The New League (TNL)

2018 League Guide

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

TABLE OF CONTENTS

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.net. 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 are required to own the Baseball 5.75 program and are expected to buy 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.

At the beginning of the regular season, each team's Full Roster must contain adequate position coverage at every position for the entire season. In particular, teams must have a minimum of 6200 pitching MaxBF on their Full Roster, with starting pitchers totaling at least 4200 MaxBF.

During each series, teams will have an Active Major League Roster of 26 players and a Farm roster of 14 players (not including any Reserve Players). Active Rosters must include adequate position coverage - at least two rated players for each defensive position - and enough starting pitchers for the number of games in that week's series. In addition, the pitching staff on your Active roster must contain a minimum of six pitchers who are not scheduled to start in the series, who are not Benched, and who are in status Rested or Ready.

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.

Players who become Worn Out with a Remaining Use (RUse) of 0% during a series must be placed on the Farm team starting with the next series, and must 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 players who are Worn Out with RUse of 0%.

Reserve Players

The Reserve Player rules are intended to allow the keeping of players who missed the entire season due to injury. This most often will apply to pitchers. The rules are not designed to allow the keeping of prospects who did not play in the majors the previous season and who had a significant number of minor league appearances. Such players will generally not be approved as Reserve Players.

Each team will be allowed to keep up to two unrated 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.

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

Reserve Players must be approved by the Commissioner prior to roster cut-down. They are expected to meet both of the following conditions:
1. Player was injured the entire season, or was injured most of the season and made a few minor league rehab appearances.
2. (a). Player has been rated on at least two previous APBA season disks, or:
   (b). Player was a rookie who had significant use in MLB beginning prior to September 1 call-ups, was injured after that point, and appeared on the prior season's disk.

A player who meets condition 1 and either condition 2(a) or 2(b) will be approved. A player who meets neither condition will not be approved. A player who meets only one condition will be examined for possible exemption. Players who were suspended for the entire season, rather than injured, will be treated on an individual case basis, but the conditions will be similar.

Once approved, Reserve Players are protected on the cut-down roster prior to the Annual Draft. Reserve Players count on the 28-man keeper list, but do not count on the Full roster. They must remain on the Full roster all season. They cannot be traded or cut during the season.

The Commissioner reserves the right to determine if a team that wishes to designate Reserve Players has adequate position coverage, and to require roster changes if there are potential issues. Reserve 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, 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.

Whenever an Annual Draft or Free Agent Draft pick is obtained in a trade, another draft pick must 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. However, draft picks for that Annual Draft and/or Free Agent Draft cannot be traded after the roster cut-down deadline.

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 Sunday night, the same deadline as when the current week's results f-files 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.

As previously stated, trading of players will be allowed during the Annual Draft, unless the Draft Coordinator decides not to permit it that year. Trading of draft picks, current or future, is not permitted during a draft. If trading of players is not going to be permitted during the Annual Draft, that announcement will be made at the start of the off-season trading period.

The order of selection for all rounds of the Annual Draft will be won/lost percentage, 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

Free Agent Draft

The Draft Coordinator may determine that a separate Free Agent Draft will be held in place of the later rounds of the Annual Draft. This draft will be held during the pre-season trading period in order to allow the regular season to start on time.

The Free Agent Draft should be used to fill any gaps in position coverage, particularly in pitching. Teams who have not met their MaxBF requirements will be required to draft only pitchers until those requirements have been met. The FA Draft may be extended to additional rounds for teams that have been unable to meet all of their coverage requirements through Round FA4, or for teams who have still not reached 40 players after four rounds.

The Free Agent Draft order will be the same as for the Annual Draft.

Details on the schedule and procedures for the Free Agent Draft will be determined on an annual basis.

Draft Process

The draft schedule will be determined each season based on data disk availability and the amount of time available before the start of the regular season. Drafting must be completed in time to allow the regular season to start on or before March 15.

The following paragraphs are general procedures for all drafts.

The Annual Draft will be done, as much as possible, one pick at a time via e-mail announcements to all league members. The Free Agent Draft, when one is held, may also use player lists.

Player lists may be required if a draft falls behind schedule, or if limited time remains to complete the draft. 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 choose to either use the default Scout in Advanced Draft to make a selection for that team, or to defer that team's pick until the manager responds.

In order for the draft process to work efficiently, managers must 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, 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 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.

Managers on the East Coast should submit a list at the end of their day if there is a reasonable chance that their pick will come up later that night, particularly if the teams picking around them are not on the East Coast. A list should definitely be sent if the current pick is within 3 positions of your pick. If a list is not sent in this situation, the Draft Coordinator has the option to defer the unmade pick to the beginning of the following day.

Waiver Claims

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. The Commissioner may also take proactive steps to correct any shortage situations of which he becomes aware.

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 selected replacement player will be of lower quality than any player on the team's current Full roster. 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.

Players must be cut in order to make room on the 40-man roster for the claimed players. The cut players will be placed back into the unaffiliated player pool.

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.

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

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).

Micromanagers

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

Only certain micromanagers are pre-approved for use in TNL. The most current versions of those micromanagers will be posted on the TNL web site.

TNL teams may request to add another publicly-available Micromanager to manage their team on the road. Only MMs who are appropriate for modern AIM draft leagues will be considered. If the non-standard Micromanager is approved, it will be posted on the TNL web site.

Ballparks

Any Ballpark that has been issued by APBA may be used in TNL as a home field. Other fields may be used by request if submitted to the Commissioner.

Ballpark effects will not be used in TNL.

Managers are expected 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 must be done before the start of the season and will remain in effect for the entire season, including playoffs.

If a rainout occurs due to a home ballpark not being set as Domed, the game will be rescheduled for the off-day after that series and will be auto-played by the Commissioner.

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. For the first weekly f-file, the identifier must be "lineups" or "default." For the second f-file, the identifier must be "results." Examples: F-TNL SFS Week 12 lineups.LPF; F-Oakland Wk 18 results.LPF

Each manager will provide lineups, rotation, active roster, and default Micromanager in the weekly Lineups Franchise file. There should be at least one lineup specified against right-handed pitchers, and at least one lineup specified against left-handed pitchers, unless you are permitting the micromanager to make all lineup decisions. 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 – this has been a common problem.

For every series, the pitching staff on your 26-man Active roster must contain a minimum of six pitchers who are not scheduled to start in the series, who are not Benched, and who are in status Rested or Ready. This is your bullpen for the series.

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.

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.

Starting pitchers may only start one game per series.

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.

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. Starting after Week 18, stolen base attempts will be analyzed using the SALSSN utility program. Players who have exceeded 125% of actual attempts at that point will have their steal rating changed to N0 for the remainder of the regular season. Any downgrading of steal ratings will be reset for 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. In the first two rounds, 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 actual 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.

All post-season series will use the "Fatigue Only" option. All injuries will be rest-of game only.

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)