

## AARBL CONSTITUTION

This Constitution is the governing document of the All-American Retro Baseball League (AARBL).

### I. MEMBERSHIP

- A. The AARBL will begin as an association of 10 members playing retro seasons of the Strat-O-Matic baseball simulation game beginning with the 1954 season. League expansion will begin with the 1961 season.
- B. Each member of AARBL owns and operates one of the fictitious baseball franchises. Players will be drafted from all players that are carded for that particular season.
- C. Each franchise will be assigned to one of two divisions based upon the geographic location of its owner. Subsequent expansion of MLB will be reflected in the AARBL and may result in the creation of additional divisions.
- D. There are no fees or dues assessed to members of AARBL. Members are required to own the latest version and roster disk of the Strat-O-Matic game and install all patches when they become available.

### II. SCHEDULE

- A. Each AARBL team will play a 154-game schedule through the 1960 season. Beginning with the 1961 season, all teams will play a 162 game schedule. The schedule will be "unbalanced," and will be determined by the League Commissioner with input from team owners and the schedule maker prior to each season
- B. AARBL members will play their team's road games. The home team manager may choose to send a computer manager (CM) to his opponent, or play the games via NetPlay if both managers agree.
- C. NetPlay is encouraged, but is not required. Deadlines for submission of game results will not be extended to accommodate NetPlay.
- D. A schedule of due dates will be distributed prior to the start of the season.
- E. Essentially the schedule will follow this pattern:
  - 1. CMs for each phase of games will be due out to opponents (with a copy posted to the league's Yahoo Group) by midnight Eastern Time on Tuesdays. The Yahoo Groups distribution list will be located at <http://groups.yahoo.com/group/AARBL/>.

2. Unless otherwise instructed, game result files will be due to opponents and the League Commissioner by 6:00 pm Eastern Time on Sundays.
3. Games not reported by the Sunday deadline will be auto-played by the League Commissioner using the Quick Spectator function of the game. This will allow the League Commissioner to ensure that correct lineups are being used for each game.
4. A new league file will be distributed by the League Commissioner by 11:00 pm Eastern on Sundays if all games are reported on time.

### III. PLAYOFF SCHEDULE

- A. The AARBL post-season schedule will approximate that of MLB in its respective season. For example, in the league's inaugural season, only the top team in each division will participate in the playoffs.
- B. In future seasons, division winners along with wild cards will qualify for the playoffs.
- C. In future seasons, the first playoff round (the Championship Series) will consist of the two wild card teams (2 next best records overall) playing the division winners. The division winner with the best record will play the wild card team with the worst record of the two wild card teams.
- D. In the second playoff round (the World Series), the winners of the Championship Series will play for the AARBL Championship.
- E. All playoff series will be best-of-seven in a 2-3-2 format, with the playing field advantage going to the team with the better record. Wild card teams cannot host a playoff series, unless two wild card teams are playing each other.
  1. If the series is NetPlayed, the team with the better record will be the home team for games 1, 2, 6 and 7 and the team with the lesser record will be the home team for games 3, 4 and 5.
  2. If the series is not NetPlayed, the team with the better record will still be the home team for games 1, 2, 6 and 7 and play those games against his opponent's CM, however, the home field advantage option will be turned off. The team with the lesser record will be the home team for games 3, 4 and 5 and play those games against his opponent's CM with the home field advantage turned off.
  3. NetPlay is strongly encouraged for the post season.

### IV. ROSTERS

- A. For the initial AARBL season, each franchise will select 35 players to stock its team. All players not selected will be placed back in the Free Agent Pool for the following season.

B. After the inaugural draft is completed, teams may trade for additional players, but the team's roster may not exceed 35 players. If a transaction places a team above the 35-man roster limit, that team must immediately release a sufficient number of players to be within the roster limit. If a player has more than one card, he will only count as a single player. In such instances, the two cards will be used chronologically. The second card may not be used until the usage of the first card has been exhausted (the same rule applies for the playoffs).

C. Prior to each subsequent season's draft, by a date to be announced by the League Commissioner, each team may release as many players as it desires into the Free Agent Pool, however, no team may have more than 25 players on this date, so teams must release players as required to get below this limit.

D. Each team will continue drafting until it once again reaches the 35-man limit. If a team has 35 players before the draft, that team will not participate in the draft.

