

# The New League (TNL)

## 2016 League Guide

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

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# League Structure

## History

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 an open league.

## Organization and Administration

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 operational 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.

TNL maintains a web site at <http://www.tnl575.com>. The web site contents include standings and stats for the current season, trades, c-files, detailed draft information, historical data, and this League Guide.

## **Manager Responsibilities**

TNL uses only APBA Baseball Version 5.75 computer software. 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.

## **Rule Changes**

Prior to each season, league members may suggest changes to the league rules contained in this League Guide. After a period of discussion, potential changes must be offered in the form of a proposal on which league members will vote. Proposals will require Yes votes from 2/3 of the current TNL membership in order to pass. The Commissioner will determine the schedule for submitting and voting upon new proposals.

Proposals that would potentially affect the Annual Draft or other roster-related decisions in the following season must be submitted and voted upon prior to the end of the current season.

# 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 prior to the beginning of any series. No roster changes are permitted during a series.

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 players who are Worn Out with RUse of 0%.

Players who become Worn Out with a Remaining Use (RUse) of 0% during a series prior to Week 29 must be placed on the Farm team starting with the next series, and remain there for the rest of the regular season. Starting with Week 29, when roster expansion occurs, players who become Worn Out with RUse of 0% do not have to be sent to the Farm team, though it is still preferred.

## Uncarded Players

Each team will be allowed to keep up to two uncarded players, subject to the limitations described below. These are players who were on the team's previous season roster, but do not appear on the current data disk. The uncarded players count on both the 28-man keeper list and the 40-man roster, and must remain on the 40-man roster all season. They cannot be cut during the season.

Only one position player may be designated as an uncarded player, but up to two pitchers may be designated. Therefore, these are the allowable combinations of uncarded players: 1) one hitter; 2) one pitcher; 3) one hitter and one pitcher; 4) two pitchers.

Uncarded players may be traded, subject to roster limits. Both teams must maintain one of the allowable combinations of uncarded players after the trade, which may require both teams to include uncarded players in the trade.

Teams must send requests to designate uncarded players to the Commissioner no later than the date for roster cut-downs prior to the Annual Draft. The Commissioner reserves the right to determine if a team that wishes to designate uncarded players has adequate position coverage, and to require roster changes if there are potential issues. Uncarded players will be added to the current TNL data disk, but will be set to Injured for the entire season.

## 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 a draft pick is obtained in a trade, another draft pick should be given 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 be allowed during the Annual Draft, unless the Draft Coordinator decides not to permit it that year. If trading is not going to be permitted, that announcement will be made at the start of the off-season trading period.

Uncarded players may be traded, subject to roster limits. Both teams must maintain one of the allowable combinations of uncarded players after the trade, which may require both teams to include uncarded players in the trade.

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 significantly 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 Sunday, when the current week's results are due. Players will be transferred to their new teams in the weekly results 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.

Trading will be allowed during the Annual Draft, unless the Draft Coordinator decides not to permit it that year. If trading is not going to be permitted, that announcement will be made at the start of the off-season trading period.

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
- Higher team ERA

## Annual Draft Process

The Annual Draft will be done, as much as possible, one pick at a time via e-mail announcements to all league members. Each round of the draft will be limited to three days, so that the entire draft can be completed in a reasonable period of time.

Each round will be scheduled as follows:

The first day will consist of picks via e-mail, as many as possible.

The second day will continue with e-mail picks. However, picks 1 through 10 for the current round must be completed by 9 PM Pacific Time on Day 2. For all incomplete picks, managers must submit a list to the Draft Coordinator by the deadline. Normally, the first ten picks, if not more, will be completed prior to the Day 2 deadline, so lists will probably not be needed at this point.

The third day will continue with e-mail picks. On Day 3, only picks 11 through 20 should remain, though it is likely that some of those picks will have already been made. If the current round has not been completed by 9 PM Pacific Time on Day 3, managers must submit lists for any unmade picks to the Draft Coordinator by the deadline.

Even if they have submitted lists for the current day, teams may continue to pick in order via e-mail until the deadline for submitting lists.

If the current round is completed prior to Day 3, then the three-day period for the next round will begin on the following day. E-mail picks for the next round will continue once the current round is completed.

If a manager fails to submit a list when it is required, the Draft Coordinator will attempt to select a player by using that manager's lists from previous rounds. If that is unsuccessful, the Draft Coordinator may either use the default Scout in Advanced Draft to make a selection for that team, or defer that team's pick until the manager responds.

In order for this process 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 in a reasonable amount of time when his next turn arrives, particularly on Day 1 of a round, he should submit a player list or other instructions for that pick in advance to the Draft Coordinator.

The Draft Coordinator has the authority to determine, if needed, what "a reasonable amount of time" is for a given e-mail pick, depending on the round, the time of day, and the time zone of the manager who will be making the pick. If the Draft Coordinator decides that the picking manager has not responded within a reasonable time frame, and is unlikely to respond soon, he can choose to bypass that pick until the manager is available, and to authorize the next manager to continue picking. This action will only be taken in extreme cases.



