

THE O.Z. APBA BASEBALL LEAGUE 2021 RULEBOOK

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YELLOW HIGHLIGHTED SECTIONS INDICATE NEW RULE CHANGES FOR THE SEASON

CHAPTER ONE – ORGANIZATION

1.1 MISSION

The O.Z. APBA Baseball League was found in the summer of 1982. The name “O.Z.” was chosen because 5 of the 6 original members lived in Ozone Park, Queens New York. The purpose was and has always been to allow people to combine their love of baseball and APBA. The memorable moments created, and the friendships formed are testament to the success of this mission.

1.2 ADMINISTRATION

The O.Z. APBA Baseball League will be governed by a Commissioner who is elected as needed via secret ballot. He is responsible for presiding over League meetings / events and will oversee all League matters. He will collect dues, levy fines, designate committees and duties as needed to ensure the successful completion of the season. He will also review appeals and protests prior to designating a Committee to recommend solution. A newly elected Commissioner assumes his duties at the Winter Meeting.

1.3 FRANCHISE OWNERS

Franchises Owners may be owned by one or more persons. When owned by multiple owners one person must assume all team responsibilities. A Franchise may not be shared by anyone already vested with another Franchise.

Any persons interested in obtaining an O.Z. Franchise must serve as a co-manager for 1 season unless they are assuming control of an existing Franchise. For anyone joining in any capacity a poll will be conducted of Current Members to ascertain if there is any reason to deny membership. After the poll, a vote will be taken from current Franchises. Upon completion of the persons' initial season another vote will be taken to allow/deny said person to remain in the O.Z. League. This process would include former League Members. Majority vote is needed on these votes.

New Franchise Owners are not allowed to vote on trades or rules (except schedules/divisions) for one year. The Commissioner reserves the right to make an exception as warranted (former Owner/co manager)

Franchise Owners are responsible for:

- a) playing games and submitting stats in accordance with League schedules.
- b) submitting annual franchise dues.
- c) maintaining copies of APBA/O.Z. Boards, current Rulebook and Season Schedule.
- d) maintaining and compiling game box scores until stats are declared final.
- e) Voting on League matters as required.
- f) using good judgment, fairness and common sense when playing games, voting or rendering decisions.
- g) conducting themselves in a mature, respectful manner towards their fellow League members and promoting a sense of fair play, integrity, and harmony for the good of the League.

Any violation of our code of conduct should be reported to the Commissioner, who will investigate the matter and/or designate a panel. After hearing from the parties involved or from a designated panel, he will report the findings to the Franchise Owners. He will voice his recommendation and call for a secret ballot vote from all Franchise Owners not involved in the matter. Majority will rule and if a tie the Commissioner will cast the deciding vote.

1.4 AMENDMENTS TO RULES

Any Franchise Owner or co-Owner in good standing may propose a new rule(s) and/or amendment(s) to an existing rule(s) to the members of the Rules Committee in writing via email during the months of September and October. Each Franchise is limited to one (1) vote per Franchise.

New rules, amendments or revisions to any rule that already exists in our Rulebook including revisions to Playing Boards and/or Charts requires 70%* majority of the votes cast.

For a rule to take place **during** a season requires 80% of votes cast. (Note: a season is considered "started" after the Waiver Draft on Draft Day every year.)

****FOR CLARIFICATION OF WHAT CONSTITUTES 70%, PLEASE USE CHART BELOW****

# votes	15	14	13	12	11	10	9	8	7	6
X 70%/80%	10.5/12	9.8/11.2	9.1/10.4	8.4/9.6	7.7/8.8	7.0/8.0	6.3/7.2	5.6/6.4	4.9/5.6	4.2/4.8
# need	11/12	10/11	9/10	8/10	8/9	7/8	6/7	6/6	5/6	4/5

CHAPTER TWO – BUILDING THE TEAMS

2.0 FRANCHISE ROSTERS

Franchise Rosters are filled with both "carded" and "un-carded" players obtained via Drafts, Trades, Purchases, or Waivers.

Players eligible to take part in O.Z. League games are those designated by the APBA Game Company as part of their Basic Card Set which consists of 30 players per team. Any additional players not listed on the APBA Lineup Sheet are not eligible to appear in any O.Z. League games and are treated as un-carded.

There is no limit to the number of "un-carded" players on a Franchise Roster; however, there are rules governing how many may be *drafted* per season. Un-carded draft rights may be traded to another team, but all teams are limited to 2 un-carded picks per draft. An un-carded player drafted must be kept on the roster of the team that drafted him for 1 season. ([see Rookie Draft Section](#))

Franchise Rosters may not exceed 40 players during the playing season. If a transaction causes a team to exceed 40 players, a transaction bringing the roster to 40 must be announced simultaneously. Roster moves between "minors" and "majors" are unlimited but can only be completed between series.

Special 2021 Rule Only: Create a special IL for players who from the start of the season Opt-out of MLB and will not count against the 40-man roster limit.

At conclusion of the "Rookie Draft" all Franchise Rosters must be trimmed down to a maximum of 40 players. Except in Expansion years, rosters may exceed 40 players between Jan. 3rd and the conclusion the Rookie Draft at the Winter Meeting).

Franchises will designate 26 players to be their "Active Roster" prior to each series of games and 28 players later in the season as designated on the League Playing Schedule. For Post Season games the number of Active Players on a Roster is 26.

Special 2021 Rule Only: Franchises will designate 28 players to be their "Active Roster" prior to each series of games and 40 players later in the season as designated on the League Playing Schedule. For Post Season games the number of Active Players on a Roster is 26.

All teams must carry a minimum of 4 Starting Pitchers, except in a 3-game set, on their Active Roster. They must also carry a legitimate backup position player (eligible to start or backup at said position) on their Active Roster at each fielding position (except in case of a J-0).

When playing a game using BBW an emergency starting pitcher (Grade 9 or less) must be carried on the Active Roster in case the starting pitcher is injured within the first 3 innings. The emergency starting pitcher does not count towards the 26/28 player limit. All pitching Rest Rules apply. **Special 2021 Rule Only: 28 player limit.**

2.1 TEAM FINANCES

Franchises add or reduce their finances in various ways such as trades, sales of players, sale of draft picks, waiver claims, penalties, fines, match money, awards, etc. Finances may not be "loaned" to another Franchise (in other words money cannot transfer from one team to another without the involvement of a trade).

The following formula will be used for Franchises in their initial season:

[Total \$ of all Existing Teams divided by the # of Existing Teams minus 20%]

2.2 EXPANSION DRAFTS

The Commissioner will schedule a League vote for Expansion and Dispersal Drafts as needed to be held prior to the Free Agent and Rookie Drafts.

Notice of Expansion will be announced no later than July 31st UNLESS 70% of current Franchise Owners vote to expand after said date.

Existing Franchises will protect 16 players from their 40 player Franchise Roster. If an Existing Franchise was an expansion team the year prior, that Franchise can protect 1 extra player.

During the first "round" of the Expansion Draft each Existing Franchise will lose a maximum of 1 player. Once the first round is over each Existing Franchise will pull back 1 player from its non-protected list and then the second "round" will proceed. Each Existing Franchise will lose a maximum of 2 players regardless of how many new Franchises are entering the League.

