TABL GUIDEBOOK 2024

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The APBA Baseball League (TABL) continues to create seasons of baseball using the APBA baseball games. TABL play shall follow the rules of major league baseball and the computer game with the modifications noted in this Guidebook.

1. ADMINISTRATION

a. The Executive Council (EC) is the primary administrative body in TABL. Administrative duties, such as running the Rookie Draft, making the schedule, organizing the playoffs, etc., will be delegated within or monitored by this group.

b. Decisions of any league administrator or member of the EC can be appealed to the remaining members of the Council. If that decision is not acceptable to the appealing party, he may submit his appeal to the entire league membership as an item for the next League Survey.

c. Each TABL member in good standing shall have one vote in league balloting. Normally league rules can be adopted or modified by a simple majority of the members voting on the item. Issues of greater importance must be approved by a two-thirds majority of the members voting before being adopted. The EC will determine and specify which issues require a two-thirds vote for approval.

d. Proposed rule changes must be sent to the EC, which will present the proposals for a league vote at least once a year.

e. Proposed rule changes will go in effect in the following season unless otherwise specified by the EC.

 f. Each member will be assessed dues annually to cover the costs of league operations (Yearbook, mailing costs, etc.) and other expenses deemed necessary by the EC.

2. GAMES

a. In 2024 members will play their games using the computer game, APBA Baseball for Windows v.5.75.   All members must use the latest updates available from the Game Co. and must follow the guidelines for computer play set out in Appendix A.

b. Use of a MicroManager is permitted. If a member chooses to use one for road games, the necessary MM files and loading instructions must be sent to the home manager in the same email that contains the roster, lineups, and rotation.

c.. TABL members have retained the APBA Master Game for future use, and have voted to consider the APBA Basic Game for league play at some future date, depending on the needs of the membership.

3. TEAMS. TABL consists of 20 teams divided into 2 conferences, the American and the National.
Each conference is further divided into 2 divisions, East and West. No member shall own 2 teams in the same conference. Teams may not change cities or nicknames without the approval of the EC.

4. LEAGUE SCHEDULE.

a. The Schedule Administrator shall provide an 84-game schedule. Each team shall play 11 games against every team in its division and 8 games against every team in the other division of its conference.

b. The schedule shall be divided into 6 blocks of games. The Schedule Administrator shall establish starting dates and ending dates for each block.

c. There shall be no rain-outs. *(See schedule A for computer-game set-up instructions.)*

d. When a member cannot complete his games on time, the visiting manager and the Standings Administrator must be notified as soon as possible.

e. When a member can foresee problems due to vacation, illness, suspension, etc., a reserve manager may be requested and/or appointed by the EC. Members may also have the option of sending instructions for a home series to the visiting manager and having him play the games. This procedure will be followed only if the visiting manager and the EC agree to it.

f. At the conclusion of the regular season an 8-team playoff season shall commence. (*See section 13.*)

5. REPORTING RESULTS

a. Managers will email timely reports about their home games to the rest of the league. At a minimum, a report at the end of each home series should provide line scores from the games. Reporting additional details about each game is encouraged.

b. Home managers record their series wins and losses on the Official TABL Schedule website, which automatically updates the standings.

c. Home managers must provide visiting managers and the league office with detailed reports of their home games – using copies of scoresheets, or using box scores plus game scripts.

     1) The league shall provide the template for official TABL scoresheets. If this is the chosen method for reporting, copies can be mailed to the visitor and to the league archivist, or scans can be emailed in PDF format. One copy should be retained by the home manager at least until the end of the season.

     2) Instead of scoresheets, managers may choose to provide BBW's game script plus the box score. These may be emailed to the visiting manager and the league archivist.

d. The manager of the home team must deliver a summary of series statistics to the visiting manager after each home series. This can be accomplished either with a p-file or by using an officially approved TABL manual stats sheet.

