

SOUTHERN APBA BASEBALL ASSOCIATION

2005 SABA CONSTITUTION

(Last Updated: 8/7/2025)

1.0 LEAGUE STRUCTURE

- 1.1 The Southern APBA Baseball Association is an APBA baseball league consisting of 18 teams, divided into two conferences. Each conference is made up of one five-team division and one four-team division.
- 1.2 The two conferences will be named the American Conference (AC) and the Capitol Conference (CC). The American Conference will be made up of the Great Lakes Division and the Cornhusker Division. The Capitol Conference will be made up of the Carolina Division and the Continental Division. The abbreviated form SABA will be used to refer to the league.
- 1.3 There will be two types of membership in SABA, called manager and alternate.
 - A. There will be one manager for each team.
 - B. The number of alternates will be at the discretion of the president. Each alternate will have one-half vote in all SABA ballots.
- 1.4 In any matter not specifically covered in this constitution, the executive council will be the ruling authority. The other duties of the executive council are described in Section 2.0 below.

2.0 LEAGUE OFFICERS

- 2.1 **The SABA will have an Executive Council comprised of a president, vice-president, and statistician.** If the duties of two of these offices are assumed by a single person, a third officer will be named to the executive council, to be known as an executive councilor. **Other officers will include a webmaster, a cardmaster, and a scheduler.**
- 2.2 Duties of the president **(Keith Schellenberger in 2005):**
 - A. Submit proposed rule changes to the league membership for a vote.
 - B. Maintain the league offices and keep a record of league activities.
 - C. Make an effort to determine and follow the will of the majority.
 - D. Rule on the validity of protests in any game in which he is not involved. If he is involved, then **the statistician or vice president shall rule.**
 - E. **Recruit new managers when vacancies occur.**
- 2.3 Duties of the vice-president **(Mike Landin in 2005):**
 - A. Work closely with the president and the statistician to ensure that the league functions smoothly.
 - B. Act as a member of the Executive Council.
- 2.4 Duties of the statistician **(Mike Gower in 2005):**
 - A. Provide all managers with series report forms
 - B. Maintain full team and individual records and statistics required by SABA.
 - C. Provide each manager with statistical report forms prior to the start of each season.
 - D. Settle all disputes involving real life stats or SABA eligibility using the official APBA lineup sheets and the Baseball Encyclopedia or baseball-reference.com.
 - E. Maintain official current rosters for each team.
 - F. Conduct voting for awards at the end of the season.

- G. Check player usage against eligibility and inform managers after reconciling monthly stats of any over usage.
- H. The following statistics will be kept for each player and team:
 Hitting: G, AB, R, H, D, T, HR, TB, RBI, SB, BB, SO, **HBP**, BA, SA.
 Pitching: G, GS, CG, SHO, IP, W, L, PCT, **H, R**, ER, BB, SO, SV, ERA.
 Pitchers' individual batting stats will not be kept.

2.5 Duties of the Webmaster (**Mike Landin in 2005**)

- A. Maintain the SABA website with the following information:
 - Current Standings and series included in standings
 - Current Constitution
 - Rosters
 - Current Schedule

2.6 Duties of the Cardmaster (**Stephen Roney in 2005**)

- A. Calculate and distribute each year the control ratings for each pitcher and limitations on all players in next year's card set.
- B. Make sure each manager has a copy of the cards to be used in the season's play.
- C. Track trades, draft picks, and rosters for each team.

2.7 Duties of the Scheduler (**Chris Manning in 2005**)

- A. Publish the league schedule.
- B. Make an effort to determine and follow the will of the majority in setting up the annual SABA schedule.
- C. Conduct the rookie draft each year.

