

The New League (TNL)

2014 League Guide

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Sections changed in recent updates are marked with a vertical bar.

TABLE OF CONTENTS

League Structure	2
Organization and Administration	2
Manager Responsibilities	2
Rosters, Trades, and Draft	3
Rosters	3
Trades	4
Annual Draft.....	5
Waiver Claims.....	7
League Play.....	8
Data Disks	8
Ballparks.....	8
Micromanagers	8
Schedule.....	8
Franchise and Commissioner Files	9
Playing Rules.....	10
Player Usage	10
Post-Season Play.....	11
Playoff Structure	11
Player Restrictions for Post-Season Play.....	11
Post-Season Schedule	12

League Structure

Organization and Administration

The New League (TNL) was created in 2012 during the beta testing of APBA Baseball Version 5.75. Originally, TNL's purpose was to test the 5.75 draft league functions, so during the first season all of the TNL managers were 5.75 beta testers. League members decided that they wanted to continue the league after the release of Version 5.75. Beginning with the second season in 2013, TNL became a public league.

TNL is structured as a Major League organization of two 10-team leagues - the American League and the National League. Each league is divided into two 5-team divisions, designated as Eastern Division and Western Division. There is also a Farm organization that matches the structure of the Major League organization.

Teams play a 162-game schedule, consisting of 36 weekly series of either four or five games. Every team plays 18 games against every other team in its league. There is no inter-league play.

Advanced Injury Management (AIM) is used to control player usage and availability.

There are three rounds of playoffs to determine the winner of the TNL Championship. In the first round, the first-place team in each division plays the second-place team from the other division in the same league. The winners of the first round meet in the League Championship Series. The two League Champions meet in the TNL World Series to determine the overall TNL Champion.

League operations are managed by the Commissioner, who may in turn designate other individuals to handle specific league functions. League administrative procedures and other matters not specifically covered in this Guide are left to the Commissioner's judgment. Where appropriate, the Commissioner may choose to confer with one or more league members in order to make decisions in the best interest of the league.

Manager Responsibilities

TNL uses only APBA Baseball Version 5.75 computer software. Previous versions will not be permitted. Managers must own the Baseball 5.75 program and the official APBA data disk for the current season.

Every manager in the league is expected to carry out all of the responsibilities described in this Guide on a timely basis. Managers should inform the Commissioner as far in advance as possible if they will be unable to meet a scheduled deadline, such as to submit their franchise files or play home games for a particular week.

If a manager finds that he is unable to meet his league commitments for an extended period, he should discuss the problem with the Commissioner. If the problem is short-term, the Commissioner may be able to auto-play the manager's games during that period.

Rosters, Trades, and Draft

Rosters

TNL is a continuous-ownership league. Once a player has been drafted, he will remain with the drafting team, unless he is traded or released.

At the beginning of the season, each team will have a Full roster of 40 players. If a team exceeds the 40-man limit during the season by obtaining additional players in a trade, the manager must release the number of players necessary to get back to the 40-man limit. Full rosters are unlimited in size from the completion of the TNL World Series to the cut-down date for the Annual Draft.

During each series, teams will have an Active Major League roster of 26 players and a Farm roster of 14 players. Active rosters must include adequate position coverage - at least two rated players for each defensive position - and at least ten pitchers, including enough starting pitchers for the number of games in that week's series.

Players may be transferred between the Active roster and the Farm team at the beginning of any series. No roster changes are permitted during a series.

Players who become Worn Out with a Remaining Use (RUse) of 0% during a series should be placed on the Farm team starting with the next series, and remain there for the rest of the regular season.

Active rosters will be expanded to 40 players during the last 36 games of the season, beginning with Week 29. All players on the Farm team are eligible to be promoted to the Active Major League roster if the manager chooses to do so, with the exception of any Worn Out RUse 0% players.

Trades

Trades may consist of any combination of players and/or draft picks for the following season. Trades may be uneven in the number of players given and received (two for one, three for two, etc.). However, in-season trades should be even wherever possible, since teams must remain within the 40-man limit. It makes sense to include players that would otherwise be cut as part of such a trade. Similarly, whenever you are acquiring a draft pick, you should give your lowest remaining draft pick in return.

Trading will be allowed at all times during the off-season and during the first 28 weeks of the regular season. However, in-season trading will be closed from Week 29 through the completion of the TNL World Series. Trading will also be closed during the Annual Draft, unless the Draft Coordinator decides to permit it.