Expansion Franchises will be positioned in the Rookie Draft in the slot prior to all Post Season, Wild Card and Special Playoff teams.

Expansion Franchises will also receive a "bonus" pick at the end of each round (if needed) of the Rookie Draft. They will be allowed as many "additional bonus picks" as needed to fill out their 40-player roster barring any trades that would increase or decrease their player total. *See chart below.*

Current # of teams	16	15	14	13	12	11	10
Players lost to expansion	32	30	28	26	24	22	20
	Number of Rounds with Bonus Picks						
Expansion with 1 team	0	1	3	5	7	9	9
Additional Bonus Picks Needed	0	0	0	0	0	0	2
Expansion with 2 team	9	9	9	9	9	9	9
Additional Bonus Picks Needed	6	7	8	9	10	11	12

Bonus picks may not be traded, and the players selected with said picks may not be traded prior to the normal in-season trading deadline.

2.3 DISPERSAL DRAFTS

Dispersal Drafts are defined as when defunct Franchise(s) are put into a pool for new Franchise Owners to select from. Dispersal Draft selection are in addition to all other Draft picks. The rules and procedure for Dispersal Drafts will be discussed and voted on by the Existing Franchises on an as needed basis.

2.4 TEAM NAMES

Whenever a person takes over an Existing Franchise, they must keep the team name. They may change location name only. If they do not agree to keep the Team Name, the vacant team would be disbanded (players would go into the Rookie Draft) and the new person would enter the League as an Expansion Franchise. If there are multiple new teams involved the existing vacant team players would become part of the Dispersal Draft.

2.5 FREE AGENT DRAFT

Players that are part of a Franchise Roster become “Free Agents” when the new APBA Roster Sheet indicates a change of League when compared to the previous season’s APBA Roster Sheet. For example, if Babe Ruth is listed on the Roster Sheet on an MLB A.L. Team and the following season is listed on an MLB N.L. Team he is now a Free Agent.

Said players become part of the Free Agent Draft (held prior to Rookie Draft) and may be bid on by any Franchise not owning said player. Free Agents may be traded or waived prior to the Free Agent Draft but may not be sold.

The bidding order of the Free Agents will be established via a random drawing prior to the O.Z. World Series. Any additional players that become Free Agents after the bidding order has been established will be placed at the bottom of the list as they become O.Z. Free Agents.

Free Agents may be bid for by any team not owning said player up to the limit of their available Franchise monies.

Minimum bidding increments are as follows:

\$25,000 from initial bid up to \$250,000.

\$50,000 once bid reaches \$250,000 up to \$500,000.

\$100,000 once bid reaches above \$500,000.

The bidding process starts as the Franchise Owners are seated around the table. The Franchise Owner to the left of the owner of the Free Agent that is “up” is the first bidder; with the bidding continuing to the left. If a Franchise Owner wants to bid on a player, he will stand and announce his bid. The next Franchise Owner has the option to raise the bid (in increments as started above) or pass. If he passes, he sits down and may not return to the bidding process.

The process continues until 1 Franchise Owner is left standing. At this time, he will make a final offer to the Owner of the Free Agent. Said owner will have the option of releasing the Free Agent (and taking the \$ from the final bidder) or keep the player (by matching the final bid and the \$ is deducted from his monies).

All Free Agent "MATCH MONEY" is redistributed back among all teams at the end of the season. The formula for Match Money Redistribution is (Total Match Money) divided by (Total Number of Season Losses).

Example: \$10,490,000 Match Money ÷ 1066 losses by 13 teams = \$9,841 per loss.

In the event of MLB re-alignment entire team(s) into a different Leagues, players on those team(s) are exempt from becoming Free Agents.

2.6 ROOKIE DRAFT

Any player not affiliated with an O.Z. League Franchise is available to be selected in the Annual Rookie Draft.

The Rookie Draft will consist of 9 Rounds except during expansion years. During seasons where expansion takes place, the Rookie Draft will be extended by 2 additional rounds for all Existing Franchises.

Rookie Draft Picks are delegated in reverse order of final standings finish of the previous season. In the event of a standings tie, the order for those teams will be determined by an APBA style dice roll and will alternate on each succeeding pick.

Rookie Draft Order:

Clarifying the order, starting with the 2021 Rookie Draft (barring expansion) the order of the draft will be: Teams with the worst season record will (in descending order) will be place from the 1st pick to the 8th pick, the Wild Card Loser (will have the 9th pick), Semi Final Losers according to their regular season record (will have the 10th & 11th pick), WS loser (will have the 12th pick), WS winner (will have the 13th pick). In the event expansion takes place, expansion team(s) will be positioned in the draft prior to all Post Season Teams. With two teams entering the league at the same time, an APBA style dice roll like a standings tie as stated above.

A first-round pick in the Rookie Draft will cost \$50,000 and each additional round will cost \$5,000 less than the previous round. There is no cost for players chosen in bonus rounds (10 & 11) during expansion.

Any un-carded player selected in the Rookie Draft will cost an additional \$100,000 to the normal cost of the round EXCEPT those selected in the FIRST Round will not be charged the \$100,000 surcharge.

All Franchises may exceed their 40-man roster limit during the Rookie Draft. At the conclusion of this Draft, Franchise Owners must place all players over the 40-man limit into the Waiver Pool.

The O.Z. League Champion will announce their waivers first followed by reverse order of the Rookie Draft. The Franchise with the first pick in the Rookie Draft will have first option to claim a waived player.

This process will continue until all Franchises have declared their waived players.

When claiming a waived player, Franchises must immediately waive a player, if necessary, to maintain their 40-player limit.

Once the Rookie Draft ends a Franchise cannot obtain ownership of a player by any means unless he has a vacancy on his 40-man roster. If he does not, he must first open a slot via waiver, sale, or trade.

2.7 PLAYER TRANSACTIONS

Franchise Owners may trade, sell, purchase, waive and claim players and/or draft picks in accordance with the guidelines and timelines of the O.Z. League Rulebook.

All player transactions must be reported to the Commissioner or his designee. Prior to beginning season play each Owner must submit his 40-player roster to the Commissioner or his designee. Owners must be in good standing (dues, stats, etc.) to play games and/or conduct any type of player transaction.

The Annual Trading Period begins January 3rd and ends midnight August 3rd.

All player or Franchise transactions involving a new Franchise Owner(s) (first year of ownership) are subject to League review. Said transactions must be approved by the majority of Franchise Owners not involved in the transaction.

Players may not appear in more games than are scheduled in the O.Z. League Regular Season. Since teams play an irregular schedule (1 team might have played 125 games and another 100. If that player played in all 125 games, he is only eligible to play in 37 additional games for his new team).

A player can be bought, sold, traded, or waived multiple times during a season but may not accumulate playing stats for more than 2 teams that season. A player cannot be traded between the same two teams more than 2 times in a season.

Any player may be released by a Franchise and placed on waivers. A claiming fee of \$25,000 will be received by that Franchise from the team claiming the player. No waivers are allowed in-between the World Series and the start of the Rookie Draft.

