



1994

Official Rulebook

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LEAGUE MEMBERSHIP

Admission

All coaches are admitted by mutual acceptance of the league. All teams are the possession of the league. The commissioner is appointed by the mutual acceptance of the league. All petitions for admission must be directed to the commissioner and conferred by the league. Withdrawal from the league will be freely accepted and should be presented to the commissioner.

Dues

An annual fee will be imposed at the discretion of the commissioner. This fee will be reasonable and applicable only to league expenses. The usual expenses are newsletters, yearbooks, and phone calls on league business. Non-payment of dues will be grounds for forfeiture of a team. The commissioner must set a reasonable due date and attempt to collect before forfeiture.

Team Responsibility

Each team shall be treated as a separate entity. The coach of each team is responsible for meeting league standards. Home teams are responsible for playing all games by the scheduled dates. Visiting teams are responsible for submitting a line-up and pitching rotation to the opposing team prior to the scheduled date. Home teams are required to send a copy of the game results to the opposing coach promptly following playing the series. The standard scoresheet, or computer boxscore, is required for all games. Each team must compile and submit statistics of their games. Fairness and good judgment must be used during games and over the season. Questions or disputes should be directed to the commissioner. A schedule of games and yearly events will be supplied each season. The event schedule shall include dates of supplemental drafts and various deadlines. Each manager will be responsible for meeting these deadlines. Periodically throughout the season a progress check will be initiated by the commissionership. These progress checks will be used to determine the punctuality of the league. Requirements of the progress checks will be established prior to the start of each season. Failure to meet these requirements shall be punishable.

December 1st of each year shall be "Commitment Day" Each manager must notify the League of his intention for the next season. This will allow for league restructuring where necessary. Once the league is settled trading for the upcoming season can occur.

Forfeiture of Team

The commissionership shall review all grounds for forfeiture. The commissionership may request forfeiture of a team provided reasonable investigation has been made. The commissionership may act independently, but should act with the mutual acceptance of the league. Forfeiture shall not be limited to but may include:

- Cheating
- Disregard for rules and standards
- Failure to pay required dues

Failure to meet scheduled deadlines
Lesser penalties may imposed by the commissionership. These may include loss of draft picks or ineligibility for playoffs. Forfeiture is not a banishment and a petition for re-admission will be accepted.

Appeals and Rule Changes

Appeals of censure by the commissionership may be directed to the league as a whole. The league then must vote a majority to overturn any punishment.

Changes of league or game rules will be decided either in committee or by league majority vote. Changes in committee can be challenged by league vote but not vice-versa. All changes of League or game rules shall precede the season or event. Interpretations of rules may be made throughout the season on a case by case basis. Interpretations are to be made by the commissionership and uniformly enforced.

Rights of Membership

All managers are entitled to equal representation within the league. No rule or event shall be established to intentionally discriminate against a manager. All managers are allowed to promote the league in the way they see most fit. This can include newsletters, personal correspondence or oral communiqué.

TEAM COMPOSITION

Team Name

All teams shall carry the name of a city, state or province and a nickname.

Roster

The season will begin with a maximum of forty players on a team. Twenty-five players constitute the major league team. A maximum of fifteen minor leaguers completes the forty man roster. Players without cards constitute a roster spot. twenty-five players will be protected, by each team, from the following season's draft. These 25 will also constitute the team's playoff roster.

Extras

Games are played only by the major league team (except as stipulated on the schedule). The rosters can contain players with or without cards. Obviously, only players with cards can be used in a game. Of the players with cards some may be classified as Extras. Extras are restricted to either the innings pitched or at-bats presented on their cards. Extras will be determined as follows: Relief Pitchers less than forty innings pitched, Starting Pitchers less than eighty-one innings pitched and players with less than 162 at-bats. A pitcher who can both start and relieve shall have his status determined by usage. If he starts at least one game in Strato league play and has less than 81 innings pitched he becomes an Extra. For players with two cards, each card will be treated separately. Each card's at-bats or innings pitched will determine their Extra classification.

Minor Leaguers

Minor league players can be called up to the major league team at any time, except during a game in progress. However, there must be a position for them on the major league roster. Therefore, a player must be injured, cut, sent to the minors or traded to open a position.