## V. IN-SEASON AND PLAYOFF ROSTERS

A. During the regular season, each team is limited to 25 active players from the beginning of the season through the end of August. Each team's active roster must include the following:

1. At least 2 catchers

2. At least 5 infielders, with at least 2 players rated at each infield position (a player may be counted at more than one position).

3. At least 4 outfielders

4. At least 9 pitchers (at least 5 of whom must be able to start); unless you have 4 active starters who can pitch on 3 days rest (look for the asterisk next to the pitcher's endurance). A starter/reliever can be counted among the 5 whether or not he is actually used as a starter. During the playoffs, these minimums drop to 8 and 4 (unless all starters can pitch on 3 days rest, then the number of required starters drops to 3).

B. The Roster Expansion Date is approximately September 1st. The League Commissioner will determine and announce the Roster Expansion Date prior to the start of each season. The Roster Expansion Date will always be the first date of a game phase.

C. All players on a team's roster with usage remaining may be activated on the Roster Expansion Date unless that player has less than 20 adjusted ABs or 10 adjusted IPs for the season. Players with less than the aforementioned minimums will be ineligible for the entire season.

D. Players may be changed from active to inactive status or from inactive to active status only at the beginning of a scheduled phase of games.

E. Each team qualifying for the post-season playoffs must announce a 25-man post-season roster

prior to the start of the playoffs. Any player on the team's roster meeting the minimum AB and IP requirements is eligible for post-season play.

F. The 25-man post-season roster may be changed between the Division Series and the League Championship Series or between the League Championship Series and the World Series (when we start playing them), subject to the eligibility requirements above.

## VI. PLAYER USAGE

A. A player can play any position, if he is not rated at the position, he will receive the worst possible rating. The exception is an outfielder who may play any outfield position, using Strat-O-Matic's standard rules for outfielders playing an outfield position for which they are not rated. A pitcher must be rated as a starter to start a game or as a reliever to pitch in relief. Pitchers may not play any position other than pitcher, and non-pitchers may not be brought in to pitch (unless you run out of pitchers or position players.) Players who do not have a position on their card (DH) will be rated at their last carded position, with the following adjustments:

Take a DH's worst rating of the past three seasons he had a fielding rating for the first year he is a DH, then add one to it each year until he reaches the plateau off the following table:

	Worst fielding rating past three seasons	Year 1 as DH	Year 2 and beyond
	1	2	3
	2	3	4
	3	4	5
	4	5	5
	5	5	5
E Rating	<20	20	30
	21-29	Worst+5	Worst+15
	30+	Worst+5	Worst+15
Arm	Better than -2	-1	+1
	0, -1, -2	-0	+2
	+1, +2	+2	+3
	+3 or greater	Worst+1	+5

B. Before each regular season series is played, both teams will be given 15 days of rest. After the regular season, each team will be given 2 or 3 days rest (depending on the schedule) before the first round of the playoffs begins. In between rounds of the playoffs, each team's rest will depend upon how quickly they have completed the prior series. Each off day during a playoff series will count as a day of rest.

C. All players are limited to 105% of their actual MLB plate appearances (PA) or innings pitched (IP) during the regular season. Fractional innings are rounded off.

D. As long as a player has not reached his 105% limit, he is eligible to play current phase of

games and may be used in excess of the 105% limit until the end of that phase. Players do NOT have to be deactivated during the block or removed from a game because they reach the limit.

E. Any player who reaches his 105% limit during a phase must be made inactive for the remainder of the regular season as soon as that phase is completed. It is each manager's responsibility to keep track of over-usage. Any team abusing this rule risks losing that player into the free agent pool.

F. During the playoffs, all players are limited to 10.5 % of their actual MLB PA or IP for each playoff series. In the playoffs, these limits cannot be exceeded; a player or pitcher reaching their series limit must be immediately removed.

G. During the playoffs, player injuries will be reduced as follows:

1 to 5 game injuries will be reduced to remainder of game.

6 to 10 game injuries will be reduced to remainder of game plus one game.

11 to 15 game injuries will be reduced to remainder of game plus two games.

## VII. TRADES AND FREE AGENT CLAIMS

A. Teams may trade players and or draft picks. There is no limit to the number of players and/or draft picks that may be included in a trade.

B. Trading is open at all times, except for from the end of the trading deadline through the end of the World Series. Any gentlemen's agreements entered into during a period closed for trading are NOT enforceable. Both teams must announce the trade after trading re-opens.

C. When a trade is agreed upon, both teams must announce the trade and the effective date of the trade in order for the trade to be official.