Trading of future draft picks is allowed but only upon completion of the current Rookie Draft and applies only to the following season's Rookie Draft.

Free Agents may be traded prior to the Free Agent Draft. The new Franchise will assume responsibility for matching the final bid in to keep the player (or may elect to release him to get the money).

Players waived at the Rookie Draft are available for 1 week following and can be claimed by Franchises in reverse order of the previous season's final standings. There is a cost of \$25,000 to claim a waived player. Teams may reclaim their own waived player at no charge.

Players waived DURING the season may be claimed by reverse order of record from the previous **QUARTER. MONTH.** In the 1st month of season, the reverse standings would revert to last YEAR's final standings.

Any League Manager in good standing may lodge an objection of any trade or player transaction.

A transaction cannot be overturned if 70% of the non-involved Franchise Owners approve the transaction.

The result of all transaction voting will be posted by the Commissioner or his designee. The posting of any overturned transaction will include the names of all Franchise Owners that posted objections or voted against the transaction.

Should a trade be overturned, the affected Owners may choose to rework or rescind said transaction.

2.8 FINES AND PENALTIES

Games not played and/or stats not submitted as required will result in the following fines:

Late stats 1st Offense: \$100,000 for 1st day, \$10,000 each additional day. On 6th day team will incur additional penalty of loss of their lowest 4th round draft pick in next year's Rookie Draft.

Late stats 2nd Offense: \$100,000 for 1st day, \$10,000 each additional day. On 6th day team will incur additional penalty of loss of their lowest 3rd round draft pick in next year's Rookie Draft.

Late stats 3rd Offense: \$100,000 for 1st day, \$10,000 each additional day. On 6th day team will incur additional penalty of loss of their lowest 2nd round draft pick in next year's Rookie Draft.

Late stats 4th Offense: \$100,000 for 1st day, \$10,000 each additional day. On 6th day team will incur additional penalty of loss of their lowest 1st round draft pick in next year's Rookie Draft.

Overuse of player: \$100,000 1st AB/IP, then \$10,000 each additional AB/IP.

Failure to notify League of roster changes or Failure to vote on League rules, awards, etc.: \$50,000.

Failure to submit dues (due 72 hrs. after the completion of the Winter Meeting): \$50,000 plus \$1,000 each additional game.

Failure to submit roster (due 72 hrs. after the completion of the Waiver draft): \$50,000 plus \$1,000 each additional game.

2.9 O.Z. LEAGUE HALL OF FAME

The Commissioner will establish Hall of Fame Voting as desired.

O.Z. League players are eligible for votes upon their retirement from MLB.

Voting will be done by present / past Managers with 2 years of Service.

Inductees need $\frac{3}{4}$ of votes cast, Managers cannot vote for themselves.

Player minimum requirements are 1500 PA; 100 games started; 180 relief appearances. Manager minimum requirement is 3 years.

Nominees must have had at least 1 vote for MVP/CYA/FOY/MOY in any O.Z. League season.

CHAPTER THREE – PLAYING THE GAMES

3.0 GENERAL PLAYING RULES

The Regular Season will consist of 162 games plus tiebreakers when needed.

Games will be played either Face to Face or online utilizing a fixed schedule as determined by the League at the start of the season. Stats will be submitted as indicated on the League Schedule.

All Regular and Post Season series will be played using the format selected by the Home Team. Format choices are modified APBA Master Game Boards, O.Z. League Boards or BBW. Boards used will be as modified by O.Z. League rules.

Franchise Owners must have submitted a 40-man roster to the league within 72 hours after the completion of Waiver Draft. Games may be played before then without rosters but not after.

Prior to Game 1 of each series:

Home Team will declare format for home games.
Visiting Team will submit pitching rotation for series plus the rotation from previous series.
Home Team will then submit their pitching rotation for series plus rotation from previous series.
Visiting Team submits their 26-man roster for the series.
Home Team submits their 26-man roster for the series.
Once submitted rosters and rotation cannot be changed.

In the event the 2 Team Managers cannot meet Face to Face or online due to schedule conflicts, the Commissioner will be notified, and the Home Team has the option of playing the games solo.

Upon conclusion of each the Home Team is mandated to report the results.

Managers will "pitch" (roll the dice or click pitch) to the opposing batters except in cases where both Managers have agreed to roll for their own team.

When playing using Cards & Dice if one (or both) of the rolled dice falls off the table or lands crooked, both dice are re-rolled.

All rainouts when playing boards are treated as rain delays. Both Pitchers are reduced 5 points and must pitch to a minimum of 3 batters (except if the pitcher is injured or ejected from the game). BBW pre-game rules will be set to "domed stadium" and will handle any reductions.

Park Effects will be turned off when playing BBW.

Baseball- Reference.com will be used as the source of MLB statistics when needed.

When playing games, errors in play outcomes sometimes result from Managers mutual misreading of dice, cards, charts, boards, etc. Such mistakes can only be corrected (when possible) prior to the next batter's plate appearance following the mistake.

If a Manager curses or throws objects during game play his opponent may choose to eject the pitcher or batter (dependent if he is on offense or defense).

Managers have the right to protest or appeal any game, penalty, fine or League action by submitting notification to the Commissioner within 24 hours. The protest/appeal would be heard and subject to a hearing or investigation. Managers may request to have penalty adjudicated prior to Winter Meeting.

3.1 BATTING AND PINCH HITTING

Batters are limited to their actual MLB Plate Appearances as indicated at Baseball-Reference.com.

APBA Master Game Platoon Splits are used for all batters.

The O.Z. League does not use SA, BL, PL, PR, etc. in Master Game PRN results.

The Designated Hitter is used in any O.Z. League games. In the O.Z. league any position player (not pitcher) can start at DH in a game even if they never DH in the current MLB year. [See MLB DH Rule](#)

Each batter must be “announced” by the Manager on Offense before the Manager on Defense is allowed to “pitch” to said batter. Normal play flow is as follows:

Offense announces name of batter.
Defense announces their option (pitch to batter, intentionally walk, infield depth).
Offense announces their option (hit away, hit & run, bunt, steal, etc.).

Pitchers may not pinch hit during a game UNLESS no other pinch hitters are available.

To be eligible to Hit & Run, batters must have two 31's on their APBA Card and there must be LESS than 2 outs.

Pitchers are NOT allowed to Hit & Run.

Managers may not call for a Hit & Run with an “N”, “R” or “G” runner on first base. **In addition, they may not call a Hit & Run with a G27 or less (without adjustment) runner on first base.**

When called, please refer to the [Hit & Run Advancement Chart](#) found elsewhere in this Rulebook.

3.2 GENERAL PITCHING RULES

The O.Z. League uses APBA Master Game Pitching grades.

Whenever, "R" pitchers change 13-Strikeout to a non-strikeout, runner gets back safely.

All Pitcher downgrades (series RIP, Q, season GSA/RIPA] take place at the end of the current inning. EXCEPT Earned Runs which take effect immediately.