3.0 MANAGER RESPONSIBILITIES

- 3.1 Each manager has a responsibility to be prompt and fair.
- 3.2 Instructions for road series should be e-mailed or postmarked by the 20th of the month preceding the series. (Thus, instructions for December series should be sent by November 20th.) See the following section on "Instructions" (16.0).
- 3.3 Send the visiting manager **and the league statistician** a stat summary for his team which includes all stats required by SABA as soon as he has completed the series. These must be sent by the 15th of the month.
- 3.4 Managers should keep these series stat sheets on file until the final statistics for the season are completed.
- 3.5 Managers who resign or are dismissed from the league in mid-season should submit scoresheets, player cards, and stats to the league office.
- 3.6 Report late instructions and inaccurate stats to the statistician.
- 3.7 Submit any other reports, stats, or writeups requested by the president.
- 3.8 Be available for other special projects which the president may assign.
- 3.9 Answer promptly any trade offers or other correspondence from other managers.

4.0 DUES

- 4.1 Dues will be determined for managers and alternates by the president on an annual basis (**there are no dues for 2005**). Dues will not be raised, however, without sufficient justification. The president will determine the date on which dues must be received and will announce that date well in advance.

- 4.2 Dues will be spent on league operations – newsletters, forms, mailing costs, drafts, playing cards, etc.
- 4.3 After play begins, dues will not be returned to any manager for any reason.

5.0 RULE CHANGES

- 5.1 Anyone may submit a proposal to change the SABA constitution to any member of the executive council, with his reasons for proposing the change.
- 5.2 The executive council will then study the proposal and, if two of its three members approve, it will be submitted to the league members for a vote.
- 5.3 For adoption of a rules proposal, a simple majority of the voting members is required.
- 5.4 Except in emergency cases, no rules changes will be implemented once the season has begun.
- 5.5 In the most extreme cases, where the survival of the league is at stake, the president or the executive council may assume emergency powers to institute necessary rule changes immediately. Such rules should then be submitted to the membership for a vote at the earliest opportunity.

6.0 ROSTERS

- 6.1 Each SABA team will maintain a roster of **35** players at all times (except as noted below).
- 6.2 Team rosters may exceed the **35**-man limit immediately following a completed season, but must be cut to the **35**-man limit prior to the supplemental draft.
- 6.3 Each team may keep 26 men on the active roster for a series, with the remainder being on the reserve list. Players may be moved from the reserve list to the active list **between** series only.
- 6.4 A team may maintain control of a player during seasons when he is not issued a card, but he is counted as part of the team's **35**-man limit.
- 6.5 The president or vice-president will take appropriate measures to ensure that each team has enough starts at each position to complete the entire season.
- 6.6 The president or vice-president must be notified of all trades which will affect the current season's roster by the league trading deadline, which will be announced before each season begins. All rosters will be frozen as of midnight this date until after the playoffs and the World Series.

7.0 TRADING PROCEDURES

- 7.1 Trades may be made at any time, but players will not change teams once a season's play has begun. To be effective for the current season, the trade must be reported by e-mail, mail, or telephone to the statistician and president before the league trading deadline. No trade is official until it is reported by **both** managers.
- 7.2 Trades may be made involving players currently owned and/or draft choices in the **next** rookie draft only. As soon as trading opens after the draft, draft choices for the following year's draft can also be traded.
- 7.3 No trade will be allowed which leaves a team either:
 - A. Without at least one eligible starter at each position, or
 - B. Without at least five eligible starting pitchers, or
 - C. Without at least nine eligible pitchers.

- 7.4 All players involved in a trade must be exchanged at the same time. No trades may include players to be loaned, transferred, or named later, or any other future consideration. No agreement may be made to announce a trade or part of a trade at a later date.