Players with two cards

With respect to any players having two Strato cards, the card representing the worst statistics shall be used first. The second card can be used when the total of at-bats or innings pitched of the first card is depleted. There is no obligation that the second card be used. The second card cannot be used in the playoffs if the required at-bats or innings pitched of the first card is not depleted. After the at-bats or innings pitched of the first card is depleted, either card may be used. For play-by-mail purposes, the visiting coach must designate which card is to be used. Otherwise, the home coach will use the worst card. Disagreement about which is the worst card will be settled by the commissionership.

PLAYER TRANSACTIONS

Rookie/Free Agent Draft

The draft will be in reverse order of the previous season's finish. It will be a blind draft with no exposure to the cards. Players protected on the twenty-five man rosters are excluded from the draft. All other players with any major league experience the previous major league season are eligible to be drafted. There is no requirement that the player have a card. Players previously on the forty man roster that were not protected and are not drafted are returned to their original team. The only exception being a player from the forty man roster and not protected on the twenty-five man roster who saw no major league action shall not be returned to the original team. The draft will be held on the first Saturday, following the first Friday, of the year for the next season. The draft site is determined by league needs. Draft involvement can be by direct participation, phone contact, written correspondence or proxy. The length of the draft will be by league demand.

Supplemental Drafts

Supplemental drafts will be scheduled throughout the season. These drafts are restricted to players with cards only. The order of the supplemental draft will be the reverse of current standings as determined by the commissionership. With no more than forty players per team, the supplemental draft may require players be released. These players are not eligible for drafting until the next draft. Any player selected in a supplemental draft must remain on that team's roster, unless traded, until the next supplemental draft.

Trades

Trades can be freely executed between teams not controlled by the same manager. Trading can take place from the opening of trading after commitment day until the trading deadline the following season. Players with or without cards and draft picks can be traded. Draft picks more than a year in advance cannot be traded. Draft picks for Supplemental drafts can only be traded for the current season. Trades are not allowed between teams with the same manager. Multi-team deals are allowed provided no direct exchange is made between teams with the same manager. **TRADES MUST BE REGISTERED WITH THE COMMISSIONERSHIP TO BE FINAL.**

Trades or any roster changes become effective the calendar day they are registered with the commissionership. The player's use is in effect only for subsequent games on the schedule.

PREPARATIONS TO PLAY

Equipment

All coaches are required to have the complete current season set of Strat-o-matic player cards, or the computer game and player rosters. Additionally, the league rule book, super Advanced Fielding Charts, Park Factor Charts, Standardized Scoresheets, Game Schedule, Schedule of Events, directory, Strat-o-matic Roster sheets, League roster sheets, supplemental rule updates, three six-sided dice (two of a similar color and one different) and one twenty-sided die. If using the computer game, coaches may substitute it for the fielding charts, scoresheet, SOM roster sheets, and dice.

Line-ups

Line-ups submitted to the opposing coach should include:

- Line-ups for Left-handed and Right-handed starters or for specific pitchers.
- Desired Substitutions (Pinch hitters and defensive replacements)
- Game strategies
- The twenty-five man roster
- Notation of any injured players
- The pitching rotation
- Long and Short relief and individual match-ups

Unless otherwise stated the home team should allow starting pitchers to pitch until "tired." However,, all player moves should be made by the best judgment and fairness of the home coach. Should any of the above mentioned information be left off the line-up submitted, the home team should use his best judgment in any situation.

Statistics

All teams are expected to compile and submit the following statistics:

For pitchers: games, games started, complete games, games finished, shutouts, wins, losses, saves, innings pitched, hits allowed, runs allowed, earned runs allowed, home runs allowed, walks allowed, strikeouts, earned run average, wild pitches, balks and errors.

For batters: games, at-bats, hits, runs, runs batted in, doubles, triples, home runs, strikeouts, bases on balls, stolen bases, caught stealing, ground into double plays, sacrifice hits, sacrifice flies, hit by pitch, average, errors and passed balls.

For team: totals of individual statistics, double plays turned and team shutouts.

All coaches are required to completely score and tabulate game statistics before sending a copy to the other coach. Home coaches shall be considered the official statistician for each game. Clearly identify each statistical occurrence, using a side bar if necessary, on the scoresheet. Scoring questions should be directed to the commissionership.

Miscellaneous

E-rating changes and pertinent information found on the Strat-o-matic roster sheet should be transferred to player cards prior to play.

RULES OF PLAY

Basic Baseball Rules

Unless superseded by league rules, basic baseball rules shall apply. All coaches shall be familiar with the rules of baseball. Questions involving their interpretations pertaining to Strato will be dealt with case by case and enforced uniformly by the commissionership.