When playing a series, the starting pitching rotations for both teams are set up prior to Game 1. In the event the entire series cannot be played, as a complete series, those remaining games are left open on the schedule. In other words, if you are playing a 5-game set (ex: games 25, 26, 27, 28, 29 on your schedule) and you only complete games 1 & 2; you would reserve games 27, 28, and 29 as OPEN on your schedule. You would then revert to games 27, 28, 29 when you resume play of the un-completed series. This is important if you play a different opponent series prior to resuming those 3 games. So, your pitchers would still start the same games of the un-completed series and must adhere to the standard rest for the new series.

3.3 STARTING PITCHING LIMITS & RESTRICTIONS

Starters are limited to their actual MLB Games Started as indicated at Baseball-Reference.com.

Starters cannot be removed prior to the 5th inning unless he allowed 3 runs.

Once reaching their SEASON limit for Game Starts, they can no longer be used as a Starting Pitcher.

When using BBW format, each team must carry 1 Emergency Starter of a Grade 9 or less. This player can only enter the game once “Play Ball” is announced, the 1st pitch is thrown, and the starting pitcher is removed because of injury.

Must adhere to the following Rest Chart:

Starting Pitcher pitching up to 9.0 innings	must rest minimum 3 games before next start
Starting Pitcher pitching 9.1-9.2 innings	must rest minimum 4 games before next start
Starting Pitcher pitching 10.0-10.2 innings	must rest minimum 5 games before next start
Starting Pitcher pitching 11.0 or more innings	must rest minimum 6 games before next start
Split Grade Pitcher after RELIEF work	must rest minimum 3 games before next start
Split Grade Pitcher after a START	must comply with normal Starting Pitcher rest limits

3.4 STARTING PITCHER FATIGUE

Starting Pitchers will fatigue according to the following chart:

Starting Pitcher Fatigue	Q1	Q2	Q3	Q4
Start of 7 th IP			-1	-1
Start of 8 th IP		-1	-1	-2
Start of 9 th IP	-1	-1	-2	-2
Each additional IP	-1	-2	-2	-2

NOTE: do not deduct the above fatigue points if the Starting Pitcher has not allowed an earned run during the game. However, once an earned run is scored off him the fatigue deduction points are cumulative.

3.5 STARTING PITCHER UPGRADE

Starting Pitchers get upgraded according to the following chart:

Grade 1-5	Advances 5 MG Points if he allows no EARNED runs for 5 consecutive innings
Grade 6-10	Advances 5 MG Points if he allows no EARNED runs for 6 consecutive innings
Grade 11-15	Advances 5 MG Points if he allows no EARNED runs for 7 consecutive innings
Grade 16-19	Advances 5 MG Points if he allows no EARNED runs for 8 consecutive innings

NOTE: Grade 16-19 cannot advance past Grade 20. All pitchers once being upgraded to a Grade 20 cannot be downgraded, except for batter handicap.

3.6 STARTING PITCHER DOWNGRADE

If a Starting Pitcher allows a total of 5 EARNED runs in any consecutive 3 innings, his grade is reduced by 5 MG points IMMEDIATELY after the 5th EARNED run is scored. His grade can continue to decrease by 5 MG points for every additional 5 runs scored within a consecutive 9 out period. If a Pitcher's grade is 5 or less, he is reduced to Grade 1 and he loses eligibility for 5 MG point upgrades as detailed above. Pitchers being reduced are still eligible for batter grade fluctuations due to platoon handicaps.

3.7 RELIEF PITCHING LIMITS & RESTRICTIONS

Relievers are limited to their actual MLB Relief Innings Pitched as indicated at Baseball-Reference.com.

Relievers cannot enter a game prior to the 5th inning unless the Starting Pitcher allowed 3 runs.

Relievers in the O.Z. League will be designated as follows for regular season series:

J0: 70+ rip; J1: 60 - 69.2 rip; J2: up to 59.2 rip **Special 2021 Rule Only:** J0: 26+ rip; J1: 22.0-25.2 rip; J2: up to 21.2 rip

Once reaching their SEASON Relief Innings limit, they can no longer be used as a reliever.

Once reaching their SEASON or SERIES RIP limit, must be pulled from the game immediately.

The maximum a reliever can pitch in a game is 2 innings if his Series RIP Limit allows him.

3.8 RELIEF PITCHER SERIES LIMIT CHART

Relief Pitchers must adhere to the following Series Limits:

	Regular Season						Post Season	
	1 game	3 game	4 game	5 game	6 game	7 game	3 game	7 game
J-0	1	3	4	5	6	7	3	7
J-1	1	2	3	4	5	6	2	6
J-2	1	1	2	3	4	5	1	5
J-3	1	1	2	3	4	4	1	4
J-4	1	1	2	3	4	3	1	3

Special 2021 Rule Only: Rosters and rotations are set for a 7-game series which can be split up into 3 & 4 game sub-series. Relief Pitchers will follow 7-game series limit allowances above.

3.9 RELIEF PITCHER UPGRADE

Relief Pitchers are upgraded 5 Master Grade Points if they enter the game in the middle of an inning and faces a batter who bats from the same side. This upgrade is for his 1st batter only and cannot advance past Grade 20 prior to applying a batter handicap.

3.10 RELIEF PITCHER DOWNGRADE

Relief Pitchers will be downgraded 5 Master Grade Points if he allows 5 EARNED runs.

Relief Pitchers will have a Temporary Grade Reduction on Steal of Home, [Stolen Bases and Base Running](#)

3.11 SPLIT GRADE / MULTI USE PITCHERS & POSITION PLAYERS PITCHING

Pitchers that both started and relieved in previous MLB are limited to their actual Games Started and Relief Innings Pitched as indicated at Baseball-Reference.com.

Position Players that were used as a Relief Pitcher in MLB are limited to their actual Relief Innings Pitched as indicated at Baseball-Reference.com.

3.12 PITCHING RESTRICTIONS IN EXTRA INNING GAMES

Position Players may be used as Relief Pitchers in extra-inning games provided there are no other eligible relievers available. They are designated as a Grade 1(W).

3.13 FIELDING

Official O.Z. league positions will be stated as such; Pitcher, Catcher, 1st baseman, 2nd baseman, 3rd baseman, Shortstop, Leftfielder, Centerfielder, Rightfielder and Designated Hitter (non-fielding position). All rosters will be updated to include the listing of the DH as a position.

Players may only play positions listed on their APBA cards (with the following exceptions, *see below*) and must adhere to the following restrictions:

A Qualifying Position will be considered any position listed on a player's card that he has played 15 games or more at that position(s) and will be able to start an O.Z. league game. Only exception to the 15-game rule is that any position player can start or enter a game as the DH. Pitchers are not allowed to DH.

Special 2021 Rule Only: *A Qualifying Position will be considered any position listed on a player's card that he has played 6 games or more at that position(s) and will be able to start an O.Z. league game. Only exception to the 6-game rule is that any position player can start or enter a game as the DH. Pitchers are not allowed to DH.*

A Non-Qualifying Position will be considered any position list on a player's card that he has played 14 games or less at that position(s) and will NOT be able to start an O.Z. league game and may only enter the game at those position(s), in the 7th inning or later.