6. STATISTICS

a. Each member is responsible for compiling statistics for all batters and pitchers who appear in games for his team(s). At the end of each playing block, each member must provide a complete statistics report via email to the rest of the membership.

b. Statistics should be kept in the following categories:

Batting Stats	BA-G-AB-R-H-2B-3B-HR-RBI-BB-SO-SB-CS-HBP
Pitching Stats	ERA-W-L-SV-G-GS-CG-SHO-IP-R-ER-H-SO-BB

Stats are most easily published in the Statmaster TXT format. The Statmaster TXT file should include the Secondary Stats page, to include HBP.   Providing stats in Excel or Google Sheets formats is also acceptable. Optional statistics, e.g. On-Base Pct., Slugging Average, HR Allowed, etc., may be included at the discretion of the member reporting the statistics.

c. Each member is also responsible for sending a copy of his team's final statistics to the Yearbook Editor. The required format for the Yearbook stats page will differ from the monthly reports -- players must be listed by both first and last names; players who also appeared for another team during the season will need to be asterisked; and, the Editor may require additional format changes at his discretion.

7. ROSTERS

a. The complete roster of each team during the regular season and playoffs is limited to 45 players. The active roster for each team is limited to 26 players for each of the first 4 playing blocks. Active rosters can be increased to 30 players for Blocks 5 and 6.

b. Movement of players between active and inactive rosters can only occur between each series. No movement is allowed mid-series except for emergency catcher call-ups *(see Paragraph)* .

c. Rosters for each road series must be designated before the start of the playing block and included in a manager's road instructions.

d. Before playing his first home series, a manager must send his active roster for that series to the EC for record-keeping. A manager may change his roster for a subsequent home series in the block before that series commences; the EC must be notified of these changes.

e. Consult with *paragraph 8g. and 8h.* for rostering requirements for Veterans and Goodyears.

8. PLAYER USE AND ELIGIBILITY – **REGULAR SEASON**.
All players on the TABL computer disk can be used at any time during the regular season, provided such use is realistic. Unrealistic use of players may result in corrective action. Any member can petition the EC about questionable use of players.

a. Low-appearance players. TABL shall use a new J-rating category, J-5, for position players with fewer than 50 plate appearances and pitchers with fewer than 25 innings pitched in the previous major league season. These low-appearance players get special treatment from the pitching rules, the Goodyear Rule and the Veterans Rule (below).

b. The Hard-Cap Rule. Each player is limited to 60% of his actual appearances in the previous MLB season. If a player exceeds his hard-cap limit during the regular season, he shall become disabled for the rest of the year (including playoffs) at the beginning of the next playing block. Or, if the limit is exceeded in Block Six, at the beginning of the playoffs.

EXCEPTION: Hard-cap limits do not apply to J-0 and J-1 position players and relievers, and J-0, J-1, and J-2 starting pitchers and pitchers with split grades.

    (1) The hard-cap limit for pitchers shall be 60% of their MLB innings pitched.

    (2) Position players are limited to 60% of their actual MLB plate appearances. A position player's TABL appearances in the context of this rule shall be defined as AB's plus BB's.

c. Steal attempt limits. When a position player in TABL exceeds 60% of his total stolen base attempts from the previous Major League season, his Steal Success Number (SSN) will be reduced to 18 for the next playing block and the duration of the regular season. Players with original SSNs of 18 or less will not be reduced. (All reduced SSNs will be restored to their original value for the playoffs.)

d. Designated hitters. TABL managers must use a designated hitter in their starting line-ups, except in those rare cases where a pitcher qualifies to be listed in the batting order. A pitcher may be announced as a starter in the batting order (either as the starting pitcher, designated hitter or any other position they are rated by APBA) only if he has a card based on 100 or more MLB plate appearances.

e. Adding fielding ratings. If a member wishes to use a player at a position for which he has no APBA fielding rating, he can request a rating for the player from the Executive Council. The request must be made prior to the start of the regular season.

    1) Requests can be for a rating equal to or higher than the applicable default rating for the position.   Requests must include the position for which the rating is being requested, the numerical rating requested, and the proposed usage of the player at that position.