Pitching Rules

Usage

Starting pitchers who have 200 or more innings pitched on their card or in combination between teams played for shall be classified as four man starters. Pitchers with fewer than 200 innings pitched shall be classified as five man starters. A four man starter may not start more than 41 games during a season. A five man starter may not start more than 33 games during a season. Pitchers classified as Reliever/starters may not start more than 15 games during a season. Reliever Only pitchers cannot start. A minimum of four starting pitchers must be on the 25-man roster, for all games, during the regular season. There can be no fewer than three games between starts. All starts for pitchers must be based on the game schedule. The schedule is to be treated as 162 consecutive games with no "off days", for pitching purposes. Starter/Relievers and Reliever/Starters may pitch in relief between starts. However, responsible usage should be observed.

Relief pitchers are not restricted by frequency of appearance. Relief pitchers are restricted to two times their tiring factor plus one inning per regular season series. Relievers are restricted on duration of appearance. A reliever may not pitch more than one inning past his tiring inning. Unless he is the only reliever remaining to pitch in a game. He is then required to complete the game, becoming tired once he reaches the 1+tiring inning standard.

Tiring

Pitchers shall be "tired" if any one of the following conditions occur:

1. If during, or following, their "tiring inning" (found on the card), they allow, in any combination three hits, non-intentional walks or hit batsmen.
2. If during two consecutive innings, following and including, their tiring inning they allow, in any combination, four hits, non-intentional walks or hit batsmen.
3. If they allow five runs in any one inning, six runs over two consecutive innings or seven runs over three consecutive innings.

Once a pitcher tires, he must be replaced, except the final pitcher available.

A relievers innings are determined by the number of outs he has amassed. A (2) tiring inning follows three recorded outs, a (3) tiring follows six recorded outs, etc.

Starting pitchers are limited to eleven innings pitched.

Defensive Rules

All coaches are expected to be familiar with the Basic Defensive Readings on the player cards. If there are interpretation questions they will be uniformly resolved.

All coaches are expected to be familiar with the use and content of the Strat-o-matic Super Advance Fielding Charts. Coaches will adhere to all instructions on the charts unless modified by league rules.

Holding Runners

Runners may be held on any base at the discretion of the defensive manager. Baserunners with an asterisk(*) on their supplemental steal reading are required to be held on first base. Holding a runner on first results in (-2) from a good lead and (-4) from a poor lead. Holding a runner on second results in (-4).

Refer to the following to determine which fielder(s) are responsible for holding the runner on base.

RUNNER BEING HELD	FIELDER RESPONSIBLE FOR HOLD
runner on first, LH batter	first baseman and shortstop
runner on first, RH batter	first baseman and second baseman
runner on second, LH batter	shortstop
runner on second, RH batter	second baseman
runner on third	third baseman

The penalty for holding a runner on is as follows; if a GB(X) is hit to a fielder who is responsible for the hold, add 1 to that fielder's range when consulting the super advanced fielding chart. All other rules on chart apply.

In a steal attempt, the battery combination must be determined regardless of the runner being held on. The battery combination then is added to the baserunner's steal reading. [e.g. pitcher hold (+2), catcher arm(-3)= battery combination (-1)] The maximum range for the battery combination is +/- 5. After the battery combination is determined, the "hold" is figured in and the result is added to the stealing number of the runner.

Defensive Alignments

Infield in/Corners in

If the defensive manager is playing the infield in, then award a single advance two for any roll resulting in a ground ball followed by a "+" on the Batter's card. Additionally, any Symbol followed by a "#" found on the Super Advanced Fielding chart is changed to a single advance two bases. With the infield in, baserunners cannot be held.

If the defensive manager decides to bring only the corners in then follow these rules:

1. DO NOT award a single ** for a ground ball followed by a (+) on the batter's card
2. On a ground ball hit to the first baseman or the third baseman, follow the rules for infield in. (unless there is no runner on third base, then read result as though infield back)
3. On any other ground ball, follow the rules for infield normal.
4. Note that under this rule a first baseman can still hold the runner and charge the batter when the pitch is delivered.

Outfield in

The defensive manager may position the outfield in at the end of the game when the winning run is on third with less than two outs. When the outfield is positioned in make the following adjustments:

1. Consider all readings of "flyball A" and "flyball B" to be a single with the runner on third scoring.
2. On a reading of "flyball B?" subtract 7 from the baserunners speed.

