

O.Z. RULEBOOK

2026

CHAPTER ONE – ORGANIZATION

1.1 MISSION

The O.Z. APBA Baseball League was founded 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 a solution. A newly elected Commissioner assumes his duties at the Winter Meeting.

1.3 FRANCHISE OWNERS

1.3.1 Franchises may be owned by one or more persons. When a Franchise is owned by multiple owners one person must assume all team responsibilities. All franchises with co-owners shall designate one owner with a 51% majority. A Franchise may not be shared by anyone already vested with another Franchise.

1.3.2 Any person(s) 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.

1.3.2.1 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. A Majority vote is needed on these votes.

1.3.3 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)

1.3.4 Franchise Owners are responsible for:

Playing games and submitting stats in accordance with League schedules.

Submitting annual franchise dues.

Maintaining copies of current APBA/O.Z. Boards, Rulebook and Season Schedule.

Maintaining and compiling game box scores until stats are declared final.

Voting and/or rendering decisions on League matters as required.

Using good judgment, fairness and common sense when playing games.

1.3.5 Franchise Owner's Code of Conduct:

Conducting themselves in a mature, respectful manner towards their fellow 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. The majority will rule and if it is a tie the Commissioner will cast the deciding vote.

1.4 AMENDMENTS TO RULES

1.4.1 Any Franchise Owner or co-Owner in good standing ***are limited to a maximum of 3 proposals per year on*** new rule(s) and/or amendment(s) to an existing rule(s) to the Commissioner or 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.

1.4.2 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.

1.4.3 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% or 80%, PLEASE USE CHART BELOW

# Votes	15	14	13	12	11	10	9	8	7	6
X 70%	10.5	9.8	9.1	8.4	7.7	7	6.3	5.6	4.9	4.2
X 80%	12	11.2	10.4	9.6	8.8	8	7.2	6.4	5.6	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

2.1 FRANCHISE ROSTERS

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

2.1.2 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”.

2.1.3 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](#)

2.1.6 Each Franchise will have a maximum of **42** players on their roster of which 26 will be considered their Active Roster for playing both regular and post season games. Full **42** player rosters may be used later in the season as designated on the League Playing Schedule.

2.1.7 All teams must carry the following on their Active Roster: 4 Starting Pitchers (except 3-game series), ***4 Relief Pitchers*** a backup player (eligible to start or backup at said position) for each fielding position not fielded by a J-0 player. [See rule 3.18.2](#)

2.1.8 When playing a game (BBW or Boards) an emergency pitcher may be listed on your roster. [See rule 3.4.3](#)

2.1.9 All teams must carry enough Relief Pitching to have a minimum of 225 inning.

2.2 TEAM FINANCES

2.2.1 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).

2.2.2 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%]

2.3 EXPANSION DRAFTS

2.3.1 The Commissioner will schedule a League vote for Expansion and/or Dispersal Drafts as needed prior to the Free Agent and Rookie Drafts at the Winter Meeting.

2.3.2 Notice of Expansion will be announced no later than July 31st, UNLESS 70% of current Franchise Owners vote for expansion after said date.

2.3.3 Existing Franchises will protect 16 players from their **42**-player Franchise Roster. If an Existing Franchise was an expansion team the year prior, that Franchise can protect 1 extra player.

2.3.4 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.

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

2.3.6 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 **42**-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		6	6	7	8	9	10	10
Additional Bonus Picks Needed		0	0	0	0	0	0	2
Expansion with 2 team		10						
Additional Bonus Picks Needed		6	7	8	9	10	11	12

2.4 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 is 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.

2.5 TEAM NAMES

Whenever a person takes over an Existing Franchise, they must keep the team’s 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.

2.6 FREE AGENT DRAFT

2.6.1 The criteria for a Player’s eligibility:

Must currently be on an O.Z. League Team prior to the Rookie Draft at the Winter Meeting.

The official eligibility will be determined by APBA’s (900 carded players) Roster Sheet, for the upcoming season.

A comparison of APBA Roster Sheets between the current season and previous season.

Players must change and remain in the new League at the end of the MLB season.

For example, for 2022 Winter Draft Meeting (MLB's 2021), if Babe Ruth is currently on an O.Z. League Team and was listed on an A.L team and in 2021 is listed on N.L. team he now is a "Free Agent".

2.6.2 Players part of the Free Agent Draft (held prior to Rookie Draft) may be bid on by any Franchise not owning said player and up to their available financial limit. Free Agents may be traded or waived prior to the Free Agent Draft but may not be sold.

2.6.3 The 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 drawing will be placed at the bottom of the list as they become O.Z. Free Agents.

2.6.4 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.

2.6.5 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.

2.6.5.1 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. The original owner will have the option of releasing the Free Agent (and taking the \$ from the final bidder) or keep the Free Agent (by matching the final bid and the \$ is deducted from his monies). Money that is used for matching a final bid goes into "MATCH MONEY" fund.

2.6.5.2 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.

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

2.6.7 During the Free Agent Draft, there will be a 15-minute break in the middle to allow the ability for teams to make trades. Trading will only be done during this 15-minute break.

2.7 ROOKIE DRAFT

[back](#)

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

2.7.2 The Draft will consist of **10** Rounds except during expansion years. During seasons where expansion takes place, the Draft will be extended by 2 additional rounds for all previously Existing Franchises.

2.7.3 Draft Picks are made in reverse order of the previous season's final standings. In the event of a standings tie, and the teams do not make the playoffs, the order will be determined by the following criteria:

1. Head-to-head winning percentage competition
2. Higher winning percentage against the opposing division
3. Higher winning percentage in intra-division games.

