

GENERAL RULES FOR 2010 TOURNAMENT

July 23 – 25, Lancaster, PA

Overview

The tournament will be division play. The top team from each division will advance to the playoffs. The Quarter Final rounds, which must be played Saturday at the conclusion of Divisional play, will be a best of 3-game series, as well the Semi-Final Rounds. The Semi-Finals and Finals and Championship Final will be played Sunday morning. The Championship Final being a 5-game series. Division play will be dependent upon the number of teams in the tournament, but a minimum number of games will be established (usually ten). The final determination will be made at Tournament Time. The winner of the tournament will take home the 2010 APBA Convention Championship Trophy. The Division assignments will be held live Friday night at the conclusion of the evening's other scheduled events.

Team Selection

Any STOCK team from a **complete season card set** issued by APBA from the **1909** season through and including the **2009** season **with the exception of the 1981 and 1994 seasons** will be eligible, be they original issues or re-issues. However, ALL team rosters will be limited to 20 players. Accordingly, teams comprised of more than 20 players (i.e.: 1922 has 23 players per team; 1930 has 25 players per team), must be trimmed to a 20-man roster prior to the tournament and may not be altered once the roster has been submitted to the Tournament Officials. Also, where certain seasons have been issued more than once, the mixing of players from the various printings for a particular team is prohibited. **TEAMS FROM ANY OF THE GREAT TEAM VOLUMES ARE NOT ELIGIBLE FOR THE TOURNAMENT. ANYONE ATTEMPTING TO USE ONE OF THESE TEAMS WILL FORFEIT THEIR RIGHT TO PARTICIPATE IN THE TOURNAMENT, AND IF DISCOVERED AFTER THE TOURNAMENT HAS BEGUN, SAID PARTICIPANT WILL FORFEIT ALL GAMES WON TO THAT POINT AND WILL BE DENIED FURTHER COMPETITION. THERE WILL BE NO EXCEPTIONS MADE TO THIS RULE. ALSO, THE FOLLOWING INDIVIDUAL TEAMS, ALL PREVIOUS TOURNAMENT CHAMPIONS, ARE NOW INELIGIBLE: PITTSBURGH PIRATES OF 1909; NEW YORK YANKEES OF 1927; MILWAUKEE BRAVES OF 1957; CINCINNATI REDS OF 1975; OAKLAND ATHLETICS OF 1976; PHILADELPHIA PHILLIES OF 1977; ARIZONA DIAMONDBACKS OF 2000 AND SEATTLE MARINERS OF 2001.**

The use of XB or XC carded players is not permitted and participants must use the same team for the duration of the tournament..

Your team selection, along with 20-man roster and Starting Pitcher Rotation must be submitted to Skeet Carr by Friday night on July 23rd and may not be changed after it is submitted and approved. Copies of a Roster Sheet will be available at the Convention, but one will be sent as part of a pre-convention mailing about a month prior to the event.

Playing Rules

Starting Pitching:

Each team must employ a 3-man Starting Pitcher Rotation. The pitching order of these three hurlers cannot be altered from series to series. Teams advancing to the playoffs and each new round of playoffs can begin each new round with their number one designated starter. **A starter may only be removed from a game prior to the fifth inning if it is for a legitimate Baseball reason.....he has given up a run or runs.**

Relief Pitching:

A pitcher whose grade is asterisked is considered a SHORT RELIEVER, and will be limited to ONE inning (three outs) per game each round. Such a reliever can enter a game with one or two outs in one inning, but then must be removed the very next inning when he records his third out. The lone exception to this rule is if he records four outs due to the occurrence of a double play.

Any other pitcher being carried on the 20-man roster and who is not designated as one of the three starters is considered a LONG RELIEVER, and may pitch an unlimited number of innings, BUT he may appear in only one game per round.

