).

## **Playoffs**

The top 4 teams in each league will make the playoffs. There will be a day off between the end of the regular season and the playoffs. In the first round of the playoffs, the first place team meets the fourth place team and the second place team meets the third place team. The winners of those two series meet for the league championship. The higher seeded team has the home field advantage. All playoff series will be best of seven games. The home field advantage in the World Series alternates by year (NL is the home team in even years, AL in odd years). The designated hitter will be used at AL ballparks in the World Series. A 2-3-2 format will be used in the playoffs (two at the higher seed's home, three at the lower seed's home, and two at the higher seed's home field) with one day off between change of venue. There will be one day off between each playoff series and shorter playoff series will give the winners more rest. (For example, 6 game series = 2 games rest, 5 game series = 3 days rest, etc.)

Prior to the start of the playoffs, each participating team must submit to the commissioner a roster of not more than 25 players, which will remain unchanged throughout the playoffs. This roster will include at least two catchers and at least ten pitchers.

To be eligible to play in a playoff game, a player must be:

- On your active (major league) roster for a minimum of 122 games (Documentation of player moves must be turned in with your statistics)
- Position players must have 125 plate appearances **AND** 40 games played
- Starters must have 10 starts
- Relievers must have 40 innings pitched **OR** 40 appearances in real life.
- Starter-Relievers can start only if they meet the starter playoff limitations (10 starts) & relieve only if they meet the reliever playoff limitations (40 IP or 40 games)

Playoff limitations for Batters:

Pinch hitting can occur anytime during a playoff game, but a pinch hitter cannot stay in the game prior to the 7<sup>th</sup> inning unless it counts as a game started. If playoff starts need to be exceeded due to excessive injuries and no other player at that position is available, then the player who is injured can remain in the game but must use delayed injury rules.

Games	Normal	At-bat limited
40-65 games	2 starts + 1 PH	1 start + 2 PH
66-85 games	3 starts + 1 PH	2 starts + 2 PH
86-105 games	4 starts + 1 PH	3 starts + 2 PH
106-120 games	5 starts + 1 PH	4 starts + 2 PH
121+ games	No limits	No limits

Playoff limitations for Starting Pitchers:

10-17 starts	1 playoff start
18-25 starts	2 playoff starts
26 + starts	3 playoff starts

Playoff limitations for Relief Pitchers

Relief pitchers are limited to the following amount of innings in a series. Playoff relief innings beyond the 10<sup>th</sup> inning do not count towards the total. Note: Starter-relievers can only use their innings of actual relief. This should be calculated by taking their total innings & subtracting out the number of starts multiplied by their POW.

	1 POW	2 POW	3+ POW
40-50 IP	5 IP	6 IP	8 IP
51-60 IP	6 IP	8 IP	10 IP
61-70 IP	7 IP	9 IP	12 IP
71-85 IP	8 IP	11 IP	14 IP
86+	9 IP	13 IP	16 IP

No reliever may pitch more than 2 times his endurance rating, unless he is the last available eligible pitcher. (Remember that starters are eligible to relieve in the playoffs). No reliever may pitch more than 5 IP in consecutive games.

Using a starting pitcher as a reliever in the playoffs:

- Only one starter may be used in relief in any one game
- If a starter pitches more than four innings in relief in the previous day, he may not relieve under any circumstances
- All starters used in relief have an endurance factor of one inning
- A starter used in relief may not start again without three days rest, or pitch again without one day rest between relief appearances. Starters must have rest governed by the starter reliever rules.

## Protest

In the event a manager feels he has grounds to protest a game, he should immediately make known his intentions to the opposing manager and then notify the commissioner within 48 hours. The commissioner will decide if the protest is valid. (If the commissioner is involved, then the least affected league president decides.) If the protest is valid, the commissioner decides what action should be taken. The managers involved can bring the matter to a league vote, with a 2/3 majority necessary to override the commissioner's decision.

Valid grounds for protest include overuse of a player, using a starting pitcher out of order in the starting rotation, and using any player ineligible because of injury or minor league status. Misread cards or charts, ignorance of league constitution or playing rules are not grounds for protest.