    2) Each request will be judged on its individual merits, and the EC will consider all pertinent factors before making its decision on the request. The EC may choose to award a rating different from the one requested by the member, or to make no award at all.

f. Emergency catchers. Teams are required to carry at least two players with catcher ratings on their active rosters. In addition, managers must designate an emergency catcher for the block and include this in their instructions.   When a catcher is injured and games remain in a series, the home manager should deactivate the injured catcher and add the emergency catcher on the next playing date. In case two active catchers are injured, deactivate the one with the longest injury time. Keep the emergency catcher activated for the remaining games of the series or until the de-activated catcher becomes available again, whichever comes first.

g. PITCHERS

       (1) <u>Mandatory grade reductions</u>. Pitchers rated J-5 shall have a maximum grade of 10 or 10*. J-5 pitchers with higher grades from the Game Co. must be reduced before any series begins. J-5 pitchers with grades lower than 10 or 10* shall keep their current grade.

       (2) All starting pitchers must have a minimum of one day of rest before starts, and must have one day of rest after each start. They should get at least 4 days rest between starts to avoid a grade reduction.

         a) A pitcher is allowed to start after 3 days' rest since his last start, but his grade must be reduced by 3 points for that start. If the same starting pitcher's next start is also on 3 days' rest, his grade shall be reduced an additional 3 points unless he pitched 200 innings or more in the major league season on which the card is based. In that case, only the original 3-point grade reduction shall apply.

         b) A pitcher is allowed to start with 2 days' rest since his last start, but his grade must be reduced 10 points, and he must get at least 4 days of rest afterwards.

       (3) A pitcher who has only an asterisked relief grade can be used as a starter if he has the required one day of rest before the start. He will be restricted to 2 innings pitched or 9 batters faced, whichever comes first; then he must be immediately removed from the game. His grade for this start shall be the grade assigned by BBW. (BBW automatically reduces a reliever's grade when he's announced as a starter.) He must have one day of rest after the start.

       (4) Relief pitchers cannot appear on 3 consecutive days in the same series. A reliever credited with 1 1/3 to 2 innings of work in one day will be restricted to 1 inning (maximum) on the following day. Pitchers who pitch more than 2 innings in a day cannot pitch at all the next day; 5 or more innings in a day requires 2 days of rest.

       (5) <u>Grade reductions for pitchers exempted from the Hard-Cap Rule</u>.
If an exempted pitcher finishes a playing block with more than 60% of his actual MLB innings, he shall be reduced either 5 grade points or to a Grade 12, whichever is lower, for the next playing block in which he is active. His grade will continue to be reduced 5 points for each subsequent block in which he remains on the active roster. In the playoffs an exempted pitcher shall carry the grade which he used in his last active playing block..

h. <u>VETERANS</u>. Any player with 1000 TABL PA, or any pitcher with 300 IP or 100 games pitched will be designated a Veteran. A veteran who is on the current computer disk must remain on the active roster until he is released, except in the following cases:

       (1) Veterans may be deactivated for the number of playing blocks equal to their injury rating – for example, a J-4 may be deactivated for 4 blocks; a J-3 for 3 blocks, etc. A Veteran can be deactivated for one series in a given block and still have that block count towards his service time.

(2) TABL has created a "J-5" injury rating which applies to players with less than 50 PA or 25 IP. Veterans who meet these criteria do not have to appear on a team's active roster at any time during a season.

(3) Veterans who are released on waivers and are not claimed lose their veteran status. If they reenter TABL through a Scrap-pile Waiver Claim or through the Free Agent Draft, they are not subject to this rule for their first full year back. After one full season, they are again considered veterans, and will then be subject to the preceding Veterans rules.

i. <u>GOODYEARS.</u>   This designation is basically determined using the following statistical guidelines: 300 or more plate appearances; 84 or more innings pitched; 35 or more pitching appearances.
And, in each conference, the top 25 hitters in OPS (minimum 150 PA); the top 10 in home runs or RBI; the top 15 pitchers in ERA (based on 75 IP), the top 7 in wins and saves. Goodyears must either stay on a team's active roster for the first 3 playing blocks or be released on waivers, with these exceptions:

(1) A Goodyear who sustains an injury which carries over into another series can be deactivated for that series and, if he's active for the rest of the block, the block will count towards his service time requirement.

