

GENERAL RULES FOR 2020 TOURNAMENT

June 25 – 28, 2019 Atlanta, GA

Overview

The tournament will be division play. The top team from each division will advance to the playoffs. The Quarter Final rounds, **WHICH MUST BE PLAYED SATURDAY AFTER THE COMPLETION OF DIVISIONAL PLAY**, will be a best of 3-game series, as well the Semi-Final Rounds. The Semi-Finals and Championship Final will be played Sunday morning, with the Championship Final being a 5-game series. Division play will be dependent upon the number of teams in the tournament, but a minimum number of games will be established (usually ten). The final determination will be made at Tournament Time. The winner of the tournament will take home the 2020 Veryl Lincoln Championship Trophy. The Division assignments will be announced Saturday morning.

TEAM SELECTION

Any STOCK team from a **complete season card set** issued by APBA from the **1930** season through and including the **2019** season will be eligible, be they original issues or re-issues. **Any team must have had a winning percentage of .400 or higher.** However, ALL team rosters will be limited to 20 players. Accordingly, teams comprised of more than 20 players must be trimmed to a 20-man roster prior to the tournament and may not be altered once the roster has been submitted to the Tournament Officials. Also, where certain seasons have been issued more than once, the mixing of players from the various printings for a particular team is prohibited. **TEAMS FROM ANY OF THE GREAT TEAM VOLUMES ARE NOT ELIGIBLE FOR THE TOURNAMENT. ANYONE ATTEMPTING TO USE ONE OF THESE TEAMS WILL FORFEIT THEIR RIGHT TO PARTICIPATE IN THE TOURNAMENT, AND IF DISCOVERED AFTER THE TOURNAMENT HAS BEGUN, SAID PARTICIPANT WILL FORFEIT ALL GAMES WON TO THAT POINT AND WILL BE DENIED FURTHER COMPETITION. ALSO, NO REGISTRATION FEES WILL BE REFUNDED DUE TO THIS VIOLATION AND THERE WILL BE NO EXCEPTIONS MADE TO THIS RULE. ALSO, THE FOLLOWING INDIVIDUAL TEAMS, ALL PREVIOUS TOURNAMENT CHAMPIONS, ARE NOW INELIGIBLE: NEW YORK GIANTS OF 1905; PITTSBURGH PIRATES OF 1909; NEW YORK GIANTS OF 1911; NEW YORK GIANTS OF 1912; BROOKLYN DODGERS OF 1916; NEW YORK YANKEES OF 1927; ST. LOUIS CARDINALS OF 1930; MILWAUKEE BRAVES OF 1957; BALTIMORE ORIOLES OF 1969; PITTSBURGH PIRATES OF 1972; CINCINNATI REDS OF 1975; OAKLAND ATHLETICS OF 1976; PHILADELPHIA PHILLIES OF 1977; ST. LOUIS CARDINALS OF 1985; NEW YORK YANKEES OF 1998; ARIZONA DIAMONDBACKS OF 2000, SEATTLE MARINERS OF 2001 and WASHINGTON NATIONALS 2017.**

Any batter with 50 or more at bats is eligible as are pitchers with 20 or more innings pitched. The statistics on the player's APBA card is determinative. If there are no stats on the cards, Baseball Reference stats are determinative. The same at bat requirement applies to the home run derby.

Starting with the 2020 convention, you select your team when you sign up for the convention. A team can only be entered once. First to register will get the team. When you register, you must list your top three team choices. If none are available, APBA will email you and request another team. Your 20-man roster and Starting Pitcher Rotation must be submitted to Skeet Carr by Friday night on June 26th and may not be changed after it is submitted and approved. Copies of a Roster Sheet will be available at the Convention.

PLAYING RULES

STARTING PITCHING:

Each team must employ a 3-man Starting Pitcher Rotation. The pitching order of these three hurlers cannot be altered from series to series. Teams advancing to the playoffs and each new round of playoffs can begin each new round with their number one designated starter. **A starter may only be removed from a game prior to the fifth inning if it is for a legitimate Baseball reason.....he has given up a run or runs.**

RELIEF PITCHING:

A pitcher whose grade is asterisked is considered a SHORT RELIEVER and will be limited to ONE inning (three outs) per game each round. Such a reliever can enter a game with one or two outs in one inning, but then must be removed the very next inning when he records his third out. The lone exception to this rule is if he records four outs due to the occurrence of a double play which ends an inning.