Special 2021 Rule Only: *A Non-Qualifying Position will be considered any position list on a player's card that he has played 5 games or less at that position(s) and will NOT be able to start an O.Z. league game and may only enter the game at those position(s), in the 7th inning or later.*

If a Position Player does NOT have the position listed (0 games) on his APBA card, he can ONLY field that position in case of injury, ejection, or extra innings. He will receive lowest possible grade for that position:

[(C5 Th-4), (1B2), (2B5), (3B2), (SS6), (LF1, CF1, RF1), (P1)]

Outfielders are restricted to the actual position they played LF/CF/RF.

A Fielder may not be "flip-flopped" with another Fielder DURING an inning except in case of injury or ejection. Any change must precede the start of play of the inning except in cases of injury, ejection, or double switch substitution.

Catchers that catch over 9 innings in a single game, may not start the next scheduled game. However, he may come into the game after the 5th inning is completed.

The Fielding Finder Chart found elsewhere in this Rulebook will be utilized ANYTIME a dice roll results in a PRN of 15 through 23 AND on all Rare Play Board results. There is NO reroll on PRNs other than 15-23 and ALL RP Board results.

Use the team INFIELD rating whenever a "P" comes up for PRNs 24-41 on the Regular MG Boards. If it occurs on PRNs 15-23 or on RP Boards the [Fielding Finder Chart](#) for the Pitcher will be used.

Whenever First Base is occupied said runner is automatically HELD ON (HO). Defense Manager has no option to NOT HOLD (NH) said runner.

3.14 STOLEN BASES AND BASE RUNNING

Stolen Base Attempts are regulated per the limitations of the APBA Master Game [Optional Stealing Chart](#) found on the Official APBA Master Game Boards (and elsewhere in this Rulebook). This chart is also used when playing BBW.

Double or Triple steals may be called if all runners are eligible. The Defense will choose which runner it will attempt to throw out.

On any steal attempt, the Defense may elect to hold the catcher's throw and not attempt to throw out the runner. The runner would NOT be credited with a Stolen Base (Catcher's Indifference).

There are no "automatic" steals (ex: chance of 37+); a roll of 66 will result in caught stealing.

Following a successful steal attempt, that runner must wait until after the current batter's plate appearance is complete before attempting another steal.

Pitchers may pinch run but may not attempt a steal when pinch running.

Steal of Home, the Defensive Manager may state that his pitcher will "pitch from the stretch" which will nullify the steal of home AND will downgrade his pitcher by two (2) Master Game points for the current batter. In the event the Defensive Manager announces he is "pitching from the stretch" AND the runner on third base is NOT eligible to steal home, the Offensive Manager must inform his opponent; the pitcher will then go back to pitching from the wind up.

The preceding rule does NOT apply to Runners on First & Third since the APBA Master Game does not allow for the call to "pitch from the stretch" because the pitcher is already considered in the stretch mode. In this situation, the pitcher does NOT lose the MG points and therefore a double steal is possible without any further penalty.

REMINDER TO ALL MANAGERS: both managers should be given enough time to make the necessary decisions.

Whenever a runner reaches 3rd base, the Offense may choose to "tag up" on a Fly Out to the Outfield. All Tagging Up plays defer to the Runner on Third Board for hit depth as follows:

LF (F3): 50/56/61	LF (F2): 40/52/54	LF (F1): 28/30/34
CF (F3): 51/55/62	CF (F2): 42/51/53	CF (F1): 33/35/38
RF (F3): 46/49/55	RF (F2): 38/42/45	RF (F1): 47/51/56

Tagging Up Chance Number Formula:

[Depth + Runner Speed] MINUS [OF Arm] or [Depth – OF Arm] PLUS [Runner Speed]

3.15 PLAYING IT SAFE

If there is a runner on base, the Offensive Manager may declare they are "playing it safe" in regard to said runner.

In the event of *multiple* runners, the Offensive Manager must state the specific runner or runners "playing it safe" before each dice roll. If said Manager neglects to state his option, the runners are considered to have the "green light" and will move as indicated on the Boards.

Normal board results will change to the following when "playing it safe":

On a single, runner(s) advance only 1 base.

On a double, runner(s) advance only 2 bases.

On a Fly Out any held runner(s) holds his base (except a Runner on 3rd, may attempt to score by tagging up).

Playing it safe negates ALL stolen bases or caught stealing by said runner(s). Playing it safe does NOT negate pickoffs or 1 base advance on a Wild Pitch.

With Runner on Third (except with Bases Loaded), less than 2 out and the infield playing IN, a runner that was "playing it safe" holds his base and all throws home would go to first base and the batter is out there. The only exception is if the PRN is a hit or an error. Any runner "playing it safe" then advances 1 base for each base the BATTER advances.

Playing it safe does NOT apply to Sacrifice or Hit & Run Results.

3.16 EJECTIONS & INJURIES

Injuries are to be consider "GAME ONLY".

In the event of an ejection or injury, any player may replace the ejected/injured player(s) provided any PA or IP he accumulates will not make him exceed any O.Z. limits.

CHAPTER FOUR - CELEBRATING THE SEASON

4.0 POSTSEASON SERIES HOME AWAY FORMAT

Postseason format will be decided by a majority vote at the Annual Winter Meeting.

Seven game series are set up as 2-3-2 format with higher seeded team receiving Home Field advantage.

Three game series are set up as 1-1-1 format with higher seeded team receiving Home Field advantage.

One game play in games etc. are set with higher seeded team receiving Home Field advantage.

4.1 POSTSEASON REST

Any Un-played games are considered Rest Days.

G 162	G 163 or rest	WC 1 or rest	WC 2 or rest	WC 3 or rest	REST	Semi Final G1	Semi Final G2	Semi Final G3	Semi Final G4	Semi Final G5	Semi Final G6	Semi Final G7	REST	WS 1-7
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4.2 POSTSEASON ADDITIONAL PLAYING RULES

Prior to game 1 of each series:

Home game format: Higher seed declares 1st then Lesser seed declares 2nd.
 Pitching rotation for series: Visiting Team submits 1st then Home Team submits 2nd.
 26-man rosters for series: Visiting Team submits 1st then Home Team submits 2nd.
 Once submitted rosters and rotation cannot be changed.

Rosters may be revised / adjusted INBETWEEN Postseason Series provided that a 26-player roster is submitted to opponent no later than 48 hours PRIOR to that series. The team with the Home Field advantage submits their roster AFTER receiving a roster from their opponent.

J-3 position players may start half the games of a series (*see below*) or any game from the 6th inning on. Any J-3 player coming into the game prior to the 6th inning will be charged with one start UNLESS that player leaves the game at the end of the inning, they appeared in. Round up for odd numbered series.

If a series is scheduled for 3 games, a J-3 position player can start 1 of the first 2 games in that series. If the 3rd game is necessary, he can start the 3rd game. A scheduled 5 game series, a J-3 position player can start 2 of the first 4 games in

that series and if the 5th game is necessary, he can start the 5th game. A scheduled 7 games series, a J-3 position player can start 3 games of the first 6 games in that series and if the 7th game is necessary, he can start the 7th game.