(2) A Goodyear who is rated J-4 may be deactivated after the first 2 playing blocks.

(3) A Goodyear who meets "J-5" criteria (less than 50 PA or 25 IP) does not have to appear on a team's active roster at any time during a season.

Goodyear designations carry through the entire season, regardless of whether the player is traded or released. Members may appeal any Goodyear designation to the EC, who can exempt marginal cases at their discretion.

9. INJURIES – **REGULAR SEASON** :

a. Any regular season injury will disable the player for ½ (one-half) the number of days indicated. Any half-days resulting from this calculation will be rounded up to the next whole number (for example, one-half of a 7-day injury is 3-1/2, so this becomes a 4-day injury in TABL).

b. EXCEPTION – During the regular season, **i**njuries to starting pitchers will be for either one-half the number of days indicated or for 7 days, whichever is longer. Injuries to relief pitchers will be treated in accordance with *paragraph 9a* above. For the purposes of this paragraph, "starting pitcher" refers to the specific pitchers who started the game in which the injury occurred**.**

c. Injuries which go beyond the remaining days of a home stand or road series are handled as follows:

(1) If the injury occurs in a home game, all days to be missed must be applied against any remaining home days for that playing block. Off days <u>after</u> a home series in the block may be applied to injury time. Off days <u>before</u> a home series may only be applied if that day is immediately between two home series. Any days to be missed which have not been applied at the conclusion of all home days for that block shall be applied at the start of the next playing block.

(2) If the injury occurs in a road series, all days remaining to be missed at the conclusion of that series shall be applied at the beginning of the next playing block – not to any remaining home days in the current block. For road injuries, off days are not applied.

(3) If a player is injured both at home and on the road in a block, any remaining injury days must be added together and applied at the start of the next block.

(4) Any injury that extends beyond the end of the regular season will be applied in the playoffs.

d. Off-days, and the days of the All Star break count towards a player's injury time.

e. The Ohtani Rule. Any 2-way player who is injured while pitching will still be allowed to play as a hitter, but must be restricted from pitching for the duration of the injury. Any 2-way player who is injured while batting will NOT be allowed to continue to pitch and must be completely inactive during the duration of the injury.

10. PLAYER USE AND ELIGIBILITY - **PLAYOFFS**.

a. Each team in the playoffs will determine a 26-man roster of eligible players, and send a copy to the Playoff Coordinator. To be eligible for the playoffs a player must have been on the team's 45-man roster at the start and end of the sixth playing block, and on a team's active roster at some time during the regular season, except as noted in *paragraph 9h* below.

b. The Playoff Coordinator (PC) shall review the proposed rosters for all playoff teams. Part of the PC's duties will be the identification of low-appearance cards which may have a disproportionate impact upon the playoff results. A list shall be provided to the EC, who then may place restrictions on the usage of these cards or even prohibit their participation in the playoffs.

c. Roster changes may be made between playoff series. The playoff coordinator must be notified. Roster changes during a series are allowed only in the case of injury (*see Paragraph 10h below*). The replacement player(s) must meet all playoff eligibility requirements

d.. Players rated J-5 (cards are based on fewer than 50 PA or 25 IP) are ineligible for the playoffs. EXCEPTION: In rare instances, it may make sense for one of these players to participate in the playoffs. In these cases, the owner can appeal to the EC to allow this player on the roster.

e. Veterans.   Each team in the playoffs may deactivate one Veteran from its playoff roster. In addition:

(1) any Veteran with injuries carrying over from the sixth playing block may also be deactivated;
(2) any Veteran rated J-5 must be de-activated.