8.0 PLAYING RULES

- 8.1 All advanced APBA basic game playing rules will be used, except the following:
- 8.2 The SABA Randomization Chart will be used when red numbers 15, 16, 17, 18, 19, 20, 21, 23, 36, 37, 38, 39, 40, or 41 occur, *except when the play result is a hit batsman*. If the original number is a hit batsman, do not change the result. In all other instances, reroll the dice and use the unusual event chart to determine the result. If an unusual event chart outcome results in a hit batsman, ignore it and roll again. The Randomization Chart states this and is on page 11.
- 8.3 If, when using the sacrifice booklet, the outcome on the player's card is a red 13 and the play result is a foul strike, change it to two foul strikes.
- 8.4 If using a sacrifice bunt on a 14 against a 'Z' or 'ZZ' pitcher it should be 2 balls if runner on 1st, runner on 2nd, or runners on first and second (as stated in newest boards).
- 8.5 (To prevent taking advantage of the playing boards on the hit-and-run play.)
A batter must have **at least two red 31's** on his card to attempt the hit-and-run play and you **must** use the "SABA Hit & Run – Runner on First Base" board (sent as part of the SABA boards):

13 - SABA: Strikeout - runner caught stealing; 2-4; IF RUNNER HAS A FIRST COLUMN "11" THEN ROLL ONE DIE & ADD 5 TO THE RESULT; if the total is <u>higher</u> than the catcher's defensive rating, the RUNNER STEALS 2nd; if the total is <u>equal to or less than</u> the catcher's defensive rating, the runner is caught stealing; 2-4.
14 - SABA: Ball - runner caught stealing; 2-4; IF RUNNER HAS A FIRST COLUMN "11" THEN FOLLOW THE RULE FOR 13. ABOVE.

Note: for Runners on 1st & 3rd use the results as written in the sacrifice booklet.

- 8.6 (Holding baserunners from stealing.)
Managers may hold runners who do not have 10's or 11's on their cards from attempting to steal. Those players with 10's or 11's on their cards remain liable to be caught stealing. (A manager may also elect to hold **all** runners from stealing, but if he does so, stolen bases that his players would have received on 10's and 11's are lost.) Runners may **not** be held from running on Hit and Run or sacrifice plays.
- 8.7 If a manager elects to "play it safe" with respect to advancement of a baserunner, no differentiation may be made as to the type of hit on which that runner will "play it safe", and he may advance only one base on a single and two bases on a double.
- 8.8 If a runner, in a game not played face-to-face, would be thrown out running the bases because he is rated "S", then he does not try to advance to that base. In all other cases, he advances according to the playing boards. This rule applies only for play results 1 through 11, not for unusual play situations.
- 8.9 With the bases empty only: **Score a red 20 as a 4-3 putout if the second baseman has a fielding rating of nine or if the second baseman has a fielding rating of 8 and the runner is not fast. Score a red 19 as a 5-3 putout if the third baseman has a fielding rating of 6 or if the third baseman has a fielding rating of 5 and the runner is not fast. Score a red 18 as a 6-3 putout if the shortstop has a fielding rating of ten, or if the shortstop has a fielding rating of 9 and the runner is not fast.** Note: this is covered in the randomization chart (found on page 11 of the constitution and mentioned in rule 8.2)
- 8.10 With a runner on first, if the outcome on a batter's card is a **red 29**, the play result will be A-P, PO-1B, runner to second if the pitcher's defensive rating is '1', but runner out at second, A-P, PO-SS, batter safe at first on F.C., if the pitcher's defensive rating is '2'. Note: **Y-Strikeout** overrides this play.

