

A DT Events League



WEBSITE

<http://itbl.drafthammer.com/index.asp>

Standings

https://docs.google.com/spreadsheets/d/1cJw4fBG34JR8VsY_f-6L5YcKaAzCscTF6DR7-UoIIcI/edit?usp=sharing

30-man rosters
111 games per season
Speed of play: the goal is 2-3 series per week.
There is a cost of \$5 per team, per season to cover the cost of the website for all DT Events leagues.
General Managers are here on the invitation of the commissioner, continued participation is at the will of the commissioner and can be terminated at any time without notice. Your actions here could affect your standing in any or all DT Events.



Ty Cobb

SET UP

Rosters maximum of 31 players during the season.

GLITCHES are to be replayed as if the game never happened

NO DH EVER

Advanced Fielding should be ON.

Pitchers Fatigue should be ON.

Optional Pitching Rule OFF

Manual Dice Roll OFF

Ghost Runner Rule OFF

Re-roll Rainouts ON

3D Dice OFF

Three Batter Rule OFF

Disable INJURIES OFF, all injuries are for current game only, disregard the number of days it says.

ANY NEW ADDITIONS BY APBAGO will be evaluated by the Commish and determined if it will be added to the league at the beginning of the next season. (Arm strength, batter shifts, numerical pitching grades, advanced base running to name a few improvements that will probably coming sooner or later.



Duke Farrell and Cy Young

DRAFT

12 rounds

Any Players on the website may be drafted but only those included in APBAGO's set can be used in the current season.

Order determined by record for non-playoff teams, playoff teams go in order of finish. Tie breaker H2H, vs playoff teams (best record picks first)



Offensive Players can play

J0 - 111

J1 - 105

J2-90

J3-75

J4-30 or actual MLB total whichever is lower.

For players that both pitch and hit, they are restricted by both their J-rating and Innings pitched. Once he has used his IP, he can still play another position until he reaches his J-rating max. Example a J3 with 100 MLB IP can play in a max of 75 games as a pitcher or at another position, once he pitches 72 innings he can no longer pitch.

PITCHERS

Pitchers Fatigue is ON

Pitchers get 72% of MLB innings pitched

When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)

Starters must rest 2 games before and after every start, max 10 IP in any start.

Relievers may pitch in 2 games of a series.

Relievers are allowed 4 innings per series, if a pitcher throws more than 2.2 innings in a game he must rest the next 2 games.

Pitchers may pinch run but must be the pitcher in the game to be able to bat.



Gehrig, Speaker, Cobb, Ruth

Free Agents- Only those with a J rating of 0,1,2, and 3 may be added once the season begins

unless only J4's remain

Trading ends after game 72 and resumes after the season.
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Off season trading begins after the World Series until roster finalization day.

Glitches must be replayed.

Rainouts should be disabled before each game starts.
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Advanced Felding should be ON.

ALL penalties are at the commissioner's discretion.



Evers and Plank



Lajoie and Wagner

PLAYOFFS

3 teams from each division make playoffs 5 games wild card series, 7 game division championship, 7 games WS (best rec home in odd # games)

J0&1	5	7
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J2	4	6
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J3	3	5
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J4	1	1
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The semifinals are a 5-game series for pitchers (MLB actual $X .09 =$ innings allowed) for the playoff series.

If you win your series in three or four games, no rest days are required (rotation resets); if you win in five, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series). Games 123 is a series and games 45 is a series.

In a 7-game series for pitchers (MLB actual $X .135 =$ innings allowed) for the playoff series. If you win your series in four, five or 6 games, no rest days are required (rotation resets); if you win in seven, one day's rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2) Games 123 is a series; Games 456 is a series.

No carry over from one series to another. In the event of a tie there is a 1 game playoff. If a tie for the final playoff spot it is a 1 game playoff, otherwise ties are determined by best record H2H, vs division, vs other division, coin flip

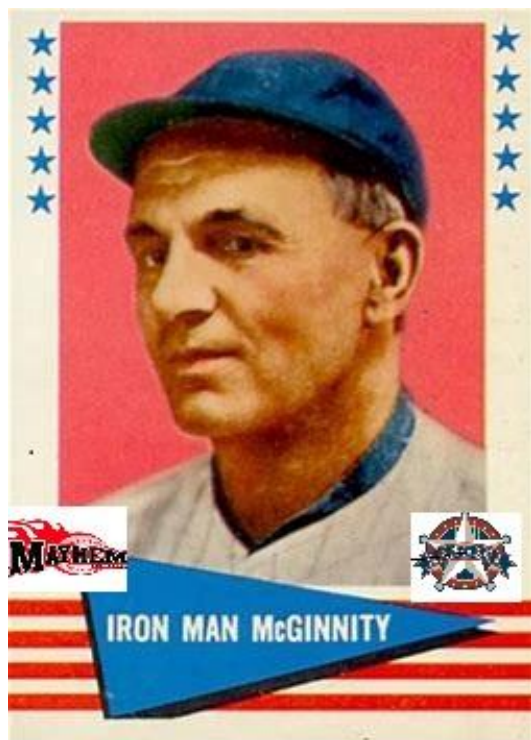
When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)

ALL rules are subject to change by the commissioner when and as he sees fit.



In The Beginning League HALL OF FAME

Joe “Iron Man” McGinnity



1909

Denton True “Cy” Young



1913