## Waiver Claims

Unrestricted waiver claims will be permitted between the end of the Annual Draft and the Week 1 trading deadline. The purpose of these claims is to allow teams to adjust their rosters for adequate position coverage. 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 at the end of each day 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. Players cut on a given day will be available for claiming on the following day.

Normally, no waiver claims will be permitted during the regular season. However, if a team encounters difficulty in maintaining a playable Active Roster due to unexpected shortages in position coverage, the manager may submit a request to the Commissioner to make emergency waiver claims from the pool of unaffiliated players in order to cover those shortages.

If the request is approved, the Commissioner will select the necessary replacement players. They will be limited to position players with a PR of 930 and pitchers rated Grade 3 or below. The Commissioner may also, at his option, penalize the claiming team by revoking one or more of that team's middle-round draft picks for the following season.

Emergency claim players 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.

If uncarded players must be cut due to position coverage waiver claims, those uncarded players will not be available for subsequent emergency waiver claims.

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

## Disk Modifications

### MaxBF Changes:

Low-grade pitchers will have their MaxBF (Maximum Batters Faced) rating increased, as follows:

- Starting pitchers Grades 1 through 5 will have their MaxBF increased to 1000.
- Split-grade pitchers with both Grades being 5 or less will have their MaxBF increased to 500.
- Relief pitchers Grades 1 through 5 will have their MaxBF increased to 400.

These increases will be applied to all qualifying pitchers on the data disk. Pitchers whose MaxBF already exceeds the values shown above will keep their existing MaxBF.

### Saves Adjustment:

Certain Micromanagers use actual save statistics to select closers. For this reason, managers will be permitted to declare specific relief pitchers as that team's primary closer and secondary closer. The Commissioner will change the actual save statistics on the league data disk for each team that chooses closers. The primary closer will be given 50 saves. The secondary closer will be given 40 saves. All other relievers on that team will have their actual saves reduced to a maximum of 30.

## Schedule

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. The schedule is reversed each year (home and away teams are reversed for every series).

## 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 should 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 the Commissioner if they plan to use a Domed ballpark.

## 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. There must be at least one lineup specified against right-handed pitchers, and at least one lineup specified against left-handed pitchers. The rotation must include the same number of starting pitchers as there are games in the series. Remember to update your lineups and rotation after making roster changes.

The lineups f-file must be sent to the Commissioner by a specified day and time each week, currently Tuesday. Teams are encouraged to either 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. The results f-file must be sent to the Commissioner by a specified day and time each week, currently Sunday. Once all Results Franchise files are received by the Commissioner, he will create a new Results c-file and will send it to all league managers. This file contains all results for the week, box scores, 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. Continued failure by a manager to use the correct c-file for playing games may result in draft choice penalties.

## **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 TNL 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 posted on the TNL web site.

- Duke Robinson
- Buck Miller I, II, III, IV, and V
- Billy Martin I, II, III, and IV

TNL teams may, with the approval of the Commissioner, select another publicly-available Micromanager, or create their own Micromanager, to manage their team on the road. If the non-standard Micromanager is approved, it will be posted on the TNL web site.

## **Designated Hitter**

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**

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, this will be the next time the teams play together. Otherwise, it will be on an off-date during the period of expanded rosters, or, if necessary, the day after the regular season ends.

## **Cancelled Games**

If a manager finds it necessary to cancel the first game of a home series for any reason, he must reload that week's play ball c-file and start the series over.

F-files which contain one game (other than the first game of the series) that was canceled once must be accompanied by a brief explanation of why that game was canceled.

F-files which contain more than one canceled game, or a game that was canceled more than once, will be disallowed, and the entire series will be auto-played by the Commissioner.

If more than one game in a series must be canceled, or if one game must be canceled multiple times, the best practice is to reload that week's play ball c-file and replay the series.

## 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 to watch the status, RUse, RUTD, MaxBF, and assigned role of each player as determined by the AIM system. This is especially true with Regular players who have a Season Factor of less than 100, and pitchers with low Recovery Factors. Position players who are Tired or Worn Out prior to a series should be replaced on the Active Roster for that week.

Random game injuries (the "All Injuries and Fatigue" option) 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.

Certain Micromanagers do not bench a team's starting rotation. Managers are strongly 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.

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 at mid-season, after Week 18, unless a significant number of players have exceeded the limit before that time. The ratings will be reset prior to the post season.

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 better record.

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 or second place, the tie will be broken using the same tiebreaker rules as are used for the Annual Draft. These rules, in the following order, will determine the higher-ranked team:

- Winner of season series between the teams
- Better road record
- Better record playing teams in their own division
- Higher team batting average
- Lower team ERA

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 by 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. Because injuries are reset at the end of each round, the injury replacement rule will probably only be useful in the World Series.

## 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.

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)