- 8.11 If a rainout occurs before a game is official, ignore the rainout roll result.
- 8.12 To increase batting averages, a single will be recorded on a play result of 'red 12'. This will occur only when the **bases are empty** and the starting pitcher is **not** throwing a no-hitter.
- 8.13 Baseball rules in effect during the season being played will be used, except where expressly noted otherwise.
- 8.14 Use of the designated hitter (DH):
- A. The DH **must** be used
 - B. A player whose primary position is pitcher may **never** bat, not even as a pinch-hitter.
 - C. A player whose primary position is pitcher may pinch-run for any player, including the DH. However, if a player whose primary position is pitcher is due to bat, he **must** be pinch-hit for.
 - D. A player who is a DH may **never** be moved to the field in that game, even if injuries and/or ejections leave no eligible players for a position in the field.
 - E. The slot of the DH in the batting order which starts the game may **never** be moved in that game.
- 8.15 The *Master Game Pitching Grade Conversion Chart* (chart appears on page 10) will be used as follows:
- A. Whenever a pitcher enters the game, either as a starter or as a reliever, his grade is determined by using the chart.
 - B. The grade is determined by rolling two dice, using these results with the chart, and converting the pitcher's Master Game Grade to a Basic Game Grade.
 - C. A pitcher's Master Game Grade will be written on his card, as distributed by the league president.
 - D. The Basic Game Grade determined applies to this game only.
 - E. Any special upgrades earned by a pitcher during a game are applied to his converted Basic Game Grade.
- 8.16 The "ZZ" and "WW" pitcher control ratings will be used as follows:
With bases empty only, a roll resulting in a red 14 against a "ZZ" pitcher -- reroll one die. If even it is a ball, if odd give the batter a walk. A red 35 against a "WW" pitcher -- give the batter a walk. Note that these changes are for **bases empty only**. At any other time a "ZZ" is the same as a "Z" and a "WW" is the same as a "W". To receive a "ZZ" rating, a pitcher must have walked less than two men per nine innings pitched. To receive a "WW" rating, a pitcher must have walked 7 or more men per nine innings pitched. The rating will be assigned by the SABA Cardmaster. This rule will override any mention of a "ZZ" rating on the APBA boards.
- 8.17 A starting pitcher will immediately be reduced one grade when he allows his 5th earned run in a game. For each additional earned run allowed, he will be reduced another grade.
- 8.18 A relief pitcher will immediately be reduced one grade when he allows his 3rd earned run. For each additional earned run allowed, he will be reduced another grade.
- 8.19 A starting pitcher can not be removed unless he has pitched 5 innings, or allowed 4 runs to score, or allowed the potential 5th run to reach base.
- 8.20 When a starting pitcher has completed seven innings, a single die is rolled for that pitcher. If the die roll is equal to or less than the number of runs (earned and unearned) that the starter has allowed, the pitcher is fatigued and loses one grade entering the 8th inning and one additional grade for each subsequent inning pitched. If the starter is not fatigued after the 7th inning, the procedure is repeated after the 8th inning. Any starter who has pitched nine innings is automatically fatigued and loses one grade entering the 10th inning. A starter who has completed ten innings is exhausted and reduced to a grade of D for the 11th inning. No starter may pitch more than 12 innings.

Note: This rule is intended to work independently of SABA and/or APBA rules regarding grade reduction and grade advancement. Thus, if a starter had given up two unearned runs through seven innings, he would be advanced to an A grade beginning with the 8th inning under APBA rules. However, on a die roll of 1 or 2, he would be fatigued and would then remain a B grade pitcher for the 8th inning and would be reduced to a C for the 9th inning.

- 8.21 When a relief pitcher enters a game in the middle of an inning, he will be raised one letter grade for the first batter he faces **only** if he has the platoon advantage against that batter. (Righthanded pitcher vs. righthanded batter or lefthanded pitcher vs. lefthanded batter.)
- 8.22 Any pitcher who has given up ten earned runs must be removed from the game immediately.

9.0 RESTRICTIONS ON PLAYER USE

9.1 Restrictions on non-pitchers:

- A. Each player (non-pitcher) is limited to either the number of games played in real life, or the number of at bats in real life, whichever comes last.
- B. Players with **less than 200 real life at bats** may appear in the starting lineup only once in a 4-game series and twice in a 5-game or 6-game series, prior to the 7th inning.
- C. A player with 200 or more real life at bats may be used “full time (ie: start every game in a series) at the first position listed on his card, or at any other position for which he is rated, provided that he appeared at that position in **at least 35 games** during the real life season. This information will be provided by the league office. This rule may be waived if injuries leave no eligible player for a position.
- D. Any player used illegally under Section 9.1A will be ineligible for the remainder of the season, including the first round of the playoffs.

