

Rules at a Glance

Table 1: Relief Pitcher's Rest Chart

Starter		Short Reliever		Long Reliever	
IP	Rest	IP	Rest	IP	Rest
0-1	1	0-1	0*	0-2	0**
1.1-4	2	1.1-2	0**	2.1-3	1
5	3	2.1-3	1	3.1-4	2
6-9	4	3.1-4	2	4.1-7	3
>9	5	4+	can't pitch more than 4 innings		

*Maximum appearances in 4 consecutive days: 3

**Maximum appearances in 3 consecutive days: 2

***Starting pitcher's endurance ratings are reduced by 7 if pitching on 3 days rest.

Reduce short relief pitcher's endurance rating by 4 if he is pitching his 2nd or 3rd consecutive day of work.

If all other pitchers have been used and you are forced to use a short reliever beyond the maximum number of IP, the rest requirement is 4 days.

Bullpen Warm-up Rule

Before a reliever may enter the game, he must have been warming up for at least two batters. The break between innings or half innings counts as one batter. To warm up a pitcher, simply announce which pitcher(s) 1 or 2, will warm up. They are considered to be warming up until the manager announces he is sitting his relievers down. A pitcher may warm up a total of 4 half innings without penalty provided that he did not sit down more than once. Once a pitcher starts to warm up for a third time or exceeds the 4 half innings, reduce his Endurance Rating by 4 for each half inning he warms up, or each new time he begins to warm up. Once a reliever's Endurance Rating is reduced less than 0, but not less than minus 5, he enters the game fatigued. Once a reliever's rating is lower than minus 5, he may not enter the game and will be classified as having pitched when consulting the next game's Rest Chart.

When a team brings in a reliever between innings, it may announce another reliever is warming up to take his place in the bullpen.

Save Rule

Credit a pitcher with a save when he meets all three of the following conditions: (1) He is the finishing pitcher in a game won by his club; (2) He is not the winning pitcher, and (3) He qualifies under one of the following conditions: (a) He enters the game with a lead of no more than three runs and pitches for at least one inning; or (b) He enters the game with the potential tying run either on base, or At bat, or on deck (that is, the potential tying run is either already on base or is one of the first batsman he faces); or (c) He pitches effectively for at least three innings. No more than one save may be credited in each game.

Clutch and Jam Situation

Clutch and Jam Situations occur whenever the the tying or go

ahead run is on base or at bat from the 7th inning on, or at any time when there are runners in scoring position with two outs.

ON Situation

"Runners on-base" occurs whenever a runner or runners on-base. Pitchers who become tired lose their "ON" rating for the remainder of the game.

IN Situation

"IN" whenever the "infield is in" or the "corners are in" regardless of what position is listed for the Hard Ground Out results on line 14 of the hitters card.

You may not play your first baseman in AND hold the runner at the same time.

OFF Situation

Leadoff situations occur whenever the first batter in each inning bats. Pitchers who become tired lose their "OFF" rating for the remainder of the game.

Tired Pitcher

A pitcher becomes tired anytime after the number of batters faced indicated by the pitcher's Endurance Rating has been reached and then two batters reach base safely by a hit, walk, hit by pitch or error. IBB do not count as a batter faced or as one of the two batters to reach base safely.

Doesn't Have Good Stuff Today

Occurs once a pitcher has allowed five earned runs. At that point the pitcher is considered not to have his good stuff and must see the "tired" situation results.

Offensive Rest

- 1) After 6 innings of catching, with temperatures in the 90's.
- 2) For catchers who catch more than 12 innings in one day.
- 3) Day game following night game; Catchers playing in a day game, if

Table 2: Pitcher Endurance Ratings

Type	Endurance Rating
Starters	As noted on card
Long Reliever	15
Short Reliever	7
Reduce short relief pitcher's endurance rating (-4) if he is pitching his 2nd or 3rd consecutive day of work.	

- they played more than 5 innings the previous night.
- 4) For players who've played in the field for 5 consecutive games without a day off, with temperature in the 80's or 90's (excluding InjuryFree players).

Catcher Defensive Rest

- 1) After 6 defensive innings of catching a game in the 90's.
- 2) Catchers who have exceeded their rest limitations for consecutive games must use the rest requirements starting with the next game played and continue with these playing reductions until they are rested defensively for a full game.
- 3) Catchers catching more than 12 innings per day use the catcher defensive rest adjustments below:
 - Passed Ball rating reduced by 2 grades.
 - Error rating reduced by 30.
 - Throwing rating increased by 2.
 - Must use the RR situation results.

Defensive Rest

Occurs when a player doesn't play in the field for 15 consecutive games. This includes players coming back from an injury, but not players called up from the minors. Player get rusty and must reduce error rating by 30 for the first game back in the field.

Earned Run Rule

An earned run is a run for which the pitcher is held accountable. In determining earned runs the inning should be reconstructed without the errors (which includes catcher's interference) and passed balls and the benefit of the doubt should always be given to the pitcher in determining which bases would have been reached by errorless play. For the purpose of determining earned runs an intentional base on balls, regardless of the circumstances, shall be construed in exactly the same manner as any other base on balls.

Holding Runners

Runners on 1st are always considered held unless the defensive manager indicates otherwise. If a runner is not held, he gets a "Good jump—attempts" result.

You may not play your first baseman in AND hold the runner at the same time.