## Substitution of players

An outfielder may play another outfield position not listed on his card with the following restrictions:

- A center fielder may play left or right without any adjustments to his fielding rating
- A right fielder may play left without any adjustments to his fielding rating
- A left fielder may play right by lowering his fielding rating by one (2 becomes a 3, 3 becomes a 4, etc.) But a 5 rated left fielder cannot play RF (unable to add 1 to the range).
- No player may play center unless he is rated there
- No adjustments are made to the throwing arm

Players without a fielding position on their cards can play NO position other than DH or be used as a pinch hitter. No defensive replacements or shuffles may be made in mid-inning (after the first batter in the inning) unless the pitcher is removed and the player bats in the pitcher's slot in the lineup. (i.e. only in NL games or games that has lost the DH). Pitchers may not be used to pinch hit unless all everyday players have been used up.

## League Events

- RSBL Draft – Typically scheduled the second or third Friday/Saturday in February
- All Star Game – Typically scheduled in July/August based on the 81 game statistics
- Fall League Meeting – Typically scheduled in October. New rule proposals & league officers are voted upon.
- Winter banquet – Typically scheduled December/January. League trophies are distributed

# Rules of Play

## Fielding Charts

All GBA, GBB, & GBC results will be handled by the Infield Position table on the RSBL Supplemental Chart  
 All FBA, FBB, FBB?, & FBC outcomes will be handled by the Outfield Fly Ball table on the RSBL Supplemental Chart  
 The official Strat-o-Matic Super Advanced Fielding Chart will handle all X-chance results

## Holding Runners

If a GBX is hit to a fielder who is responsible for holding a runner on base, all readings followed by the # symbol are treated as SINGLE\*\*. He will **NOT** have to degrade his range. Only if a fielder is playing in & holding a runner will both the # symbols & range penalties come into play. The defensive manager may elect to either hold or not hold a runner before every at bat. Use the following list to determine who is responsible for holding runner:

- |                                      |                           |
|--------------------------------------|---------------------------|
| • Runner on 1st, left handed batter  | 1st Baseman & Shortstop   |
| • Runner on 1st, right handed batter | 1st Baseman & 2nd Baseman |
| • Runner on 2nd, left handed batter  | Shortstop                 |
| • Runner on 2nd, right handed batter | 2nd Baseman               |
| • Runner on 3rd                      | 3rd Baseman               |

## Infield position

Once the infield changes position, it is assumed to remain in that position until changed again (obviously the infield reverts back to normal with two outs). If the infield is positioned in, or corners in, increase the hit & run rating by one letter (B becomes A, etc.) and decrease the batters bunting rating by one letter (an A becomes a B).

If a GBX is hit to 1B or 3B with the corners in, consider the infield IN. On a GB(p)X or CATCH-X, the pitcher & catcher are playing normal (back) when the infield is normal and they are considered in when the entire infield is in. When the defensive manager is playing Corners In, the pitcher & catcher are considered in when there is a runner only at third base or runners only at second and third base. Otherwise, the pitcher & catcher are considered playing back.

If a GBX result followed by the # symbol is hit to a fielder positioned IN, change the result of the play to SINGLE\*\*. If a GBA+ or GBB+ is hit to a fielder who is positioned in, change the result of the play to SINGLE\*\*.

## Outfield In

Can only be used only when the potential winning run is on third base with fewer than two outs and the game can end on a sacrifice fly. If the defensive manager positions the outfield IN, make the following adjustments: On readings of "fly()B?" subtract 7 from the base runner's speed instead of adding 2. Consider all readings of "fly()A" and "fly()B" to be a single with the runner on third scoring.

## Safe or loose

Whenever there is an unforced runner on third with less than two outs, the offensive may elect to play safe. The defensive infield position must be indicated prior to the offensive manager revealing his intentions. If the offensive manager fails to declare, then the runner on third is assumed loose. Safe/Loose designations will come into play with GBA, GBB, & GBC results. Please reference the RSBL supplemental chart (Infield Position Chart) for the outcome of the play. This does not affect GBX readings.