f.   Usage of starting and relief pitchers shall be governed by the provisions of *paragraph 8* above.

g. Players with reduced Steal Success Numbers (SSNs) shall be restored to their original number for the playoffs. The frequency of a team's steal attempts during the playoffs must approximate their regular season usage.

h. <u>Injuries.</u>   Injuries sustained during the regular season shall carry over into the playoffs. Injuries incurred during playoff games shall be for the actual number of days indicated on the computer screen, and not 1/2 the number of days as is done during the regular season. Since playoff games are played in sequence, injuries shall be served on consecutive days based on the playoff calendar, with no special home or away game adjustments.

     (1) Catcher injuries. If a catcher is injured, and his team is left with one healthy catcher, he must be replaced on the roster by the designated emergency catcher the next day; the replacement catcher shall remain on the active roster until the injured catcher becomes available again or until the end of the series, whichever comes first.

     (2) Other injuries.   A team may request permission from the Playoff Coordinator to replace a player who is injured during the course of a series. The injured player must sit out for the duration of that series, but can be re-activated for the next.

     (3) In rare emergency cases, with the approval of the Playoff Coordinator, a team may activate a player who was not on their active roster during the regular season.

11. PROTESTED GAMES.

a. If it becomes necessary to protest a road game, the member wishing to lodge the protest must first contact the EC with a complete explanation of why the protest is being filed. The EC will decide whether to handle the protest itself, or appoint/request a neutral member to be the Protest Administrator. The EC/Protest Administrator will contact the other involved member to determine his view of the matter, review both sides of the issue, and then advise both members whether or not the protest will be upheld. The EC/Protest Administrator reserves the right to ask the involved parties to agree on a settlement of the issue, if possible, prior to issuing a ruling on the protest.

b. If a protest is upheld, the protested game must be replayed (using boards and dice) from the point of the protest in accordance with the rules of baseball. StatMaster statistics must also be adjusted accordingly.

12. PLAYOFFS.

a. The winner of each division plus the two (2) teams with the next best records in each conference (regardless of division) will qualify for post-season TABL Championship playoffs. All playoff series will be best-of-seven games.

b. <u>Tie-Breakers</u>

     (1) Two teams which tie for a divisional pennant at the end of the regular season will meet in a one-game playoff to determine the pennant winner. If a tie exists between two teams for a final playoff position, they will meet in a one-game playoff to determine who advances to the playoffs. The home team in either case will be determined by a coin flip by a neutral member of the EC. This game will be considered part of Block 6 for roster and statistics purposes.

(2) If a tie exists between two teams for seeding within the playoffs, the tie breaker will be position in division with the team in the higher position getting the higher seed. The 2nd tie breaker will be head-to-head record. The 3rd tiebreaker will be a coin toss by a member of the EC.

(3) If multiple ties exist for first and/or second places, the EC will determine a method for selecting which teams qualify for the playoffs.

(4) In the event of a 3-way tie for two Wild Card spots, the teams will be designated Team A (best record), Team B, and Team C (worst record) based on head-to-head records between all three teams. Team A will host Team B, with the winner moving on to the playoffs. Team C will then host the loser of that game, with the winner moving on to the playoffs. These games will be considered part of Block 6 for roster and statistics purposes.

(5) In the event of a 3-way tie for one Wild Card spot, the teams will be designated Team A (best record), Team B and Team C (worst record) based on head-to-head records between all three teams. Team B will host Team C, with the winner of that game hosting Team A. The winner of that game will move on to the playoffs. These games will be considered part of Block 6 for roster and statistics purposes.

c. Playoff Structure.

FIRST ROUND

When two teams from each division qualify for the playoffs, the schedule for the conference playoffs will be:

1st-place East vs. 2nd-place West.
1st-place West vs. 2nd-place East.

If three teams from one division qualify for the playoffs, the schedule for that conference will be:

Division pennant winner with best record vs. 3rd place team.
Other division pennant winner vs. 2nd place team.