D. No future considerations may be included as part of a trade.

## VIII. DRAFT

A. At the end of each season, at a date to be determined by the League Commissioner, AARBL teams will participate in the draft of all players not currently on an AARBL roster.

B. After the first round of the draft, teams will draft in reverse order of their previous season's won/lost record, except that the World Series loser will draft 9th in each round and the World Series winner will draft 10th.

C. The order of picks for the initial draft will be determined by a random lottery, with each team having an equal chance of winning.

D. The order of picks in the first round of subsequent drafts will be determined by a weighted lottery for the first pick, and then a weighted lottery for the second pick. Each team will have a chance of earning either the first or second pick, except for the World Series winner and runner-up (and any other playoff teams once the playoffs are expanded.)

1. The World Series loser will draft 9th.

2. The World Series winner and AARBL Champion drafts 10th

E. In subsequent rounds of the draft, teams will draft in reverse order of finish, with the World Series winner and runner-up drafting 9th and 10th.

## IX. PLAYING RULES

A. The following settings will be used on the Options/Rules screen:

1. Main Rules: Maximum Level

2. Stealing: Super Advanced Steal System

3. Miscellaneous: Use Miscellaneous Rules

4. Injuries: Use Injuries (Injuries will only last a maximum of the length of the series being played)

5. Groundball A: Prevent GBA on Pitcher Cards

6. BP/Weather/Clutch: Use BP

7. Strategy: Super Advanced Strategy Charts

8. Closer: Do Not Use Closer Rules (This will change when closers become more prominent)

9. Pitcher Fatigue: Use SADV Fatigue & Pitch Count

10. The following settings will be used under Maximum Rules:

Bunt for base hit

Improve out distribution

Improve base-running realism

Home field advantage

More base-running decisions

Doubles/Triples options

Realistic throwing errors

Pitch-Around option

Robbing HR rule

## X. GAME PREFERENCES

A. The following game preferences are to be used on the Game Preference Screen:

1. Entry Mode: None
2. Play by Play Level: Minimal Play by Play
3. Results and options: Show flight of ball, Show board game information.
4. Computer Manager: Home team managed by computer.

## XI. LINEUPS AND USAGE

A. The following settings will be used on the Lineups and Usage Options screen:

1. Visiting Team Lineup: Draft League Mode No Rest
2. Schedule Days Off: No Scheduled Days Off
3. Minor Leaguers: Minor Leaguers - INELIGIBLE
4. Home Team Lineup: Draft League Mode No Rest
5. Auto Swap: No Auto Swap-O-Matic
6. Over-usage: Ignore Over-usage
7. The Super Hal Bullpen and Lineup Subs boxes will be checked.

## XII. TIEBREAKERS

A. If two teams are tied for a division title, they will play a three game playoff (preferably by NetPlay) after the regular season. The winning team will be declared the division champion and advance to the playoffs, and the statistics generated will count toward the regular season. All

regular season rules apply. In future seasons, after the wild card is introduced, if two teams are tied for a division title, and there is a wild card team with a better record, they will play a one game playoff after the regular season. The winning team will be declared the division champion and advance to the playoffs, and the statistics generated will count toward the regular season. All regular season rules apply. Home field advantage for tiebreaker playoff games will be determined as follows:

1. Best record in head-to-head play
2. Best record in road games (if tied in head-to-head play)
3. Best record head-to-head with all tied teams if more than two
4. Most runs scored in head-to-head games
5. Fewest runs allowed in head-to-head games
6. Coin toss

B. If two teams are tied for the wild card, the same format will be followed. If two teams are tied for a division title, and there is no team with a better record for the wild card, then the division title will be determined with the aforementioned tie breaking system, except that the second of the criteria will be record within the division.

C. Ties for draft position will be broken using the above tiebreakers. Since the draft is in inverse order of finish, the team with the better record will receive the later draft position.

### XIII. STADIUM SELECTION

A. Prior to the inaugural player draft, there will be a separate stadium draft in which each manager will choose his team's home stadium.

B. Teams are not permitted to move at will, but can change stadiums under the following circumstances:

1. Teams must move if the team occupying their home stadium moves. They are not required to follow the geographic progression of the team that moves, however, they will have the right of first refusal on the new stadium into which the team moves.
2. Each team is permitted one "wild-card" move every ten years. If two teams choose to move during the same season, a supplemental stadium draft will be held in reverse-standings order.