Throws from the outfield

Throwing attempts from the outfield result on hits to the outfield and readings of "flyball B?". Runners may attempt an extra base. Their success is determined by their running speed plus the outfielders arm. However, the following variations apply:

1. With two outs in an inning add (+2) to the baserunners speed. (excepting the batter)
2. On throws from right field to third base, add (+2) to the baserunners speed. On throws from left field to third base, add (-2) to the baserunners speed.
3. On readings of flyball? add (+2) to the baserunner's speed.

Cut-off Rule

When a runner has the option to score a run on a throw from the outfield, the cut-off rule may be invoked. This can occur with a reading of SINGLE with no stars, DOUBLE with no stars or a flyball B? (with a runner on third and at least one other runner on base).

The rule is applied as follows (note that in the following rules the batter is considered a "trail runner" except on a reading of flyball B?):

1. First the offensive manager decides whether to send the runner to home. If the runner is held at third, then the play is complete.
2. Secondly, the offensive manager must decide whether or not to allow the trail runner(s) to advance an extra base. The safe chance that the trail runner(s) will move up is calculated as follows: First trail runner running speed plus outfielder's arm minus five (-5). If the offensive manager chooses to hold the trail runner, then the throw is automatically made to home by the defense. Roll the twenty sided die to determine if the runner is safe or out.
3. If the offensive manager has decided to send the runner home and to let the trail runner(s) move up a base, then the defensive manager must take one of the following options:
 - A. Let the throw go through to home for a play at the plate. All trail runners move up a base on the throw. Roll the twenty sided die to determine if the runner is safe or out at home.
 - B. Cut-off the ball and attempt to throw out the first trail runner. The run automatically scores.

Other trail runners automatically move up a base on this play. Roll the twenty sided die to determine if the trail runner is safe or out.

One final note: In situations where the lead runner is trying to advance on a throw from the outfield to third base, the defensive manager decides to either throw for the runner going to third or concedes third base to the runner thereby holding the batter at first base. On throws to third base the trail runner (batter) always advances to second base.

Players out of position

Players can play all positions on their card and can play out of position if, and only if, no other player is available for the position. Make the following adjustments when playing a player out of position.

1. Give the player a "5" fielding rating and the worst possible E-rating.
2. Give the player a (+5) throwing arm rating if played at catcher or an outfield position. In addition if playing at catcher give him a T-rating of 1-20 and a PB rating of 1-15.

The exception to this rule are outfielders who may play an outfield position that does not appear on their card. (E- rating and arm does not change)

Position rated for	Position not rated for		
	CF	RF	LF
CF	n/a	0	0
RF	+1	n/a	0
LF	+2	+1	n/a

The above numbers refer to an increase in range.

Offensive Rules

DH Rule

The league will use the designated hitter as used by the American League. A player occupying the DH position may not be moved to a fielding position unless the pitcher is inserted into the line-up. A pinch hitter or pinch runner for the DH automatically becomes the DH, and is covered by this rule.

Basic Readings

All coaches are expected to be familiar with the basic Strat-o-matic readings on the cards and fielding charts. The super-advanced rules related to ground balls found on the batter and pitcher cards are consolidated in the following chart. This chart refers only to readings of gb()A, gb()B, and gb()C—not to gb()X, which is described on the Super-Advanced Fielding chart.

Groundball results chart

If a ground ball is hit to the pitcher with a runner on third base then always refer to the INFIELD IN section. With no runner on third always refer to the INFIELD BACK section.

With the corners in refer to the INFIELD BACK section except when there is a runner on third and the ball hit to the first or third baseman—in that case refer to the INFIELD IN section.

INFIELD BACK				INFIELD IN			
Bases	gb()A	gb()B	gb()C	Bases	gb()A	gb()B	gb()C
Empty	1	1	1	3	1	7	1
1	2	4	3	13	8	7	8
2	6	6	3	23	1	7	1
3	5	5	3	123	7	7	7
12	2	4	3				
13	2	4	3				
23	5	5	3				
123	2	4	3				

RESULTS

- 1 Batter out, runners hold.
- 2 Batter out, runner on first out—double play. Other runners advance one base.
- 3 Batter out, runners advance one base.
- 4 Batter safe, runner on first out (force play). Other runners advance one base.
- 5 If hit to 2b/ss – Batter out, runners advance one base.
otherwise – Batter out, runners hold.
- 6 If hit to 1b/2b – Batter out, runners advance one base.
otherwise – Batter out, runners hold.
- 7 Batter safe, lead runner is out. Other runners advance one base.
- 8 Batter out, runner on third holds, runner on first advances.