For a trade to be considered official, both managers involved in the trade must report the trade to the Commissioner, who will then confirm the trade. The Commissioner may, at his discretion, suggest modifications to any trade that appears to be unbalanced.

If a manager owns teams in both the American and National Leagues and wishes to make a trade between those two teams, the proposed trade must be submitted to the Commissioner for review. Such trades must make reasonable sense for both teams in order to be approved.

For trades made during the season, all managers involved must report the final version of the trade to the Commissioner by 9 PM Pacific Time on the day before the weekly lineups files are due. Players will be transferred to their new teams in the weekly play ball c-file, and will be available for the next week's series of games.

Annual Draft

Each year, an Annual Draft will be held to allow teams to draft unowned players. This draft includes all players that have been rated on the new APBA official data disk for the first time and all unaffiliated players that received ratings on the new disk.

The Commissioner, or a designated league member, will be the Draft Coordinator and will set up and run the Annual Draft.

Each team will be required to cut its Full roster to 28 players by a date specified by the Draft Coordinator. The released players are then considered to be unaffiliated, and therefore will be available in the Annual Draft.

Each team will be allowed to keep one uncarded player. This is a player who was on the previous season's roster, but does not appear on the current data disk. The uncarded player counts on both the 28-man keeper list and the 40-man roster, and cannot be traded, but can be released later. Uncarded players will be added to the current TNL data disk, but will be set to Injured for the entire season.

| Trading will be allowed during the Annual Draft period at the discretion of the Draft Coordinator.

The order of selection for the Annual Draft will be won/lost percentage, lowest to highest, except for the first two rounds, in which the eight playoff teams will draft last.

The playoff teams will draft in the last eight positions of Rounds 1 and 2 in reverse order of their playoff success as follows: the TNL Champion drafts 20th, the other World Series participant drafts 19th, and won/lost percentage is used to determine the order for positions 13-16 (League Playoff participants) and 17-18 (League Championship participants). The remaining 12 teams will select in positions 1 through 12 in the order of their won/lost percentage, lowest to highest.

Beginning with Round 3, all 20 teams will select in won/lost percentage order, lowest to highest.

When teams have the same won/lost percentage, the following tiebreakers will be used, in this order, to determine the team that picks first:

- Loser of season series between the teams, if in the same league
- Poorer road record
- Poorer record playing teams in their own division
- Lower team batting average

Managers may choose to submit player lists or other instructions for each round to the Draft Coordinator, or to provide Scout and General Manager files to be used for auto-drafting. Player lists are the preferred method.

In the first phase of the Annual Draft, Rounds 1 and 2 will be done one pick at a time via e-mail announcements to all league members. This may be extended to additional rounds if time permits.

In order for this phase to work efficiently, managers need to be able to respond in a reasonable amount of time once it becomes their turn to draft. If a manager believes that he may be unavailable to respond when his next turn arrives, he should submit a player list or other instructions for that pick in advance to the Draft Coordinator. If a manager fails to respond within 24 hours and has not sent a player list or instructions, his pick will be deferred, and the draft will continue with the next pick.

In the second phase, the remaining rounds will be completed through the submission of player lists and/or computer GM and Scout files. These remaining rounds will be organized in one of the following ways, to be determined by the Draft Coordinator:

- One round every other night;
- One-half round each night, splitting each round into two days of ten picks per day. This method simplifies the submission of player lists for managers who are picking near the end of a round.

During the later rounds, teams may continue to pick one at a time via e-mail until the deadline for submitting the next list, which will normally be 9 PM Pacific Time.

If a manager fails to submit a list by the deadline, the Draft Coordinator will attempt to select a player by using that manager's lists from previous rounds. If necessary, the Draft Coordinator will use the default Scout and General Manager to make a selection for that team.

Waiver Claims

Waiver claims will be permitted between the end of the Annual Draft and the beginning of the regular season. The players that are claimed during this period are eligible to be kept by the claiming team at the end of the season.

When making a waiver claim, a manager must name the player who will be cut from his roster to make room for the claimed player. Players that are cut in order to make room for claimed players will be placed back into the unaffiliated player pool. Claims will be processed in the order received. However, if multiple teams claim the same player on the same day, conflicts will be resolved using the Annual Draft Round 1 order for that season.

During the regular season, if a team encounters difficulty in maintaining a playable Active Roster due to shortages in position coverage, the manager may request to make emergency waiver claims from the pool of unaffiliated players in order to cover those shortages. If approved by the Commissioner, these emergency waiver claims will be limited to position players with a PR of 930 and pitchers rated Grade 3 or below.