J-4 position players may NOT start a Post Season game but may play in any game from the 7th inning on. They may be used as a pinch hitter or runner prior to the 7th inning but must leave the game at the end of that half inning.

Pitching staffs will be based on a minimum of four (4) man rotation.

Starting Pitchers will have minimum 3 games rest in-between starts.

Relief Pitcher limits are based on [Relief Pitcher Rest Chart](#) found in this Rulebook.

Pitchers who started 5 or less games in respective MLB season may NOT start a Postseason game. For a Starting Pitcher to be eligible to start TWO games in a Postseason series he must have done so in MLB that season OR have a minimum of 20 Games Started in MLB for said season.

Rainouts that occur in any Postseason games are governed by O.Z. Regular Season Rainout Rule.

Special 2021 Rule Only: Post Season Pitching

Pitchers who started 2 or less games in respective MLB season may NOT start a Postseason game. For a Starting Pitcher to be eligible to start TWO games in a Postseason series he must have done so in MLB that season OR have a minimum of 8 Games Started in MLB for said season.

Special 2021 Rule Only: Playoff Format

Top 3 (three) teams in each division make the playoffs.

Division winners receive a bye and are rank by record. Remaining teams are placed in a W/L order.

Quarter Finals: Team 3 plays Team 6 in the best of 5

Team 4 plays Team 5 in the best of 5

Semi-Finals: Team 1 plays the lowest seeded Team in the best of 7

Team 2 plays the 2nd lowest seeded Team in the best of 7.

World Series: Winners play in best of 7 with home field to the highest seeded Team.

In case of ties the 1st, tiebreaker will be head-to-head record with home field to the better record Team; 2nd tiebreaker will be division record with home field to the better record Team; 3rd tie-breaker will be intra-division record with home field to the better record Team.

4.3 STANDINGS TIES FOR POSTSEASON BERTHS

2 teams tied for 1 Postseason Slot: 1 game Special Play In (stats count towards regular season).

3 teams tied for 1 Postseason Slot: if there is 1 team that has a winning record vs. the other 2 teams, that team will advance to the Postseason. If not, the team with the best overall record vs. the other 2 teams combined will secure a bye. The other 2 teams will play 1 game (stats count) and the winner plays the bye team (stats count). That winner advances to the Post Season.

3 teams tied for 2 Post Season Slots: if there is a team that has a winning record vs. the other 2 teams, that team will advance to the Post Season. The other spot will be determined by a 1 game Play In (stats count). If no team has a better record than the other 2 teams, the team with the best combined record vs. the others will receive a bye into the Post Season. The other 2 teams will play 1 game (stats count) and the winner will secure the final Post Season Spot.

MLB Tie Breaker Rule:

One-game tiebreakers are played between teams tied for a division championship or a league's second wildcard berth. These games are to be played the day after the season is scheduled to end. Home-field advantage is determined using the rules listed below ("Breaking Ties Without Playoff Games").

From the implementation of the wildcard in 1994 to the end of the 2011 season, a different rule was in place. Two teams tied for a division did not play a tiebreaker if their records were better than all non-division winners in their league. Instead, such a tie was broken using the rules listed below ("Breaking Ties Without Playoff Games"). This scenario happened in the 2001 Major League Baseball season when the Houston Astros and St. Louis Cardinals tied for first place in the National League Central. The Astros were awarded the division title by virtue of a better head-to-head record against the Cardinals, while St. Louis received the wildcard berth.

With, however, the adoption of a second wildcard berth and a wildcard game beginning in the 2012 season, the non-division winner with the best record in the league faces possible elimination on the first day of the postseason. As a result, the tie-breaking rules were changed so that two teams tied for a division championship must play a tie-breaking game even if both teams have already qualified for the postseason. The team losing the tie-breaking game will now qualify for a wildcard berth only if its regular-season record is among the league's two best records for non-division-winners. If that team is tied for the second wild-card spot, a second tie-breaking game would then be played.

If, on the other hand, two teams are tied for the first wildcard slot, no tie-breaking game is played. Rather, the two teams simply play against each other in the wildcard game, with home-field advantage awarded using tie-breaking rules described in the next section.

Breaking Ties Without Playoff Games:

1. The team with the better record in head-to-head play.
2. The team with the best overall record in intra-division games.
3. The team with the best record in the final 82 games of the season (provided the game added is not between the tied teams), extending backward until the tie is broken.

All current references in mlb.com website indicate that this rule applies even for teams that are not in the same division.

MLB DH Rule:

The designated hitter rule allows teams to use another player to bat in place of the pitcher. Because the pitcher is still part of the team's nine defensive players, the designated hitter -- or "DH" -- does not take the field on defense.

The DH must be selected prior to the game, and that selected hitter must come to bat at least one time -- unless the opposing team changes pitchers prior to that point. A team that chooses not to select a DH prior to a game is barred from using a DH for the rest of that game. A player who enters the game in place of the DH -- either as a pinch-hitter or a pinch-runner -- becomes the DH in his team's lineup thereafter.

If a player serving as the DH is later used on defense, he continues to bat in his same lineup spot. But for the rest of the game, his team cannot use a DH to bat in place of the pitcher. A team is also barred from using a DH for the rest of the game if the pitcher moves from the mound to another defensive position, a player pinch-hits for any other player and then becomes the pitcher, or the current pitcher pinch-hits or pinch-runs for the DH.

4.4 AWARDS

At the end of each season and after the final stats have been distributed, each team will submit one 1 Season Award Ballot. Teams with co-managers/owners will submit only one 1 ballot.

Voters may not vote for any player on his roster nor may he vote for himself or co-manager/owner.

Each team is responsible for nominating those player or players on their roster for Rookie of the Year Award. The names of the nominated players will be sent to the Commissioner (or designee) so that they may include them with the Season Award Ballot.

Rookie of The Year candidates may not have exceeded 130 at bats or 50 innings pitched in their O.Z. League Career.

The following monetary awards are established and will be given out at the end of season:

SINGLE GAME	LEAGUE AWARDS	SEASON LEADER	FINAL STANDINGS
\$250,000 Perfect Game	\$100,000 MVP	\$250,000 Triple Crown	\$300,000 6th
\$100,000 No-Hitter	\$100,000 Cy Young	\$ 25,000 BA/OBA/SLG	\$350,000 7th
\$100,000 Hit for Cycle	\$ 50,000 Fireman	\$ 25,000 Hits / Runs Scored	\$400,000 8th
\$100,000 4 Home Runs	\$ 50,000 Rookie	\$ 25,000 Doubles/Triples	\$450,000 9th
\$ 50,000 3 Home Runs		\$ 25,000 HR / RBI /SB	\$500,000 10th
\$ 50,000 5 Hits		\$ 25,000 ERA / Wins	\$550,000 11th
\$ 50,000 6 RBI		\$ 25,000 Saves / Shutouts	\$600,000 12th
		\$ 25,000 Strikeouts	\$650,000 13th

The Franchise Owner of the O.Z. World Series Winner will receive a real money award of \$100.00 and the runner up will receive \$60.00.