Pitchers with "Split Grades" (EX: C (B*)) may be used in SHORT or LONG relief with the rules governing each applying. In other words, a pitcher graded C (B*) could be used as a SHORT RELIEVER as a B, but if used as a LONG RELIEVER, he would be a C. Should such a pitcher enter the game as a SHORT RELIEVER and complete his pitching limit under the aforementioned rules, he must then be replaced; he

cannot then be declared to be pitching in LONG RELIEF, even at the lower grade. How a pitcher is used in a given round is his designation for that round, and the opposing manager must be made aware of how said pitcher will be used prior to the start of the round.

Offense:

The Designated Hitter will be used for all games and the Official Rules of Baseball governing the DH will be in effect. Pitchers, however, even those with other Defensive Positions on their cards, may never bat. Therefore, under the rules governing the Designated Hitter, if the DH assumes a defensive position the pitcher is required to assume the spot in the batting order occupied by the replaced player, and if that spot in the order comes to bat, the pitcher must be removed for a pinch hitter. Pitchers may, of course, be used as pinch runners, and should their card have a red result 11 or 10 (or a 14*), the APBA rules governing the Hit and Run Play will apply for them. Should the Designated Hitter be removed for a substitute (pinch hitter or pinch runner), the new Designated Hitter must be named immediately at the completion of the team's turn at bat.

All injuries and ejections will be ignored; however, the play result citing them will still be executed. Rainouts will also be ignored, and the dice simply re-rolled for the current batter.

The Hit & Run Play shall be limited to three (3) calls per team per contest, whether or not the play succeeds. In other words, a runner caught stealing or picked off counts as one of the allotted attempts.

All contests will be limited to ten (10) innings. Games tied at the end of the regulation 10 innings will be resolved in the following manner: The roll for the "11th inning" lead-off batter will be made with the result being, at the minimum, a double. That is, the batter could hit a triple or a homerun, but any other result puts him on second base regardless of what result was rolled. **ALL SUBSEQUENT BATTERS WILL BE FACING A GRADE C PITCHER WITH NO STRIKEOUT OR WALK LETTERS AND A FIELDING RATING OF ONE (1).** Once the Visiting Team has completed its turn at bat, the Home Team will follow the same procedure.. The process will be repeated until the tie is broken.

Defense:

Players may start or be used at any defensive position indicated on their card. A player may not be removed from the lineup if no eligible replacement for his defensive position is available. NOTE: In as much as there are no injuries or ejections, it may not be necessary for a team to have a backup at EVERY position. A backup need only be carried on the roster if the manager intends to VOLUNTARILY remove a certain player from a game. Otherwise, he can add other position players or more pitchers to his 20-man roster if he is using a team that was comprised of more than twenty players. . Also, defensive position changes are not permitted unless accompanied via substitution.

Equipment:

Each participant must bring his own team to play in the tournament and it must be the team registered with APBA on Friday, July 23rd. No substitutions may be made after that deadline.

ALL participants will be required to select and use the dice that will be provided by APBA. APBA will also be providing shakers; although, participants may bring and use their own "lucky" shakers. Dice Towers are also permitted. A shaker (or Tower) must be used in all games for all dice rolls. APBA will also provide Play Result Booklets and score sheets; although, participants may utilize their own score sheets if they choose. All game playing procedures will be followed, including the Advanced Fielding Option. Score sheets must be turned in at the conclusion of each series, so that proper credit for wins and losses can be recorded by the tournament staff. A review of all of the tournament rules will be offered during the Friday night session.

Tie-breakers

The following tie-breakers will be enforced to determine division winners in the order listed. If the tie remains after all tie-breakers are exhausted, a one-game playoff will be used to determine the division winner with the two teams' Number One Starting Pitcher on the mound.

The first tie-breaker will be **head-to-head competition.**

The second tie-breaker will be **total runs head-to-head.**

The third tie-breaker will be **run differential for all games.**

Ties between more than two teams will follow the same format, and if, by coincidence, all three tie-breakers are exhausted, a coin-flip will determine playoff match-ups.

Any disputes arising during the tournament not covered by these rules will be resolved by the Tournament Directors and **ALL** decisions will be FINAL.