9.2 Restrictions on pitchers:

- A. There will be three classifications of pitchers:
 - (1) Type 1, single-grade pitchers who started more than 1/3 of their real life games,
 - (2) Type 2, single-grade pitchers who started 1/3 or less of their real life games, and
 - (3) Type 3, split-grade pitchers.
- B. Type 1 pitchers are limited to their real life starts and appearances.
- C. Type 2 and Type 3 pitchers are limited to a) their number of real life starts and appearances, **and** b) innings equal to the greater of 1) their actual number of innings pitched, or, 2) their number of appearances times 1.2 innings per appearance.
- D. If all a Type 3 pitcher’s relief appearances have been used, relief appearances are allowed at the starter grade, in lieu of starts, for the number of unused starts remaining.
- E. Type 1 pitchers may start two games in a 6-game series. Type 2 and Type 3 pitchers may start only one game in a series. A team must use five different starters in a 5 or 6-game series.
- F. Pitchers must have three games rest after a start, whether before a relief appearance or another start. Pitchers must have two games rest after a relief appearance before a start. Pitchers do not have to rest between relief appearances. The rest restrictions described in this subsection apply to each series individually; they do not carry over beyond the end of a series.
- G. If a pitcher starts one game in a series, he may appear in relief in that series up to three innings. If a pitcher does not start in a series, he may appear in relief in that series up to five innings in a 4-game series, up to six innings in a 5-game series, and up to seven innings in a 6-game series.
Exception: If a pitcher had **more than 162 real life relief innings**, he may appear in relief in a series in which he does not start, up to six innings in a 4-game series, up to seven innings in a 5-game series, and up to eight innings in a 6-game series. Regardless of real life relief innings, a pitcher who does not start in a series may appear in relief beyond the above limits, with the restriction that such innings are at Grade D.
- H. A pitcher with less than 7 real life starts can pitch only 3 innings of relief per game at his normal grade. Additional innings can be pitched at Grade D. If a game goes into extra innings, a reliever who exceeds 3 innings pitched, instead of following the above rule, will have his rating drop one full grade for each additional inning pitched.
- I. Any pitcher used illegally under Section 9.2B will be ineligible for the remainder of the season, including the first round of the playoffs.
- J. **Any Grade “D” (1 or 2) pitcher can start up to 32 times provided they started at least 1 game that MLB season. If only marked as a reliever (that is, D*) then they can pitch up to 90 innings.**