CHAPTER FIVE – ADDITIONAL INFORMATION

5.0 RUNNER ADVANCE CHART

O.Z. League Master Game Changes (use this chart WHEN USING MG BOARDS).

	R on 1 st	R on 2 nd	R on 3 rd	1 st & 2 nd	1 st & 3 rd	2 nd & 3 rd	Bases Full
3	Runner scores (S out at home) <i>*any R scores</i>			Both Runners score; (S on 1 st out at home)		Both R score; batter out trying for 3 rd	
4			R scores; Batter out trying for 3 rd				All Runners advance 2 bases <i>*all R score</i>
5			Runner scores				3 Runners score; (S on 1 st out at home)
6	Runner to 3 rd (F scores) <i>* any R scores</i>	Runner scores		Both R score (S on 1 st out at home)	Clears the bases	Clears the bases	
7	Runner to 3 rd	Runner scores	Runner scores	1 R scores (S out at home Batter to 2 nd); other to 3 rd	1 R scores; other to 2 nd	Both R score; Batter to 2 nd on throw home	2 Runners score; other to 2 nd (F to 3 rd)
8	Runner to 2 nd <i>*R to third</i>	Runner scores (S out at home Batter to 2 nd)	Runner scores	1 R scores; other to 2 nd <i>* R to third</i>	1 R scores; other to 3 rd (S out at 3 rd)	Both R score; (S on 2 nd out at home, B to 2 nd)	All R advance 2 (S on 1 st out at 3 rd)
9	Runner to 2 nd	Runner scores (S out at home Batter to 2 nd)	Runner scores	Fills the bases <i>*one runner scores; other to 2nd (S stops at 3rd)</i>	1 R scores; other to 2 nd <i>*other to 3rd</i>	1 R scores; other to 3 rd	All R advance 1 <i>*all R advance 2</i>
10	Runner to 3 rd	Runner to 3 rd	Runner scores	Fills the bases	1 R scores; other out at 3 rd ; Batter to 2 nd	1 R scores; other to 3 rd <i>* both score</i>	All R advance 2 bases

11	Runner to 3 rd	R out at home (F scores) *any R scores	Runner scores (S holds 3 rd ; *S scores)	1 R scores; other to 3 rd	1 R scores other to 2 nd (S on 3 rd holds)	1 R scores; other to 3 rd * both score	All Runners advance 2 bases
31				FLDG 3- F Runner on 2 nd to 3 rd		FLDG 3- Runner on 2 nd to 3 rd on throw home	
32		FLDG 3- R to 3 rd FLDG 2- F runner to 3 rd		FLDG 2 & 3- F Runner on 2 nd to 3 rd		FLDG 2- F runner on 2 nd goes to 3 rd if throw home	ALL FLDG- R on 2 nd adv. to 3 rd if throw home
	BASES EMPTY						
18	FIELDING ONE: Safe on Error E6 *out at 1 st						
19	FIELDING ONE: Safe on Error E5 *out at 1 st						
20	FIELDING ONE: Safe on Error E4 *out at 1 st						

Runner Advancement Policy: all Runner Advancements above follow the Basic Game. EXCEPT in instances where the Master Game Boards clearly indicate runner advancement. Those instances are highlighted in blue.

5.1 HIT AND RUN ADVANCEMENT CHART

O.Z League Master Game Changes to Hit & Run Advancement Chart (use with MG Boards)

	R on 1 st	1 st & 3 rd
6		1 Runners score, (S on 1 st out at home; batter to 2 nd)
7		1 Runner scores, other to 3 rd
8		1 Runner scores, other to 3 rd
9		1 Runner scores, other to 3 rd
10		1 Runner scores, other to 3 rd
11		1 Runner scores, other to 3 rd
13	Strike: R must attempt SB	Strike: R must attempt SB
14	FOUL STRIKE	FOUL STRIKE

5.2 STEAL CHART

	2 nd	3 rd	Home
A	Anytime.	Less than 2 out	with 1 or 2 out
B	-1, T, +any	less than 2 out & -1, T, +any	only with 2 out
C	-1, T, +1 or 2 > 6th -1, T, +any	less than 2 out & -1, T, +1	with 2 out & -1, T, +1
D	with 1 or 2 out & -1, T, +1 > 6th -1, T, +any	with 1 out & -1, T, +1	≥ 5th with 2 out & -1, T
E	with 2 out & -1, T, +1 > 6th any outs, -1, T, ≤4	with 1 out & -1, T	≥ 7th with 2 out & -1, T
F	≥ 7th with 2 out & -1, T > 9th any out, -1, T, +1 or 2	≥ 6th 1 out & -1, T	NEVER
G	≥ 8th with 2 out & -1 or T	NEVER	NEVER
R	≥ 9th +5 or more	NEVER	NEVER
N	NEVER	NEVER	NEVER
Additional SSN Modifiers			
	Pitcher's MF +/- Catcher's Th +/-	-5 Catcher's Th +/-	-15 Runner on 1 & 3 DS -13

	Runner on 3rd +1 Not Held on +2	Left-hand Batter -2	
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5.3 O.Z. LEAGUE CHEAT SHEET

STEAL CHART				FIELDING CHART			
	May steal 2 nd (R on 3 rd add 1 to SSN)	May steal 3 rd (-5 + C arm; LHB-2)	May steal home (-15) (R on 1 st -13 on DS only)		3	2	1
A	Anytime	Less than 2 out	1 or 2 out	C9	64+	61+	11+
				8	63+	53+	
B	-1 / T /+any	-1 / T /+any less than 2 out	With 2 out	7	51+	31+	
				6	33+	21+	
C	-1 /T/ +1/ +2 (after 6 th : -1/T/+any)	-1/T/+1 less than 2 out	-1/T/+1 with 2 out	5	22+	14+	
				1B5	64+	61+	11+
D	-1/T/+1 w/1 or 2 out (after 6 th any outs)	-1/T/+1	-1 or tied; 2 out; 5 th or later	4	63+	52+	
				3	51+	31+	
E	-1/T/+1 2 out (after 6 th any outs -1/T/+4 or less)	-1/T w/1 out	-1/T w/2out ;7 th or later	2	31+	21+	
				2B9	64+	61+	11+
F	-1/T w/2 out in 7 th or later (extra innings: -1/T/+1 +2)	-1/T w/1 out 6 th or later	NEVER	8	63+	53+	
				7	51+	31+	
G	2 out -1/T 8 th or later	NEVER	NEVER	6	33+	21+	
				5	22+	14+	
R	+5 or more in 9 th or later	NEVER	NEVER	3B6	64+	61+	11+
				5	63+	53+	
N	NEVER	NEVER	NEVER	4	51+	31+	
				3	33+	21+	
	STEAL SUCCESS CHART (can also be used for tagging up throw success)			2	22+	14+	
	11-1	31-13	51-25	SS10	64+	61+	11+
	12-2	32-14	52-26	9	63+	53+	
	13-3	33-15	53-27	8	51+	31+	
	14-4	34-16	54-28	7	33+	21+	
	15-5	35-17	55-29	6	22+	14+	
	16-6	36-18	56-30	OF3	64+	55+	11+
	21-7	41-19	61-31	2	51+	31+	
	22-8	42-20	62-32	1	33+	21+	
	23-9	43-21	63-33	P2	63+	51+	11+
	24-10	44-22	64-34	P1	31+	15+	
	25-11	45-23	65-35	T1/INF1	64+	55+	11+
	26-12	46-24	66-36	2	51+	31+	