CONFERENCE CHAMPIONSHIP SERIES

The two first-round winners will meet to determine the conference championship.

WORLD SERIES

The two conference champions will meet to determine the TABL champion.

d. In the first round of the playoffs, the division pennant winners will have home field advantage. Thereafter, the team with the better regular-season winning percentage will have the home team advantage, i.e., it will be the home team in games 1, 2, 6, and 7.

If the two teams have identical winning percentages in the Conference Championship Series, the seeding positions mentioned in paragraph 13b (2) above will determine home field advantage. If the two teams in the World Series both have the same regular-season winning percentage, a coin flip will determine which team has home field advantage.

e. The member owning the winning team in each playoff series is responsible for compilation of the series statistics. Copies of the statistics and game scoresheets must be sent to the Playoff Coordinator and to the losing manager.

13. DRAFTS. TABL holds two player drafts annually: the rookie draft by which players with no TABL experience are brought into the league, and the free agent draft by which players who have previously played in TABL and were then released are brought back into the league. A Draft Coordinator will be in charge of administering the two drafts.

a. General Information. Each year after the conclusion of the TABL regular season, the Draft Coordinator will publish two lists, one with the names of players eligible for the rookie draft, and another with the names of players eligible for the free agent draft. Team owners will have at least four weeks after the lists are published to review the lists, submit corrections to the Draft Coordinator, and do research on the various players.

b. Free Agent Draft. The Free Agent Draft will be conducted annually, in a chat room, prior to the rookie draft. The actual date of this draft will be published by the Draft Coordinator. The Free Agent Draft is limited to three (3) rounds. Trading of draft picks is allowed, but is limited to picks in the draft immediately upcoming.

   (1) To be eligible for the TABL Free Agent Draft, a player must meet the following criteria:

      (a) He must have appeared in at least one TABL game in a previous season.

      (b) He must not be on a TABL roster.

      (c) He must not have cleared Retirement Waivers at any time previously.

   (2) Draft Order - Drafting order for free agent draft will be determined by the following criteria:

      (a) The first 12 picks in each will be determined by order of finish of the 12 teams who do not make the playoffs each year. The team with the best record among those teams will get the first pick in each round, the next-best record picks second, and so on down to the team with the worst record at pick #12 in each round.

      (b) Picks 13-20 will be determined by reverse order of finish of the eight teams who make the playoffs each year. The team with the worst record of the eight will pick 13th in each round, and the team with the best record will pick 20th.

c. Rookie Draft. The Rookie Draft will be held annually by email on a date or dates specified by the league, but not less than three (3) days after the completion of the free agent draft. The rookie draft is limited to **10** rounds.

   (1) To be eligible for the TABL Rookie Draft a player must meet the following criteria:

      (a) He must have appeared in at least one (1) game in the preceding Major League season.

(b) He must not have previously appeared in a TABL game.

(c) He must not be on the roster of a TABL team.

(2) Draft Order - Teams will draft in reverse order of finish from the previous season, based on winning percentage. The 12 teams that did not make the playoffs will be ordered from 1 to 12 based on their winning percentage from the previous season. The 8 playoff teams will be ordered from 13-20, also based on their winning percentage from the previous season. Ties will be broken by coin toss, and teams will swap positions in alternate rounds. Those draft positions would then be reversed for the purposes of the FA draft.

14. TRADES.

a. Trades are permitted at any time from the end of one regular season through the end of the fourth playing block of the following season. The exact date of the trading deadline each year will be established by the Roster/Trade Coordinator. All trades must be reported to the league's Roster Coordinator in accordance with deadlines established throughout the year. The EC reserves the right to nullify any trades in the best interests of TABL.

b. Rookie and Free Agent Draft picks as well as players, coaches, managers and/or other commodities may be exchanged in trades. Draft picks may only be from the next scheduled rookie or free agent draft, and may be from any round of either draft. (EXCEPTION: Once the e-mail portion of the rookie draft begins, picks from the next year's drafts can be included in trades.)

c. Trades are permitted between any two or more teams in the league. Trades between two teams owned by the same member, or trades that in any way create obligations for two teams owned by the same member (e. g., "three-cornered trades" involving a team owned by another member) must be handled in the following manner:

(1) The member proposing the trade must advertise to the entire league his intent to make the deal and the names of the players involved. League members have two (2) weeks to respond to this information and make offers on the players involved.