9.3 All injuries last only to the end of the game in which they occur.

10.0 SCHEDULE

- 10.1 The schedule will be set up on an annual basis by the **scheduler**.
- 10.2 Games may be played out of sequence if convenient to both managers, but stat reports and series summary reports must be submitted in sequence at the proper time, as though the series was played as scheduled.
- 10.3 A tie for first place or a wild card spot will be settled by a one-game playoff when necessary to determine post-season playoff participants, home team decided by a coin toss. If this game cannot be played face-to-face, it will be played by a neutral party. Statistics for the extra game will be included with the regular season totals, but for purposes of restrictions on player usage, the one-game playoff will be considered a part of the first-round playoff series. There will be one day of rest between this game and the first game of the regular playoffs.
- 10.4 Playoffs
- A. **Qualifiers:** Eight teams will qualify for the playoffs -- the four division winners, plus two wild card teams per conference. The wild card teams will be the two teams, who are not division winners, with the best win-loss percentage.
 - B. **Seeding:** Teams qualifying for the playoffs will be seeded 1-8. The four division winners will be seeded 1-4 by win-loss percentage. The four wild card teams will be seeded 5-8 by win-loss percentage. In case of ties, head-to-head records will serve as the first tie-breaker, followed by a coin toss.
 - C. **Pairings:** The teams will play off in brackets. The top bracket will include Seed 1 v. Seed 8 and Seed 4 v. Seed 5. The lower bracket will include Seed 2 v. Seed 7 and Seed 3 v. Seed 6.
 - D. All playoff series will be best-of-seven. Each series will be played as follows: Two games at the higher-seeded manager's home field, three games (if necessary) at the lower-seeded manager's home field, and the final two games (if necessary) at the original site.
 - E. Starting pitchers must have **four** days (not games) rest during the playoffs. There is one "day" between games 2 and 3 and games 5 and 6 of each playoff series. There is one "day" between game 7 (if needed) of one playoff series and game 1 of the next playoff series. All playoff series are considered to have gone the maximum number of games for purposes of determining pitchers' rest. Thus, if a series goes only five games, the surviving team's pitchers will be considered to have two additional days of rest (when games 6 and 7 would have been scheduled) before the start of the next series.
 - F. The following restrictions on player use will apply to the playoffs:
 - (1) Players with less than 200 real life at bats may appear in the starting lineup only twice in a series.
 - (2) A player with 200 or more real life at bats may be used "full time" at the first position listed on his card, or at any other position for which he is rated, provided he appeared at that position in at least 35 games during the real life season.
 - (3) Pitchers with less than ten real life starts may start **only once** in post-season play.
 - (4) If a pitcher starts one game in a series, he may appear in relief in that series up to 3 innings. If a pitcher does not start in a series, he may appear in relief up to 8 innings.
 - G. All managers of playoff teams should make an effort to complete their playoff series as soon as possible. Although it is hoped that each series can be completed in an even shorter period of time, one month will be allowed for each series. It is the responsibility of the manager who plays the final game of any series to inform his opponent of the outcome of that series within a reasonable amount of time so that plans for the upcoming series can be made. All one-month time periods will be measured from the date which is seven days after the date the playoff match-ups are announced. Results from first round playoff series should be received by the league office within one month, from second round series within two months, and from the World Series within three months of this date. Reasonable extensions of time for completion of a series will be allowed if they facilitate face-to-face play and are agreed to in advance by the league president or his representative.

11.0 PROTESTS

- 11.1 If a manager believes that he has reason to protest a game -- such as his instructions not being followed or SABA rules being violated – he may file a protest to the vice-president. He must at the same time notify the manager who committed the alleged infraction of the protest.
- 11.2 Any pertinent fact must be submitted to the vice-president upon his request as soon as possible after the protest is lodged. (Protests which are not submitted “very soon” after the alleged infraction takes place will not be allowed.)
- 11.3 The vice-president will notify the president immediately of any protest and will again notify him of his decision regarding the protest and his reasons for so deciding.
- 11.4 The vice-president’s decision is final regarding the protest of a regular season game. Playoff game protests will be decided by the executive council minus any member involved.

12.0 ROOKIE DRAFT

- 13.1 Definition of a rookie: Any player with a card who is not on one of the **35**-man rosters. (However, a player is eligible for the Rookie of the Year award only during the first season that he makes a SABA roster.)
- 13.2 The rookie draft will be conducted on a date that is best for most managers.
- 13.3 All rounds in the draft will be in reverse order of finish with the lowest percentage drafting first, second lowest percentage drafting second, etc. All playoff teams will draft behind all non-playoff teams in order of round eliminated in play-offs and by lowest winning percentage within each round. Eg: The 4 teams that lose in the first round of the play-offs will draft 11-14 in reverse order of lowest regular season winning percentage. In case of ties, the team with the fewest wins in head-to-head competition drafts first.
- 13.4 The draft will consist of ten rounds.
- 13.5 There will be a 3 round supplemental draft after the trading period ends and before the regular season starts where cut players can be drafted. The draft order is the same as the rookie draft. All carded players who were eligible for the rookie draft and are not on a current 35-man roster are eligible in the supplemental draft. If a team selects a player they must immediately cut another player if that player puts them above the 35-man roster limit. Any player cut is immediately eligible to be selected as part of the supplemental draft. For example, if a team drafts Sammy Sosa and cuts Albert Pujols to stay at the 35-man limit, the very next team could draft Albert Pujols.**