			3	33+	21+		
			Catcher	5/6	7	8/9	
			1B	4/5	3	2	
			2B	5/6	7	8/9	
			3B	2/3	4	5/6	
			SS	6/7	8	9/10	
	HIT & RUN REMINDER			OF	1	2	3
	Must be less than 2 out; batter must have two 31's on his card; and runner cannot be rated N, R, or G.			TEAM	36	37-41	42+
				INFIELD	30	31-35	36+

5.4 AWARD BALLOT SHEET

O.Z. LEAGUE AWARDS BALLOT

PLEASE TYPE/WRITE IN Last Name, First Name, O.Z. TEAM FOR ALL PLAYER VOTES
FOR EXAMPLE: Ruth, Babe YANKEES (or YAN)

DAVE HALL MOST VALUABLE PLAYER AWARD	CY YOUNG AWARD
14-	14-
9-	9-
8-	8-
7-	7-
6-	6-
5-	5-

FIREMAN OF THE YEAR AWARD	ROOKIE OF THE YEAR AWARD (not to exceed 130ab or 50 ip in O.Z. career)
14-	14-
9-	9-
8-	8-
7-	7-
6-	6-
5-	5-

MANAGER OF THE YEAR AWARD	GENERAL MANAGER OF THE YEAR AWARD	DENNIS MONROE "GOOD GUY" AWARD
3-	3-	3-
2-	2-	2-
1-	1-	1-

Please write / type in last name, first name and team for all awardees

SUBMITTED BY _____

5.5 RULES PROPOSAL FORM

This form will be sent to you in an Excel file. Please use this form to submit any Rule Proposal / Revision. It is important to identify which current rule you want replaced or revised. You should also explain why you want this revision so others can try to understand your reason(s). All proposals should be submitted at the same time to the Rules Committee. Please do not piece mail it. All discussions and voting will be done at the Winter Meeting.

RULE PROPOSALS / REVISIONS MUST BE SUBMITTED BETWEEN SEPT. 1ST AND OCT. 31ST

Your Proposal or Revision	Rule Being Replaced or Revised	Comments

Your Proposal or Revision	Rule Being Replaced or Revised	Comments

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Your Proposal or Revision	Rule Being Replaced or Revised	Comments

5.6 RULE CHANGE HISTORY

2020:

- authorized the use of the DH
- changed PRNs 18-19-20 back to the actual APBA Boards results
- voted to expand to 13 teams
- voted for un-carded draft picks to remain on roster for 1 season
- voted for rule proposal submissions to be submitted in September & October

2019:

- Added "unused games count as Rest Days" to Section 4 Chapter A.
- Added Relief Pitching J factors to Section 3 Chapter B (this was voted in last season, but we forgot to revise Rulebook).

2018:

- Revised Rule: to use actual APBA rule regarding pitcher losing 5 points if he gives up 5 earned runs in 3 consecutive IP
- Revised Rule: removed "+1 point" for players playing out of position.
- Revised Rule: removed Penalties on chart for H&R steals.
- Revised Rule: use of new IP chart to determine RP J factor; J3 & J4 to be considered J2 for IP limit in 4,5,6 game series.
- Adopted Rule: position players may pitch as Grade 1W in extra innings with no IP limit.
- Revised Rule: Official Trading Period to be January 3rd until midnight of August 3rd
- Adopted Rule: injuries will be game only
- Removed Rule 3B.7 which referred to H&R Chart
- Removed Rule 2-F.16 which referred to completion of injury time when traded.
- Removed rule regarding penalty for being ½ hour late to games.
- Put Postseason rest rule into chart form (no changes to rest rules; just the way it is shown in rulebook)
- Fixed typo on Stealing Chart page where it showed Fielding Grades for first basemen in reverse.

2017:

- Revised Franchise Standings Award monies.
- Removed Franchise \$ Awards for: Team Wins, Postseason, World Series participants, World Series winner
- Removed fine for not attending League Meetings.

2016:

- Revised Player Injury Rule to read as below for all injuries except HBP:
Position Players & Relievers: J0=game, J1= 1g, J2=2g, J3=3g, J4=4g (6-3) Starting Pitchers: J0=game J1-
J4=5g (5-2-1)
- Added Mandatory Series Result Reporting by Home Manager (8-3)
- Allow Defense Manager to select option of Holding (HO) or Not Hold (NH) Runner on First. (7-2)
- Above HO / NH Rule reversed at Rookie Draft and removed from Rulebook. No option to Not Hold Runner on First.
- Added on overturned trades that names of Owners be added to result announcement.
- Added rule regarding Team Names
- Removed rule regarding SA, PL, BL, PR etc. BC designations used in MG PRNs.

2015:

- Added “no player may be traded more than 2X during a season” or have stats on 3 teams in said season
- Added “Bases Empty, Fielding One, PRN 18, 19, 20= OUT AT FIRST * 1st on error”
- Changed rule to include “un-carded draft rights may be traded to another team, but all teams are limited to 2 un-carded picks per draft”
- Changed rule to read: Home Team will select format (BBW/C&D) for all games including postseason. Owner must declare format for entire season.
- Added: PL, BL, PR are not used by the O.Z. League. All batters are designated as “SA” for all board results & situations.
- Added use of Paul Marino Boards in Ozone Outlaws home games on an interim 1 season basis; to be re-addressed in 2016.
- Added 6 game series RP limits to Relief Pitcher Rest Chart.

2014:

- Changed vote total from 75% to 70% for rule changes.
- Added revision of eligibility for Starting Pitcher use in Post Season
- Revised & reworded Expansion Draft Rules.

2013:

- Added and clarified “ties” for Post Season Berths.
- Added statute of limitations on play outcomes
- Added revision of Draft Day and In-Season Waiver Process
- Added Announced Starting Pitcher Rotation Enforcement
- Clarified limits of position player used as pitcher

2012:

- added 5 hits and 6 RBI to Single Game Awards list
- added new APBA Rule on “Playing it Safe”
- added new rule regarding allowing runner already declared “playing it safe” to be allowed to attempt to tag up on fly out to outfield

2011:

- **New Manager Trading Rule**
- **Established a “no trading period”**
- Trading Results Tally to be posted
- Voted to expand to 12 teams
- Eliminated all expansion rules (except protect 15 and year by year vote)
- Voted to expand monetary Single Game Awards
- Eliminate all All-Star Rules
- New Managers do not vote on trades or rules during their first season as franchise owner
- All managers not involved in a trade which includes a 1st or 2nd year Manager MUST cast a vote on the trade to Commissioner
- Rookie **Draft: un-carded**
- Fielding: on PRN's 24-41 use infield instead of Pitcher

2010:

- Sportsmanship Rule added
- All 1st year Managers will have their trades reviewed & voted on by all O.Z. League Managers
- HBP Ejection Rule