## Fly(rf)B with runner on second

A runner on second can advance to third on a Fly(rf)B result using the following calculation:

- Safe  $\leq$  Running speed + OF arm + 2
- Out = Roll of 20
- Hold = All other rolls

Note: This does not apply to Fly(rf)B? or F2 readings from the Super Advanced Fielding Chart.

## Outfield throwing errors

Whenever a one is rolled on a player's advancement there is a chance of an outfield overthrow. Roll the 6-sided dice:

- (1-3) One base throwing error
- (4-6) No error

## Hit and run

If the infield is positioned in, corners in, or the lead runner is being held, increase the hit & run rating by one letter (B becomes A, etc.). If the batter misses the pitch on a hit and run the lead runner must attempt a steal. If this runner doesn't

have a steal rating, he is automatically out. A runner who fails to get his lead still has a 1 in 20 chance of being safe. Hit and run is not allowed with a runner on third. If a player fails to establish a lead, the hit & run may still be attempted. If the batter misses the pitch, the runner goes at the standard second number. If the runner is at second base & has failed to get his lead, he is automatically out. If a lineout is rolled on the pitchers card, override the result to be lomax.

### **Bunting**

If corners or infield are in, downgrade the bunting rating one level. Bases loaded and corners or infield in, downgrade the bunting rating **TWO** levels instead of one

### **Pinch Hitting**

All pinch hitting must be announced prior to rolling for the wild pitch/balk/passed ball. If a manager gets to re-roll for the wild pitch/balk/passed ball (i.e. stolen base), then the offensive manager gets another chance to pinch hit.

### **Rolling dice during the game**

Whenever there is at least one runner on base, roll a twenty-sided dice first.

- A roll of 1 on the twenty-sided die indicates a wild pitch may occur. Roll the twenty sided die again and refer to the pitcher's wild pitch rating. If the number rolled is less than or equal to the pitcher's wild pitch rating then a wild pitch occurs and all base runners advance one base.
- A roll of 2 on the twenty-sided die indicates that either a balk or a passed ball may occur. Roll a six-sided die. If the result is 1 to 3 a balk may occur. If the result is 4 to 6 a passed ball may occur. In either case roll the twenty-sided die again and refer to the appropriate rating. If the number rolled is less than or equal to the appropriate rating then a balk or passed ball has occurred and all base runners advance one base.

If a wild pitch, balk, or passed ball occurs and a baserunner still exist, roll the twenty-sided die again to see if another wild pitch, balk, or passed ball occurs. Roll for balk/wild pitch whenever the base running situation changes (runner moves up a base, pitcher change, and new batter). Having or not having a balk/wild pitch/passed ball attempt under these circumstances does not prohibit a stolen base attempt.

### **Rolling for the lead**

When rolling for the lead roll a twenty sided dice as well as two 6 sided dice.

- A roll of 1 on the twenty-sided die indicates the base runner may be picked off. Refer to the baserunners second steal rating and roll the twenty-sided die again. If the number rolled is less than or equal to the second steal rating the baserunner dives back successfully. Otherwise, this base runner is picked off.
- A roll of 2 on the twenty sided die indicates a possible balk. Roll the twenty sided die again and refer to the pitcher's balk rating. If the number rolled is less than or equal to the balk rating than a balk has occurred. Otherwise the base runner holds on to his original bag. In either case no steal attempt may occur.

Once you roll for a lead and get it you must attempt a steal. Players with an asterisk \*\*, automatically get their lead if unheld.

### **Stealing second**

- If the baserunner achieved a good lead then use the following to determine a successful stolen base:  
First rating number + (pitchers hold & catchers arm) - 2 (if held)
- If the baserunner failed to achieve a good lead & the offensive manager decided to attempt a stolen base: Second rating number + (pitchers hold & catchers arm) -3 (if held)

**Note:** The pitchers hold & catchers arm together must not exceed the range of +5 to -5. If it is greater than +5 then use +5. If it is less than -5 then use -5.