Lineout() Max rule

When a reading of lo()max occurs in a situation where a triple play could occur, refer to the following:

- 1-7 Lineout—Triple play
- 8-20 Lineout, double play, lead runner double off.

Rolling the Dice during the Game

With no runners on base, three six-sided dice (one different than the other two) are rolled to determine the column and number result.

With runner(s) on base, three six-sided dice and one twenty-sided die are rolled all at once. If the twenty sided die result is 3-20, continue on with the normal reading of the three dice (if a split reading occurs re-roll the twenty- sided die).

A roll of 1 on the twenty-sided die indicates that a wild pitch may occur. Re-roll the twenty-side die 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. Refer to the single six-sided die and if it reads 1 to 3 a balk may occur. If it reads 4 to 6, a passed ball may occur. Re-roll the twenty-sided die and refer to the appropriate rating.

The twenty-sided die should be rolled on hit-and-run and bunting situations, as well.

Stealing

If an offensive coach intends to steal a base he must announce his intention. This follows the defensive coach's decision to hold the runner on. The offensive coach then roles two six-sided dice along with a twenty side die. IF a role of 3-20 is rolled on the twenty-sided die then continue with the normal steal procedure. Refer to the total of the two six-sided dice, if this number falls within the range of the supplemental steal numbers on the player's card then a "good" lead is established. If it does not then a "poor" lead is established. (Note: if the player's supplemental steal reading shows a backslash followed by numbers and this number is rolled an automatic caught stealing results.) In the event of a good lead, the runner's success is determined by adding his first supplemental steal reading, the battery combination and any effect of being held on. In the event of a poor lead, the runner's success is determined by adding his second supplemental steal reading, the battery combination and any effect of being held on. The basestealer must steal with a good lead. The offensive coach can choose whether or not to steal when a poor lead has been established. The minimum safe percentage is 5% on any steal attempt (a role of 1 on the 20-sided die is *always* safe).

If the twenty-sided die reading is a 1 then a pick-off may occur. Re-roll the twenty-sided die. Refer to the basestealer's second supplemental steal rating. A roll of the second number or less on the twenty-sided die avoids a pick-off. This result is not recorded as a caught stealing.

If the twenty-sided die reading is a 2, then a balk may occur. Re-roll the twenty-sided die and refer to the pitcher's balk rating.

If a pick-off or balk does not occur. The steal attempt is canceled and the runner is assumed to have a poor lead.

Steal of third

On an attempted steal of third base, the steal procedure varies in that only a runner with a good lead may attempt a steal, he must steal, and his success is determined by adding the second supplemental steal rating, the battery combination and the effect of being held on.

When a double steal of second and third base is attempted, the lead runner must have a good lead. The runners must steal. The defense must throw at the lead runner. If the lead runner is caught stealing the other does not get credit for a stolen base. It is scored as a fielder's choice.

Steal of home

To steal home follow normal procedures and success is determined by runner's second supplemental steal rating minus nine (9).

With runners on first and third the offensive coach may call for a "delayed steal" of home. When using a delayed steal you DO NOT roll for a the lead. Instead, calculate the safe range for the runner on first by using his second steal rating and adding the catcher's arm (do not adjust for the pitcher's hold rating or the fact that he is held on base). Once sent the defensive coach may throw to second or hold the ball. If the defensive coach holds the ball, the runner on first steals automatically and the runner on third holds. If the defensive coach throws to second, the runner on third attempts to steal home with two changes: he automatically has a good lead and his success is determined by subtracting five (5) instead of nine (9) from his second number. The defensive coach can then cut-off the ball and attempt to catch the runner at home or let the ball go through to second. Note that with 2 outs if the defense throws and gets the runner going to second base, then the runner on third DOES NOT score. Additional note, this strategy may NOT be used if the offense has already rolled for the lead for either baserunner.

If a double or triple steal is attempted (other than a delayed steal) involving home plate, the defensive coach must always make the play at the plate. therefore only the steal procedures for stealing home must be followed.

As is always the case in base running situations a roll of one (1) on the twenty-sided die is always safe and a roll of twenty (20) on the twenty-sided die is always out.

NOTE: There is only one dice roll for the lead per baserunner per base! There are two exceptions to this rule:

1) If the offense rolls but doesn't get the lead for a baserunner who is held, and the defensive manager subsequently decides not to hold the runner on base and 2) If the offense rolls for the lead and doesn't get it, and then the defense changes to a pitcher with a worse hold rating or a catcher with a worse arm. In these cases the baserunner would have another roll for the lead, if the offensive manager so desires.