14.0 SPECIAL AWARDS

- 14.1 Managers will submit ballots to the statistician after each season listing their top three choices for these five awards:
 - A. MVP -- the player who was most valuable to his team
 - B. Cy Young Award -- the pitcher who was most outstanding
 - C. Player of the Year -- the player who had the best season
 - D. Manager of the Year – the manager who best epitomizes the “ideal SABA manager”
 - E. Rookie of the Year -- the SABA rookie with the best season
- 14.2 Each manager must list three choices in order of preference for each award.

15.0 HALL OF FAME

- 15.1 SABA will maintain a Hall of Fame to honor ex-players with outstanding careers in the league. Procedures for the Hall of Fame are as follows:
 - A. Players are eligible for the Hall of Fame after their last carded year.
 - B. Players are nominated for the Hall of Fame by the statistician.

- C. Managers may vote for four players each year. A player must receive a vote from 12 managers to be elected.
- D. A player may be considered for the Hall of Fame three times.
- E. Only SABA statistics and information may be used to determine a player's merit for the Hall of Fame.

16.0 INSTRUCTIONS

- 16.1 Instructions should be sent to opponents **by the 20th of the month** preceding the series unless arrangements for face-to-face play have been made.
- 16.2 Instructions must include at least starting lineups, pitching rotation, order to use relief pitchers and pinch-hitting, along with any other strategy you wish to include. **Do not use *APBA Strategy* as opposed to *baseball strategy*** (i.e., don't write "play it safe with a slow runner on 1st against a C or D pitcher").
- 16.3 If any part of the instructions violate SABA rules, the home manager should disregard the portion of the instructions which are in violation and play the series as fairly as possible.
- 16.4 It is your responsibility to keep your players within the restrictions specified in Section 9.0. You may need to include restrictions in your instructions late in the season. (For example, "Wertz has only one game left, use him to pinch-hit".)
- 16.5 If the visiting team's instructions have not arrived by the first of the month, and no arrangements have been made for face-to-face play, the home manager should attempt to contact the visiting manager for instructions. If the opposing manager cannot be reached in time to play the series by the deadline, the home manager should play the series as fairly as possible without instructions. The home manager should notify the league office that the series was played without instructions. He should send the results of the series to the visiting manager, but he should be certain to keep a copy of the scoresheets and results himself.

MASTER GAME PITCHING GRADE CONVERSION CHART

MG Grade - Dice Roll, BG Grade	MG Grade - Dice Roll, BG Grade	MG Grade - Dice Roll, BG Grade
1 - No Roll D	11 - 11-21 C , 22-66 B	21 - 11-21 A , 22-66 A&C
2 - No Roll D	12 - No Roll B	22 - No Roll A&C
3 11-55 D , 56-66 C	13 - 11-55 B , 56-66 A	23 - 11-55 A&C, 56-66 A&B
4 - 11-44 D , 45-66 C	14 - 11-44 B , 45-66 A	24 - 11-44 A&C , 45-66 A&B
5 - 11-32 D , 33-66 C	15 - 11-32 B , 33-66 A	25 - 11-32 A&C , 33-66 A&B
6 - 11-21 D , 22-66 C	16 - 11-21 B , 22-66 A	26 - 11-21 A&C , 22-66 A&B
7 - No Roll C	17 - No Roll A	27 - No Roll A&B
8 - 11-55 C , 56-66 B	18 - 11-55 A , 56-66 A&C	28 - No Roll A&B
9 - 11-44 C , 45-66 B	19 - 11-44 A , 45-66 A&C	29 - No Roll A&B
10 - 11-32 C , 33-66 B	20 - 11-32 A , 33-66 A&C	30 - No Roll A&B