Any other pitcher being carried on the 20-man roster and who is not designated as one of the three starters is considered a LONG RELIEVER, and may pitch an unlimited number of innings, BUT he may appear in only one game per round.

Pitchers with “Split Grades” (EX: C (B*)) may be used in SHORT or LONG relief with the rules governing each applying. In other words, a pitcher graded C (B*) could be used as a SHORT RELIEVER as a B, but if used as a LONG RELIEVER, he would be a C. Should such a pitcher enter the game as a SHORT RELIEVER and complete his pitching limit under the aforementioned rules, he must then be replaced; he cannot then be declared to be pitching in LONG RELIEF, even at the lower grade. How a pitcher is used in a given round is his designation for that round, and the opposing manager must be made aware of how said pitcher will be used prior to the start of the round.

OFFENSE:

The Designated Hitter will be used for all games and the Official Rules of Baseball governing the DH will be in effect. Pitchers, however, even those with other Defensive Positions on their cards, may never bat. Therefore, under the rules governing the Designated Hitter, if the DH assumes a defensive position the pitcher is required to assume the spot in the batting order occupied by the replaced player, and if that spot in the order comes to bat, the pitcher must be removed for a pinch hitter. Pitchers may, of course, be used as pinch runners, and should their card have a red result 11 or 10 (or a 14*), the APBA rules governing the Hit and Run Play will apply for them. Should the Designated Hitter be removed for a substitute (pinch hitter or pinch runner), the new Designated Hitter must be named immediately at the completion of the team’s turn at bat.

All injuries and ejections will be ignored; however, the play result citing them will still be executed. Rainouts will also be ignored, and the dice simply re-rolled for the current batter.

The Hit & Run Play shall be limited to three (3) calls per team per contest, whether or not the play succeeds. In other words, a runner caught stealing or picked off counts as one of the allotted attempts.

A win is worth three points. A tie is worth one point. All contests will be limited to ten (10) innings. The team with the most points wins their pool.

DEFENSE:

Players may start or be used at any defensive position indicated on their card. A player may not be removed from the lineup if no eligible replacement for his defensive position is available. NOTE: In as much as there are no injuries or ejections, it may not be necessary for a team to have a backup at EVERY position. A backup need only be carried on the roster if the manager intends to VOLUNTARILY remove a certain player from a game. Otherwise, he can add other position players or more pitchers to his 20-man roster if he is using a team that was comprised of more than twenty players. Also, defensive position changes are not permitted unless accompanied via substitution.

EQUIPMENT:

Each participant must bring his own team to play in the tournament and it must be the team registered with APBA on Friday, June 22nd. No substitutions may be made after that deadline.

ALL participants will be required to select and use the dice that will be provided by APBA. APBA will also be providing shakers; although, participants may bring and use their own “lucky” shakers. Dice Towers are also permitted. A shaker (or Tower) must be used in all games for all dice rolls. APBA will also provide Play Result Booklets and score sheets; although, participants may utilize their own score sheets if they choose. All game playing procedures will be followed, including the Advanced Fielding Option. Score sheets must be turned in at the conclusion of each series, so that proper credit for wins and losses can be recorded by the tournament staff. The line score of any scoresheet must show THE PLAYER’S LAST NAME, **NOT** THE TEAM HE IS MANAGING. This will aid tournament officials in executing the Tie-Breaker procedures explained below. A review of all of the tournament rules will be offered during the Friday night session.

TIE-BREAKERS:

The following tie-breakers will be enforced to determine division winners in the order listed. If the tie remains after all tie-breakers are exhausted, a one-game playoff will be used to determine the division winner with the two teams’ Number One Starting Pitcher on the mound.

The first tie-breaker will be **head-to-head competition.**

The second tie-breaker will be **total runs head-to-head.**

The third tie-breaker will be **run differential for all games.**

Ties between more than two teams will follow the same format, and if, by coincidence, all three tie-breakers are exhausted, a coin-flip will determine playoff match-ups.

Any disputes arising during the tournament not covered by these rules will be resolved by the Tournament Directors and **ALL** decisions will be FINAL.