### **Stealing third**

Second rating number + (pitchers hold & catchers arm) - 4 (if held)

Baserunner must achieve a good lead otherwise he can't steal. The above note still applies to this situation

### **Stealing home**

Second rating number - 9 - 4 (if held)

Do not factor in the pitchers hold or the catchers arm. Baserunner must achieve a good lead otherwise he is out.

### **Delayed steal of home**

With baserunners on first & third only:

- Runner on first safe range: (second rating number + catchers arm). Do not factor in pitchers hold rating or the fact he is held on base.
- The defensive manager must now choose to either have the catcher hold onto the ball (prevents the runner from stealing home) or throwing to second in an attempt to get the runner. If he chooses to hold onto the ball credit the runner going from first to second with a steal.

- If he chooses to throw to second then the runner on third may attempt to steal home without rolling for the lead. Runner on third safe range: (second rating number - 5). Do not adjust for the pitcher's hold rating, the catcher's arm, or if he is held on base.

In all the above situations, a total of zero or a negative number still gives the runner a 1 in 20 chance to steal.

### **Catchers T-rating**

Comes into play when a 1,2, or 3 comes up on a steal attempt. Roll the 20 again and if the number falls within the catcher's T-rating, charge him with an error and move the runners up one base.

### **Advancement of Runners to 3rd Base**

When the lead runner has the option of going from first to third on a SINGLE with no stars and the offensive manager sends the runner to third, the defensive manager has the following options:

- Throw for the runner going to third  
Running speed + outfield arm +2 with two outs +1 if unheld (see note) -1 if held-2 if from left field +2 if from right field  
Batter always takes second
- Cut off throw Hold batter at 1st base - Runner automatically takes 3<sup>rd</sup>

Note: When a runner is held on 1<sup>st</sup>/2<sup>nd</sup>, subtract 1 from the running rating held when that rating is needed to determine whether he can advance an extra base on another player's hit. If the runner is unheld on 1<sup>st</sup>/2<sup>nd</sup> AND there isn't a lead runner in front of the runner, add one to his running rating.

### **Advancement of Runners to Home**

When the lead runner has the option of scoring on a SINGLE no stars or DOUBLE no stars and the offensive manager decides to send the runner home, the defensive manager has the following options: Throw for the runner attempting to score or concede the run but prevent the trail runners from advancing.

If the defense throws home, the offensive manager must decide whether or not to allow the trail runners to advance an extra base. If the offensive manager decides to send the runner home and let the trail runners advance, the defensive manager has the following options:

- Throw for the runner going home  
Running speed + outfield arm +2 with two outs +1 if unheld (see previous note) -1 if held  
Batter on first (single) always takes second, Batter on second (double) holds, and other trail runners advance
- Cut-off ball and attempt to throw out the first trail runner  
Running speed - 5 + outfield arm + 2 if two outs except if trail runner is batter  
Run automatically scores even if trail runner is 3rd out.  
Batter on first (single) takes second, Batter on second (double) holds, and other trail runners advance.

### **Closer Rule**

A closer situation occurs when the defensive team has the lead and the tying run is at-bat or on base from the 9th inning on. The closer rule does not affect starting pitchers, but only a reliever's endurance. Once a pitcher begins to use his closer endurance rating, that is his endurance for the remainder of his appearance, even if the score changes & the game no longer is a closer situation. A closer rating determines the endurance of a pitcher THAT game, while his POW rating determines if he will be normal/dotted NEXT game. When a closer situation occurs, observe the following changes:

- **Relievers brought into the game**

When a relief pitcher is brought into a game in a closer situation, ignore his Relief Endurance (POW) rating. Instead, use his Closer Endurance rating to determine the number of outs he can record before he can lose his effectiveness. Once this number of outs has been recorded, the pitcher will lose his effectiveness as soon as he allows a hit or a walk. "N" rated closers brought into the game in a closer situation, will enter the game dotted (weak). If a pitcher is rated "0", then he loses his effectiveness as soon as he allows the first hit or walk. When a pitcher losses his effectiveness all readings followed by dots become singles with two stars.