Hit & Run

On a Hit & Run where a strikeout result is rolled off the UMPIRE chart or as a result of a pitcher's JAM rating, the runner must attempt to steal with the -2 adjustment.

You cannot H&R in situations without a runner on first base.

You can H&R with 2 outs, but you do not add on the normal +1 addition as stated on the Baserunning chart.

If a Jam pitcher in a Clutch situation throws a home run result to a non-clutch hitter who is hitting and running, the H&R run result takes precedent resulting in a possible foul out.

Rules at a Glance

Emergency Catcher

When the last available catcher on the active roster is injured teams may use, a player who has been designated as its emergency catcher using a rating of D/10/+4/F/F The emergency catcher may only be used if two active catchers were available at the beginning of the game. In all other situations replacement catchers will use a rating of F/5/+5/F/F.

Emergency Situation

An EMERGENCY SITUATION occurs when a team cannot replace a player with another player rated at that position due to an injury or player ejection. In such situations use the EMERGENCY CATCHER CHART and the INFIELD CONVERSION CHART.

Last At Bat Situation

A LAST AB SITUATION occurs during a trailing team's last inning. At that time a team may pinch hit for a player even though it may not have anyone else rated at that position available. In the event the team prolongs the game, it may use an unrated player at the position using the following guidelines:

- If available, an infielder replaces an infielder with the unrated player using the INFIELD CONVERSION CHART. In the event that no players who fall under the INFIELD CONVERSION CHART are available use the worst possible defensive rating at that position.
- If an outfielder needs to be replaced by someone not rated in the outfielder, use the worst possible defensive rating at that position.

Rain Out Rescheduling Policy

If a rain out occurs during a series it must be made up in the following manner:

- Doubleheader next day of series;
- First common day off or doubleheader on day 1 of the next trip to the home team's park;
- Doubleheader on day 1 of series of the next trip to the visiting team's park;
- At the conclusion of the regular season if the result will effect first place.

Designated Hitter Rule

Any league may elect to use the Designated Hitter (DH) rules as follows: A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher (s) in the game. A DH for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the umpire-in-chief. The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers. It is not mandatory that

a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a DH for that game. Pinch hitters for a DH may be used. Any substitute hitter for a DH becomes the DH. A replaced DH shall not re-enter the game in any capacity. The DH may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order. A runner may be substituted for the DH and the runner assumes the role of DH. A Designated Hitter may not pinch run. A Designated Hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the DH. Once the game pitcher is switched from the mound to a defensive position this move shall terminate the DH role for the remainder of the game. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the Designated Hitter role for the remainder of the game. Once the game pitcher bats for the DH this move shall terminate the Designated Hitter this move shall terminate the DH role for the remainder of the game. (The game pitcher may only pinch-hit for the DH). Once a Designated Hitter assumes a defensive position this move shall terminate the Designated Hitter role for the remainder until it is the DH's turn to bat.

Infield Conversion Chart

In a LAST AB SITUATION with no rated player available at an infield position infielders will use the following ratings. Use these ratings provided that two active players were available at the position at the beginning of the game, otherwise use the worst possible defensive rating.

POS	Adj. Rating
1B	3B d/10
2B	SS d/10 3B d/10
SS	2B d/10 3B d/10
3B	SS d/10 1B d/10

Outfield Conversion Chart

Position not rated for

position rated	CF	RF	LF
CF	N/A	+partial	+partial
RF	-1	N/A	0
LF	-2	-1	N/A

Partial = partial grade (example a B rating becomes a B+ rating, a C+ rating becomes a B).

-/= full grade drop (example, A becomes B, B+ becomes C+, C+ AND C become D, D becomes F)

Rule Clarifications

After failing to get a "Good Jump" result when attempting to steal, the offense may still choose to H&R or Bunt.

With a runner on 3rd, if you decide to send the runner, it is considered a suicide squeeze. If there are runners on 1st and 3rd, you can call for a sacrifice and have the runner on 1st advance to 2nd and hold the runner on 3rd.

Home Run Distance Calculation

To calculate the distance for home runs hit off the batters card, use the Distance Hit Chart. All results less than home run distance are considered to be the minimum distance.

Batter's Pitching Card

Batter Pitching Card			2006
Throws:	Range:		F
Endurance:	Short	Error:	5
Pick/Hold:	1 F (+5)	Balk/WP:	F
Situation:		Wild Pitch:	F
Bats/Card:		Bunting:	
Baserunning/Steal:			
Intangibles:			
Durability:			
Normal clutch tired jam in h&r on off rr			
vs. Left			vs. Right
500-513	Bizarre?		500-513
514-540	Umpire? WALK		514-540
541-580	Infield Range?		541-580
581-620	Outfield Range?		581-620
	2b Hard Ground Out ss (?) cf long fly out cf (3-H)		
	If High Fly out rf (3-H?)		
621-640	HIT BATTER		621-640
641-665	cf GROUND 1B cf (2-H, 1-3?)		641-665
666-690	rf GROUND 1B lf (?)		666-690
	2b Soft Ground Out ss (?) cf LINE 1B cf (?)		
691-840	deep drive?		691-840
	Strikeout strikeout (must steal)/A-foul		
841-865	cf LINE 1B cf (?)		841-865
	If High Fly out rf (3-h?)		
	1b Soft Ground Out 3b (?)		
866-940	cf 2B INTO GAP LEFT CENTER cf (all score)		866-940
941-999	WALK foul		941-999
	cf High Fly out cf (3-H?)		
	1b Ground Out 3b (?)		