(2) The member proposing the trade must request EC approval for the proposed trade. He must inform the EC of all other offers. The EC may block the trade if it deems another offer equal or better than the trade between the two teams.

(3) If, during the two-week period for allowing responses, the member receives an offer that he likes, he may accept it immediately and halt this process. He should also announce this fact to the rest of the league.

(4) After the EC makes its final decision the member then has the opportunity to withdraw the trade offer if he so desires.

(5) If one member of the EC is involved in the proposed trade, the remaining EC members will serve as arbitrators to review the deal. If two members of the EC are involved in the proposed trade, another league member will be immediately appointed as the third arbitrator to review the deal.

15. WAIVERS. TABL currently allows three types of waivers: irrevocable waivers, retirement waivers, and "scrap-pile" waivers.

a. Irrevocable Waivers. This type of waivers is simply releasing a player from a team roster. Names of players released on irrevocable waivers must be sent to the Roster Coordinator by deadline dates previously-announced in "TABL Transactions."   The players are then listed in the next issue of "TABL Transactions," and the other teams in the league are allowed to submit claims on the players by the next announced deadline date. The procedure for processing irrevocable waiver claims is contained in Appendix B.

b. Retirement Waivers.

(1) This type of waivers is a method of permanently deactivating a player. In order for the player to be eligible for retirement waivers he must be or have been a TABL veteran and also must be at least 37 years old at the time he is deactivated. Exceptions to this requirement may be granted by the Roster Coordinator on a case-by-case basis.

(2) If a player put on retirement waivers is claimed by another team, the team waiving him has the option of withdrawing the waivers and restoring the player to its roster, or allowing the other team's claim to stand. If the player is not claimed, then he is considered officially retired and can never play in TABL again.

c. "Scrap-Pile" Waivers.

(1) This procedure allows teams to temporarily pick up available free agents – those undrafted in the previous free agent draft or drafted but subsequently waived – throughout the regular season. Pre-season scrap-pile claims can be made during the roster cut-down periods in March – the Roster Coordinator shall announce when claims are to be accepted. Undrafted/unclaimed rookies are not eligible for scrap-pile waivers.

(2) Players claimed on scrap-pile waivers will be considered part of a team's 45-man roster, and another player or players must be waived to make room for the "scrap-pile" pickup if that pickup puts the team over the 45-man limit.

(3) Scrap pile claims will be honored in the same procedure with claims for irrevocably waived players.

(4) At the end of the season (and playoffs if applicable) the "scrap-pile" pickup will be dropped from the 45-man roster, and again become a free agent. He will be eligible for the free agent draft if he meets the criteria for that event.

16. TABL ALL-STAR GAME

a. TABL will have an All-Star game each season at the conclusion of Block 3. The World Series managers from the previous season will be responsible for selecting the players, setting the line ups and

developing instructions for the team from their conference, with input from other conference members. Team rosters will consist of 30 players.

b. The playing of the game will rotate among League members.

c. If a player has an injury that will carry over from the end of Block 3 into Block 4, he is out of the All-Star game, although he may be selected and replaced. The scheduled days of the all-star break do count towards any player's injury time.

d. Injuries sustained in the All Star Game will be considered "rest of game" injuries only, and will not subject any player to the Disaster Rule.

APPENDIX A

TABL COMPUTER-PLAY GUIDELINES

1. The standard program for TABL computer play is APBA Computer Baseball 5.75. Computer players must download and use the latest game updates and play-by-play updates. All computer players must use the official league-issued data disk with these programs.