Relief Pitchers:

- +1 grade if platoon advantage & enters in **middle** of inning
- Max 3 innings/game (or converts to 'D')
- Max 5 innings/4 game series
- Max 6 innings/5 game series
- Max 7 innings/6 game series
- Reduced after 3rd earned run and for each additional run
- 2 games rest after each relief appearance to be able to start a game
- 3 games rest after start before able to relieve

Starting Pitchers:

- Reduce grade after 5th earned run and for each additional run
- Must pitch 5 innings unless:
 - Allows 4 runs or
 - Potential 5th run on base
- After 7th inning:
 - Roll 1 die if <= total runs allowed pitcher is fatigued
 - If not fatigued recheck after 8th
 - Automatically fatigued after 9
 - After 10 reduce to a D
- Must be replaced if given up 10 **earned runs**
- Must be replaced after 12 innings

Bases Empty:

- ZZ** pitchers:
 - 14 = **2 balls** if die roll is **EVEN**
 - 14 = **walk** if die roll is **ODD**
- WW** pitchers:
 - 35 = **walk**

Advancement:

- D to C if no **earned runs** 5 straight innings
- C to B “ 6 “
- B to A “ 7 “

Baserunning:

- P may PR
- If Holding runner:
 - +1 on single
 - +2 on double
 - No attempted steals

- Ignore rainouts if game not official
- Injuries only for that game
- P may **not** hit

SABA RANDOMIZATION CHART

USE LEFT SIDE FOR PRN'S 15 - 21, USE RIGHT SIDE FOR PRN'S 23, 36 - 41

DO NOT RE-ROLL FOR PRN 22

WITH BASES EMPTY ONLY -- DO NOT RE-ROLL FOR PRN 23, 36-41

IF ORIGINAL RESULT IS HBP DON'T RE-ROLL; A RE-ROLL CANNOT RESULT IN HBP

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

BASES EMPTY RESULTS FOR PRN'S 18, 19, 20, 21, 22, 41

	FIELDING 3				FIELDING 2				FIELDING 1			
POS	1B-2	2B-6	SS-7	3B-3	1B-3	2B-7	SS-8	3B-4	1B-4+	2B-8+	SS-9+	3B-5+
	IF < 29		Full < 35		IF 30-34		Full 36-40		IF 35+		Full 41+	
18- SS	1ST ON ERROR, E-SS				1ST ON ERROR, E-SS				GROUNDOUT, A-SS PO-1B			
									(F batter safe on E-SS)			
									(F batter out if SS-10)			
19- 3B	1ST ON ERROR, E-3B				1ST ON ERROR, E-3B				GROUNDOUT, A-3B PO-1B			
									(F batter safe on E-3B)			
									(F batter out if 3B-6)			
20- 2B	1ST ON ERROR, E-2B				1ST ON ERROR, E-2B				GROUNDOUT, A-2B PO-1B			
									(F batter safe on E-2B)			
									(F batter out if 2B-9)			
21- 1B	1ST AND 2ND ON ERROR, E-3				SINGLE				GROUNDOUT, A-1B PO-P			
	(S BATTER HOLDS AT 1ST)											
22- IF	GROUNDOUT; A-P PO-1B				GROUNDOUT; A-P PO-1B				GROUNDOUT; A-P PO-1B			
	(IF P-1, SAFE AT 1ST, E-P)				(IF P-1, SAFE AT 1ST, E-P)				(IF P-1, SAFE AT 1ST, E-P)			
41- FULL	SINGLE, BATTER GOES TO				SINGLE, F BATTER GOES TO				FLYOUT, PO-CF			
	2ND ON ERROR, E-SS				2ND ON ERROR, E-CF							

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