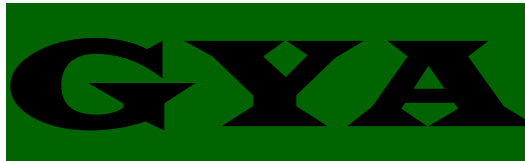


A DT Events League



Golden Years of APBA



GYA is a 12-team league, playing an aggressive schedule of 111 games per season plus playoffs. This will be played on APBAGO, you will need custom teams, collections and the current season we are playing. This is a salary cap league. 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.

SPEED OF PLAY

The goal is to play a minimum of 2-4 series per week.

The draft will be 15 rounds max. non-playoff teams go by record, playoff teams go by 1st round losers by record, 2nd round loser by record, WS loser, WS winner. Tie breaker 1st FTF, 2nd best away record.

All players on the website are available to be drafted but only those carded in APBAGO can be used during the season.

WEBSITE:

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

STANDINGS:

<https://docs.google.com/spreadsheets/d/1Jo52NuhzBgfWYoRe3X8AnF715M6JVzBu3pilir7ZoVjE/edit#gid=0>



SALARY

Each team will be given a total salary available for the current season based on MLB salaries from Baseball Reference. If a player made \$8000 in 1950 but 1951, and 1952 are blank but he played in those seasons, his salary will carry over. You may not exceed your available money anytime during the season. You must spend at least 80% of the money awarded for that season. Unused money will be carried forward to the next season up to 20% of that year's current salary. If you don't spend the 80% you will be charged a poor tax to get your opening day salary to the 80% mark. Any money carried forward can be used to add players during the trading period or as a Free agent.

At seasons end you determine which players to keep for the next season and which ones to cut.

Players traded during the midseason trading period salaries will be split 50/50 between the 2 teams. Free agents signed before the trade deadline cost full salary.

CUTS once the draft starts, players on your roster are guaranteed 50% of their salary, players drafted on your roster when the season begins guaranteed their salary. Any player cut during the season before the trade deadline is owed 50%

ROSTER minimum of 20 players during the season. Max Roster of 30



Pitching

Pitchers get 75% of actual 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 are limited to 10 innings a start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 2 games off between starts.

Relievers may pitch 2 $\frac{2}{3}$ innings per game with a maximum of 5 IP per 3 game series.

Pitchers must have 2 days' rest before and after each start before pitching again.

Starters pitching in relief may pitch up to 4 innings in a game but must sit for the next 2 games after pitching 3 or more innings in a single game.

Pitchers may pitch run but not pinch hit

Offensive Players

No Designated Hitter for now, maybe in 1973.

Hitters can use 75% of the MLB total plate appearances.

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

Players must be rated at a position to play at that position.



SET UP

Rosters maximum of 31 players during the season.
When APBAGO offers multiple versions of the same season we always use the one where the 12 shows on a 23 roll.
GLITCHES are to be replayed as if the game never happened
NO DH EVER
GAME TYPE OPTIONS: Master game
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.

TRADING

Draft picks may only be traded 1 year out. After the 1950 WS the 1952 picks will be released.
It starts after the World Series and ends after you have played game 72.
No Conditional picks trades allowed.
FREE AGENTS
J4 Free Agents can NOT be added after the trading deadline.

PLAYOFFS

When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)
6 teams (3 from each division) 2v3 in each division plays a 5 game series 2-2-1 and the winner plays #1 seed in a 7 games series 2-2-1-1-1. The winners play 7 games 2-2-1-1-1 World Series.
In a 5-game series for pitchers (MLB actual X .09 = innings allowed) for the playoff series, for hitters (MLB plate appearances X .033 = plate appearances allowed) for the 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, for hitters (MLB plate appearances X .046 = plate appearances allowed) for the 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)
If you don't use all PA or IP in a series, they don't carry over to the next series. In the event of a tie there is a 1 game playoff. If the tie for seeding best record H2H if still tied, we go to a coin flip.

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