2.. Before each game, the home manager must ensure that rain will not interrupt the game. In the drop-down menu under Options, click on Select Ballpark. Under Park Features, check-mark the box for Domed.   The click Save.

3. Before a game or a series, it may be necessary to alter player cards or ratings on the league data disk for a number of different reasons, using the Advanced Draft program. Ratings cannot be changed by the APBA player in the midst of a ballgame.

4. Select the rules for the game. In the drop-down menu under Pre/Post Game, after selecting the teams, click on Set Rules:

    a. The Skill Level can be set to any of the three choices (Amateur, Semi-professional, Professional), depending on the preference of the member. The "Amateur" setting will allow the APBA player more time to consider his opponent's instructions before making a decision and thus is encouraged.

    b. Game Rules. Three choices under Game Rules (Designated Hitter, Intentional Walk, With Bases Full, Exiting During Game) must be activated by a check mark. The other five options (Sacrifice with 2 Outs, Allow Bunt For Hit, Allow Infield IN With 3rd Base Empty, Enable Ballpark Effects, Pitcher 3 Batter Rule) must be disabled by leaving the boxes unchecked.

5 . APBA's League Manager shall not be used in TABL play at this time.

6. Inadvertent Errors/Computer "Blink-outs."

    a. If a computer player inadvertently hits the wrong key, producing an unwanted substitution or play call (usually not reversible in computer play), he must continue the game from that point with boards and dice. If he does not own boards and dice, he must complete the game as best he can on the computer, and notify the opposing manager of the situation. If the two of them cannot agree on a course of action, then the problem will be turned over to the EC for resolution.

    b. If a computer "blink-out" due to loss of power, a power surge, etc., interrupts a regular season game, the EC must be notified. Normally, if this occurs before the game becomes official, the results shall be discarded. The home manager shall start anew, on the same TABL date, as if the blinked-out game never occurred. (An official game is one in which five innings have been completed, or 4½ innings if the home team is ahead). If the interruption occurs after the game has become official, the EC may require a replay or allow the results to stand, at their discretion.
    During the playoffs, computer "blink-outs" shall be referred to the Playoff Coordinator for resolution.

APPENDIX B

WAIVER CLAIM PROCEDURE

     The procedure for processing waivers is similar to that used for the rookie draft, in that teams' claims are honored in reverse order of the latest TABL standings, i. e., the team with the worst overall record gets the first pick, and the team with the best record gets the last pick.

Players on the waiver wire and scrap-pile players shall be included in the same pool for the purposes of awarding claims. The following procedures are used to process claims:

1. Teams send Roster Coordinator the names of waived players.

2. Roster Coordinator includes names in "TABL Transactions," and announces deadline date.

3. Teams send names of players they wish to claim to Roster Coordinator.

4. After deadline date, Roster Coordinator determines the order of selection as follows:

   a. Prior to the start of a season, the final standings from the previous year are used. Teams select in reverse order of finish, determined by winning percentage. Ties are broken by a coin flip.

   b. During the season, the standings from the last completed block are used.

 5. After the selection order is determined, the Roster Coordinator distributes players as follows:

   a. He arranges the lists of claims in the order of selection by team.

   b. He checks each team's list starting with the first team in the order. Unless the list contains instructions to the contrary, each team will get the player at the top of its list when its turn comes up.

   c. The process described in paragraph 5a-b above is repeated until all claimed players have been selected.

6. Two exceptions to the process described in paragraph 5 exist:

   a. A team will be allowed to reclaim a player it placed on irrevocable waivers, but only after all other teams in the league have passed on claiming that player. If the player does not appear as the first choice of any other team, then the team which released him may re-claim him.

   b. A member who owns two teams may not claim a player for one team after releasing him from the other until all other teams in the league have passed on claiming that player. If the player does not appear as the first choice of any team owned by another member, then the member's second team may claim him.

7. Successful claims are published in the next "TABL Transactions."