- **Reliever currently in the game**

"N" rated closers immediately loses their effectiveness and are dotted. If a pitcher in the game has a closer rating of 0 to 6, subtract the number of outs he has already recorded in the game from his closer rating. This number becomes the Closer Endurance for this game. If the computed number is less than 0, then accept 0 as his Closer Endurance for this game. Follow the rules outlined above (under "Reliever being brought into the game") using his computed Closer Endurance instead of his actual rating.

### **Clutch Hitting (horseshoe)**

Clutch hitting occurs with two outs and a runner in scoring position (second base or third base). If the original reading was any type of out, make it a SINGLE\*\* instead. If the original reading is a SINGLE, make it a popout instead.

**White Triangle results**

Ignore the first reading. Instead use the second reading (in italics) beneath it.

**LO() MAX rule**

When a reading of lo() max occurs in a situation where a triple play could occur, roll the 20 sided die.

- 1-7            Lineout - TRIPLE PLAY!
- 8-20          Lineout double play - lead runner doubled off

**Catcher Blocking the Plate**

Whenever there is a play at the plate, the catcher's defensive ability may be challenged, and it can make the difference between a runner being called safe or out. The rule comes into play when you are rolling the 20-sided dice to determine if the runner is safe or out at home. If the last number in the safe range or the first number in the out range is selected, then the catcher's ability will be checked with another roll of the 20-sided die. For instance, if the safe range (after all adjustments have been made) is 1-14 and you roll a 14 or a 15 on the 20-sided die then you must roll the 20-sided dice again and refer to the following chart to determine if the runner is safe or out:

Catcher Rating	Safe	Out
1	1-2	3-20
2	1-6	7-20
3	1-10	11-20
4	1-14	15-20
5	1-18	19-20

**Moving the Designated Hitter to a fielding position**

Whenever a DH is moved to any fielding position, the DH position is nullified for that team for the remainder of the game and the pitcher must come to bat in the position of the player whom the DH replaced in the field.

**Lineups**

Visiting managers must announce their starting pitcher first. Lineups should be made out simultaneously (can't wait for other manager to make out his lineup, view it, then make out yours).

**Ballpark Homers**

If a ballpark homer chance is missed, will be handled by the fielder indicated on the split. If no indication assume CF.

**Announcing Moves**

Before attempting a stolen base attempt, it is the responsibility of the offensive player to announce the steal rating numbers and if he is starred (asterisk) to the defensive manager and determine from the defensive manager if the runner is held or not. If there is no indication, he is assumed unheld. Before attempting a bunt or hit & run, it is the responsibility of the offensive player to announce the appropriate player ratings to the defensive manager and determine from the defensive manager the defensive alignment. It is also the offensive manager's responsibility to determine when a pitcher is dotted. The offensive manager cannot take advantage of a dot single unless he has previously informed the defensive manager that his pitcher was dotted. Offensive managers should announce the number of outs & locations of base runners when appropriate and the clutch ratings in clutch situations. It is also etiquette for the offensive manager to note when a relief pitcher is about to cross his innings limit.

**Etiquette**

If an opposing manager accidentally finds that the opposing pitcher doesn't throw with the hand he thought during the game, etiquette is to allow 'free changes in the lineup from that point on. For example, if it's realized with the second batter, let him make out a new lineup with only the first batter's results standing-if it's not picked up until all batters have batted, then no adjustments are allowed. It is good etiquette to mention what you're reading as the dice roll (everyone makes mistakes) and keep the cards (batters & pitchers) in a fairly readable position for both players. Announcing what the situation is before and what the results are after helps keep four eyes on the situation. Every manager should strive to travel and play their fair share on the road and/or neutral site games.

**Dice**

To ensure fair play, only random 20 sided dice (hi/low numbers evenly distributed on the dice) will only be used during league play and not hi/low 20 sided dice (low numbers all on one side of the dice). Dice should be easy to read by both parties. If the opposing manager has trouble reading your dice, please be courteous & change the dice to a set easier to read.