Players claimed in this manner will remain on the claiming team's roster for the rest of the season, and then will be returned to the unaffiliated player pool for the following season's Annual Draft. They may not be traded. Players that are cut in order to make room on the 40-man roster for claimed players will be placed back into the unaffiliated player pool.

New managers who take over an existing team during the regular season may be permitted to make a limited number of unrestricted waiver claims if the Commissioner determines that it is appropriate.

League Play

Data Disks

No adjustments will be made to the official ratings on season data disks. However, AIM limits for some position players will be recomputed, as described under "Player Usage" below.

Ballparks

Any Ballpark that has been issued by APBA may be used in TNL as a home field.

Ballpark effects will not be used in TNL.

Managers may choose to designate their home field as Domed in order to avoid rain delays and rainouts. This is done on the manager's own PC by checking the Domed box in Options - Select Ballpark within the Baseball 5.75 program. This decision must be made before the start of the season and will remain in effect for the entire season, including playoffs. Managers must inform all league members if they plan to use a Domed ballpark.

Micromanagers

Visiting teams will specify the Micromanager to be used in their weekly Lineups Franchise file.

Only AIM-enabled Micromanagers can be used in TNL. The Micromanagers listed below are pre-approved for TNL2014 use. All teams must install all of these Micromanagers, so that opponents are able to use any of them. Current versions of these managers will be available on the TNL web site.

- Duke Robinson
- Buck Miller I, II, III, IV, and V
- Billy Martin I, II, III, and IV
- D'Artagnan Caillouet

TNL teams may select another publicly-available Micromanager, or create their own Micromanager to manage their team on the road. Any team that chooses a Micromanager which is not listed above must provide a copy of that Micromanager to league opponents and to the Commissioner, who will post that Micromanager on the TNL web site.

Schedule

Beginning with Season Two, TNL uses a schedule of alternating 4- and 5-game series. Teams are matched up for two consecutive weeks, with the home and away teams being reversed for the second series. This system allows all teams to play the same number on games against every opponent in both the first and second halves of the season. It also avoids the problem of teams being at home or away for more than two weeks in a row.

Franchise and Commissioner Files

Submission of lineups, results, and statistics each week is accomplished using 5.75 Franchise files. Each f-file must have a file name that includes the team, the week, and an identifier such as "lineups" or "results." Example: F-SFS Week 12 lineups.LPF

Each manager will provide lineups, rotation, active roster, and default Micromanager in the weekly Lineups Franchise file, which must be sent to the Commissioner by a specified day and time each week. Teams are encouraged to submit a Lineups Franchise file to the Commissioner every week, even if no changes are needed, or to send the Commissioner a note advising him that no changes are needed that week.

Once the Commissioner has loaded all Lineups Franchise files, he will create the Play Ball Commissioner file for that week and will send it to all teams. When the Play Ball Commissioner file is distributed, all home teams must load it before playing that week's games. Road teams should also load the Play Ball file to verify that their Lineups file was correctly processed, and should notify both the Commissioner and their opponent that week of any problems.

At the completion of the series, the home manager creates the Results Franchise file, which contains results for that series. Once all Results Franchise files are received by the Commissioner, he will create a new Results Commissioner file and will send it to all league managers. This file contains all results for the week, updated statistics, and current AIM player status. Managers then will modify their roster, lineups, rotation, and choice of Micromanager for the next series, and create the next week's Lineups Franchise file. This cycle repeats each week.

Any series not reported to the Commissioner by the published deadline each week will be auto-played by the Commissioner, using the two teams' designated Micromanagers, immediately following the deadline for game results.

If an away manager believes that his opponent has played a series using the wrong c-file, causing the wrong roster, lineups, and rotation to be used, he should report it to the Commissioner, who may determine that the series should be replayed using the correct c-file for that week.

Playing Rules

American League teams are permitted to use a Designated Hitter in league games. Any non-pitcher may be used as a DH. The National League does not use the DH.

Rainouts are counted if the game is official. If the game is not official, the game will be rescheduled for a later date (if possible, the next time the teams play together).

Player Usage

Home team managers are free to use their players as they wish, within reasonable limits. All non-pitchers can be used at all positions for which they have a defensive rating. Players may only be used at positions for which they are not rated if injuries and/or ejections during a game deplete all rated players at a position. Pitchers may not be used as pinch hitters unless all position players have already been used.

The Advanced Injury Management (AIM) system is used to monitor and regulate player usage. Each TNL manager will need to use his players carefully, and keep track of the status and assigned role of each player as determined by the AIM system.

