

# The New League (TNL)

## 2022 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 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 42 players. Those players must provide adequate position coverage at every position for the entire season.

Starting with Week 1, teams will have an Active Major League Roster of 26 players and a Farm roster of 16 players. These Active Roster limits will be in effect through Week 28.

Active Rosters will be expanded during the last 36 games of the season, beginning with Week 29. All players on the Farm team who are not Worn Out are eligible to be promoted to the Active Major League Roster if the manager chooses to do so. Roster expansion to 42 players will not be required, but at least partial expansion is recommended.

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.

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.

Teams may not exceed 42 players on the Full Roster at any time during the season. Full Rosters are unlimited in size from the completion of the TNL World Series to the cut-down date for the Annual Draft.

## Position Coverage

Active Rosters must include adequate position coverage - at least two rated players for each defensive position. They also should include at least five pitchers who are rated only as starters, and at least six pitchers who have relief grades or are not scheduled to start. At least two starters and at least three relievers must be in status Rested for Game 1 of the series. Pitchers with split grades may count as either a starter or a reliever for the week, but not both.

In addition to the above requirements, the 42-man Full Roster MUST include players totaling at least 1200 PR at each defensive position. A single player can be the backup at more than one position, but his PR cannot be double-counted - it must be allocated across the positions. Though 1200 PR is the minimum requirement, it is recommended that at least 1300 PR be carried at each position.

A total of 3600 for the three outfield positions is sufficient. Please remember to allocate PR for the Designated Hitter as well.

If the primary player at a position is PR 1000, AND he is playing every day, the 1200 PR minimum at that position will not apply. The only requirement is that there be another player on the Active Roster who is rated at that position, since rest-of-game injuries still happen. .

The 42-man Full Roster MUST include at least 18 pitchers, with a total of no less than 7500 MaxBF. Starting pitchers should total about 4500 MaxBF, and relievers/split grades should total about 3000 MaxBF.

## Uncarded Players

Uncarded players are players who were rated on the previous data disk, but who are not rated on the current data disk.

Uncarded players are intended primarily to allow the keeping of players who had prior MLB experience, but missed the entire season due to injury. This will most often apply to pitchers. The rules are not intended to allow the keeping of potential prospects who did not play in the majors that season, but who had a significant number of minor league appearances.

For 2022, all Uncarded players are eligible to be kept, but they will count against all roster limits, the same as Carded players.

Requests for Uncarded players must be submitted to the Commissioner. Uncarded players will be added to the current TNL data disk and given minimum ratings. They must remain on the Full Roster all season, and cannot be traded or cut.

The Commissioner reserves the right to determine if a team that has requested Uncarded players has adequate position coverage, and to require roster changes if there are potential issues.

## Trades

Trades may consist of any combination of players and/or draft picks for the following season. Pre-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 42-man limit. It makes sense to include players that would otherwise be cut as part of such a trade.

Whenever an Annual Draft pick is obtained in a trade, another draft pick must be given in return.

Trading will be allowed 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 2022 Annual Draft. The only restriction is that you cannot trade your next pick, regardless of how far off it is. Once you make a pick, your next pick cannot be traded.

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 30 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. Teams may choose to cut to fewer than 30 players and make additional draft picks after Round 12.

As previously described, trading of players will be allowed during the 2022 Annual Draft.

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

## 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. When possible, drafting should 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. Any specific procedures that are distributed to managers at the time of the draft will take precedence over those described below.

The Annual Draft will be done, as much as possible, one pick at a time via e-mail announcements to all league members.

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

Teams who have position coverage issues after the Annual Draft will be required to make pre-season waiver claims in order to correct those issues. The procedure for making those claims will be determined each season.

During the season, 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 waiver claims from the pool of unaffiliated players in order to cover those shortages. The Commissioner may also initiate a claim to correct any ongoing coverage problems of which he becomes aware.

If the request is approved, the Commissioner will decide what changes should be made to the requesting team's roster, and will assign the necessary players to that team.

If the team making a waiver claim is not compliant with the minimum PR and MaxBF coverage described in the Position Coverage section above, there will be draft pick penalties for each claim required, starting with the #6 pick.

Mid-season waiver claim players will remain on the claiming team's Full 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 without penalty 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 have been created or updated since Baseball 5.75 was released in 2012, and 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 rainouts occur due to a home ballpark not being set as Domed, the game(s) will NOT be rescheduled and replayed. If the unplayed game(s) affect the final standings and the playoff qualifiers, then the visiting team for each unplayed game will be credited with a win and the home team charged with a loss.

## 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.

Beginning in 2021, all teams will be required to use the DH for all games.

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 pitchers with low Recovery Factors.

The "Fatigue Only" option will be used, which means that all injuries will be limited to the current game. In addition, "Enforce Batters Faced Limits" will be turned on, so MaxBF will control the use of pitchers.

Position players who are Bushed or Worn Out prior to a series MUST be replaced on the Active Roster for that week.

Starting pitchers may only start one game per series.

At the beginning of each series, a team's starting rotation must contain a designated starting pitcher for every game in the series. Starters who are in that week's rotation must be in either status Ready (meaning they have at least 30 Starting Workable Batters) or Rested (meaning they have their maximum Starting Workable Batters) on the day that they are scheduled to pitch. They can be in status Tired or Worn Out at the beginning of the series, as long as they will be recovered to status Ready or Rested on their scheduled day. In most cases, pitchers who have had four days of rest will be Ready or Rested.

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 are not limited. However, the Commissioner reserves the right to downgrade a player who has been significantly and unrealistically overused prior to the final weeks of the season. This will only be done in cases of extreme overuse. 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.

## 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 League initials, the team, the week, and a type identifier. For the first weekly f-file, the type identifier **must** be “lineups” or “default.” For the second weekly f-file, the identifier **must** be “results.”

Examples: F-TNL SFS Week 12 lineups.LPF; F-TNL Oakland Wk 18 results.LPF

Each manager will provide lineups, rotation, Active Roster, and default Micromanager in the weekly Lineups f-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. A single default lineup can be used against both RHP and LHP. The rotation must include at least as many starting pitchers as there are games in the series. Remember to update and save your lineups and rotation after making roster changes – this has been a common problem.

For every series, the pitching staff on the Active Roster is expected to include a bullpen that consists of a minimum of six pitchers (preferably pitchers with relief grades) who 1) are not scheduled to start in the series, 2) are not Benched, and 3) are not in status Tired. As previously stated, at least three of these relievers must be Rested for Game 1 of 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.

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.

# Post-Season Play

## Playoff Structure

All post-season series will be a best-four-of-seven format. In all rounds, home field advantage always goes to the team with the better record. Tiebreakers will be used if needed.

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 all games.

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

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.

“Enforce Batters Faced Limits” is turned off for the post-season.

## 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. There will be no more alternating of which league gets home field advantage – it will be based on the team with better record, including tiebreakers if needed.

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)