On steal attempts of second and third base, the defensive manager always has the option of conceding the stolen base by having his catcher hold on to the ball.

Bunting

Sacrifice bunts

The procedure for sacrifice bunts is explained on the Super Advanced Fielding Charts. An offensive coach may choose to sacrifice with runners on first and third base to advance only the runner on first. If the reading of "batter beats out bunt" occurs the batter is safe, runner on third holds and other runner advances to second. If reading "batter pops out into double play" occurs, the runner on first is doubled up, runner on third holds.

Squeeze bunts

With a runner on third the offensive coach must state whether he intends a safety or suicide squeeze in advance of the dice roll. In the event of a BAD bunt the lead runner is thrown out, other runners advance one base.

Hit and Run

All coaches should be familiar with the Hit and Run play on the Super Advanced Fielding Charts. Follow the procedures established therein. If the result BMP occurs the procedure is : Roll for the lead runner's lead with two six-sided dice and follow normal steal procedures. All runners must attempt to steal and a runner stealing third without a good lead subtracts four (4) from his second steal rating in addition to regular procedure. If a runner is held on, the batter's hit and run rating increases one letter. No hit and run is allowed after a reading of 1 AND 2 occurs when attempting to bunt.

Miscellaneous Rules

Injuries

Determine injuries by rolling the twenty-sided die and referring to the injury chart on the Super Advanced Fielding Charts. Injuries will run from that game through subsequent games as required, regardless of schedule. Pitchers are injured on rolls of 1-1-1 and 6-6-6 with the DH hitting. Coaches should make responsible replacements for any injured players. The opposing manager must be informed of all injuries.

Ball park and clutch

Ball park effects and clutch hitting will be used in this league. Park factors are determined by each manager preceding each season. Once park "dimensions" are established they can be modified by up to +/- three (3) for home runs and +/- four (4) for singles each year.

A clutch hitting situation occurs with two outs and at least one runner in scoring position. Omega or horseshoe outs become SI** (single advance 2 bases) and hits become popouts to the pitcher.

PLAYOFFS

Format

The three teams from each division with the best records will compete in the playoffs. The second and third place teams in each division will compete in a best of seven series. The winner will play the division champion in a best of seven series. The winners of each divisional playoff will compete for the championship in a best of seven series. In the event of similar records by teams, tie breaking procedures shall be:

1. Head to head record
2. Divisional record or (inter-divisional record for championship series)
3. Runs scored for the season.
4. Coin Flip

The format for the playoffs will be 2-3-2. The team with the better record will host the first two and the last two games.

Player Usage

Players classified as Extras cannot be used in the playoffs. Review the Extras' standard in the Team Composition section of this rulebook.

All starting pitchers can start in the playoffs with three days rest between starts. Four man starters can pitch with two days rest between starts but lose one inning from their tiring inning. Subsequent starts on two days rest reduces their tiring inning by one more. A return to the three days rest restores the original tiring inning. Five-man starters can pitch only in a four man rotation during the playoffs. They experience no reduction to their tiring factor. Two rest days will be assumed between each series regardless of the length of the previous series.

Starter Only pitchers can be used as relievers in the playoffs. Their tiring inning is (2). Relievers cannot exceed the 1+ tiring inning limit. If all relievers, and Starter Only pitchers being used in relief, on the roster have been used, the final pitcher is permanently tired, once he exceeds the 1+ tiring inning limit, for the rest of the game, and must complete the game.

Injuries

All injuries in the playoffs are for rest of game only.

ALL-STAR GAME

The All-Star game will be scheduled at a mutually acceptable time each year. The game will have stars from the two divisions competing against each other. The coaches for the game will be chosen on a rotation basis. A roster of 27 players will be fielded. The starters are voted on by league ballot. With one pitcher representing each team automatically chosen. The remaining players are chosen by the respective coaches. The starting pitcher can pitch no more than three innings. Subsequent pitchers can pitch no more than two innings. There are no restrictions on players. A Most Valuable Player will be selected at the end of the game.

YEARBOOK

All coaches will be responsible for submitting the following information to be included in the yearbook:

1. Official Statistics
2. records

All statistics for the yearbook must be delivered to the yearbook editor within three weeks of the season end.

The yearbook will also contain awards, All-Star game box score and any other items deemed worthy by the editor.