Managers are advised to use the Bench function in their lineups, in order to keep starting rotation pitchers from being used in relief by their Micromanager during away games.

Random game injuries will be used; however, all such injuries will be limited to the current series. At the end of each weekly series, the Commissioner will reset any injuries that would otherwise continue into the following week.

Stolen base attempts will be limited to 125% of actual attempts. Attempts will be monitored each week using the SALSSN utility program. Players who exceed 125% of actual attempts will have their steal rating changed to R20 for the remainder of the regular season. Enforcement of this limit will begin no earlier than Week 10 and no later than Week 19, depending on how many players have exceeded the limit by that time.

A home manager is not permitted to change his starting pitcher to a pitcher who throws from the other side during pre-game lineup selection, after the visiting lineup has been selected. If injuries or fatigue make such a change necessary, the game must be canceled, the home team rotation for the remaining games of the series must be corrected in League Manager, and the current game restarted, giving the visiting team micromanager the chance to select a proper lineup. A visiting manager who discovers a violation of this policy during a completed road series may choose to report it to the Commissioner, who will assess an appropriate penalty if necessary.

Post-Season Play

Playoff Structure

All post-season series will be a best-four-of-seven format. Home field advantage always goes to the team with the best record, except that a wild card team will never have the home advantage.

The first round of the post-season will be the League Playoffs, which will have the first-place team from each division playing the second-place team from the other division of that league.

If there is a tie for first place, the tie will be broken using the same tiebreaker rules as are used for determining draft order.

If there is a tie for second place, a one-game playoff will determine the winner of the playoff spot. This game will occur on the day immediately following the last day of the regular TNL season, with the home team to be determined using the same tiebreaker rules as are used for determining draft order. In the rare event that three teams are tied for a playoff position, the Commissioner will determine a schedule and a revised post-season calendar.

Winning teams from the League Playoff series will move on to the League Championship Series. The two League Champions will then meet in the TNL World Series.

Player Restrictions for Post-Season Play

Playoff managers will determine the 26-man roster they will use in each playoff series.

The Designated Hitter will be used in the World Series in the AL home games only.

Starting pitchers must have three days of rest between starts, regardless of AIM status. Travel days are counted as rest days.

Starting pitchers with fewer than 16 TNL starts for that season will be limited to one start per post-season series.

AIM will determine player availability for the post-season games. Adjustments will be made in AIM to give players an appropriate amount of additional availability for each post-season series. In addition, any remaining regular-season injuries will be reset to zero at the conclusion of the regular season, and injuries will be reset again at the beginning of each round.

There is an injury replacement rule for all post-season series that follows the MLB rule. This means that if a player is injured during either series segment 1-2 or series segment 3-4-5, and will be out for at least the rest of the series, the manager may choose to replace him with a similar player from the Farm (pitcher for pitcher, position player for position player), beginning with the next series segment. However, the injured player will then become ineligible for the entire following series, regardless of the length of his injury.

Post-Season Schedule

The post-season series will be scheduled using a 31-day calendar.

There will be 2 rest days before the League Playoff series begins. Tie-breaking games, if necessary, will be played during that 2-day rest period. In the unusual event that the tie-breaking procedure takes longer than the two-day period, the playoffs will begin on the second day following the completion of the tie-breaking games.

The League Playoff series and the League Championship Series will be in the format of 2-3-2, with the team with the home field advantage hosting games 1, 2, 6, and 7 (as needed).

The World Series will use a 2-2-1-1-1 format. The American League will have the home field advantage in odd years, and the National League will have the advantage in even-numbered years.

The schedule for each post-season series will be as follows:

League Playoffs

day 3 - game 1
day 4 - game 2
day 5 - travel
day 6 - game 3
day 7 - game 4
day 8 - game 5 (if necessary)
day 9 - travel
day 10 - game 6 (if necessary)
day 11 - game 7 (if necessary)
day 12 - rest

Championship Series

day 13 - game 1
day 14 - game 2
day 15 - travel
day 16 - game 3
day 17 - game 4
day 18 - game 5 (if necessary)
day 19 - travel
day 20 - game 6 (if necessary)
day 21 - game 7 (if necessary)
day 22 - rest

TNL World Series

day 23 - game 1
day 24 - game 2
day 25 - travel
day 26 - game 3
day 27 - game 4
day 28 - game 5 (if necessary)
day 29 - travel
day 30 - game 6 (if necessary)
day 31 - game 7 (if necessary)