When it comes to teams that are tied at the end of the season and do not make the playoffs, their placing is determined the same way as if you make the playoffs with the team with the worst record get the better Draft pick.

2.7.3.1 Rookie Draft Order Clarification: 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, the order for those teams will be determined by an APBA style dice roll and will alternate on each succeeding pick.

2.7.4 A first-round pick in the Draft will cost \$50,000 and each additional round will cost \$5,000 less than the previous round. During Expansion there is no cost for players chosen in bonus rounds (**11 & 12**).

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

2.7.5 At the conclusion of the Rookie Draft all Franchise Rosters must be trimmed down to a maximum of **42** players and may not exceed **42** players during the playing season. If a transaction causes a team to exceed **42** players, a transaction bringing the roster to **42** must be announced simultaneously. Roster moves between “minors” and “majors” are unlimited but can only be completed between series.

2.8 WAIVER POOL

2.8.1 The O.Z. League Champion will announce their waivers first followed by reverse order of the Rookie Draft. This process will continue until all Franchises have declared their waived players.

2.8.2 The Franchise with the first pick in the Rookie Draft will have first option to claim a waived player. The option to claim a waived player would be in reverse order of the previous season's final standings. When claiming a waived player, Franchises must immediately waive a player, if necessary, to maintain their **42**-player limit. Those **NEWLY** released players will be available in a second round to each team in reverse order of the previous season's final standings. Additional rounds will be available if necessary.

2.8.4 Following the conclusion of the Winter Meeting, players in the Waiver Pool will be available for 1 week. Players can be claimed by Franchises in reverse order of the previous season's final standings. There is a cost of **\$50,000** to claim a waived player. Teams may reclaim their own waived player at no charge.

***Regret pick**

2.8.5 Upon the conclusion of the Waiver Pool, each team will be allowed to select 1 player. Teams will pick in reverse order of the previous season's final standings and will have (once the clock starts) 24hrs. to select a player they would like to pick up from the remaining APBA cards. If a team selects a player, they must release a player from their current rookie drafted picks. Those NEWLY released players will be available in a second round to each team in the same order as the first round. Additional rounds will be available if necessary. Teams that made a regret pick, see a player just released and would prefer that player must release the player they originally made. They cannot release a different player.

2.9 PLAYER TRANSACTIONS

2.9.1 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.

2.9.2 All player transactions must be reported to the Commissioner or his designee. Prior to beginning season play each Owner must submit his **42**-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.

2.9.3 The Winter Trading Period begins January 3rd and ends 1 week after Player Draft. Summer Trading Period begins July 1st and ends at midnight August 5th.

2.9.4 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.

2.9.5 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).

2.9.6 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.

2.9.7 Players waived DURING the season may be claimed by reverse order of record from the previous QUARTER. Prior to the 1st Quarter standing of season, the reverse standings would revert to last YEAR's final standings. A claim fee of **\$50,000** 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.

2.9.8 The 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.

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

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

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

# of Teams in League	15	14	13	12	11	10
# of Voting Teams	13	12	11	10	9	8
Need 70% to Pass	9	8	8	7	6	6
# Need to Overturn	5	5	4	4	4	3

2.9.12 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.

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

2.9.14 The waiting period for approval on trades is 48 hours.

2.10 FINES AND PENALTIES

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

1st Offense: \$250,000 after the 5th day the loss of their 4th round draft pick in next year's Rookie Draft.

2nd Offense: \$250,000 after the 5th day the loss of their 3rd round draft pick in next year's Rookie Draft.

3rd Offense: \$250,000 after the 5th day the loss of their 2nd round draft pick in next year's Rookie Draft.

4th Offense: \$250,000 after the 5th day the loss of their 1st round draft pick in next year's Rookie Draft.

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

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

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

2.11 O.Z. LEAGUE HALL OF FAME

2.11.1 The Commissioner will establish Hall of Fame Voting as desired.

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

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

2.11.4 Inductees need ¾ of votes cast, Managers cannot vote for themselves.

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

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

CHAPTER THREE – PLAYING THE GAMES

3.1 GENERAL PLAYING RULES

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

3.1.2 *League Schedule:*

~~JAN & FEB: Free Agent & Rookie Draft~~

~~MAR & APR: in division games; stats due May 05~~

~~MAY & JUN: out of division games; stats due July 05~~

~~JUL & AUG: out of division games; stats due Sept 05~~

~~SEPTEMBER: in division games; stats due Oct 05~~

~~OCTOBER: Post Season Play; last call for Rule Proposals~~

~~NOV. or DEC.: Rules Zoom Meeting~~

3.1.3 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.

3.1.4 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. The Boards used will be as modified by O.Z. League rules.

3.1.4.1 No multiple dice rollers can be used during a game. All results will be generated via a single roller of the home teams' choosing.

3.1.5 Franchise Owners must have submitted a **42**-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.

3.1.6 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 sheet for the series.

Home Team submits their 26-man roster sheet for the series.

Once submitted, rosters and rotation cannot be changed.

***The final regular season series only, starting pitchers are announced game by game with the visiting team announcing first. Allows team clinching a wild card berth to use lesser grade pitchers for the remainder of the series.**

3.1.7 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.

3.1.8 Upon conclusion of each series, the Home Team is mandated to report the series results. When reporting series outcomes, starting pitchers no longer need to be posted. **At the end of each quarter managers must submit a log of all games played including their starting pitchers per game. The commissioner shall check each team's log to see that the proper rest for starters has been followed.**

3.1.9 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.

3.1.10 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.

3.1.11 All rainouts will be eliminated. Both Boards and BBW pre-game rules will be set to “domed stadium” and will handle any reductions.

3.1.12 Park Effects will be turned off when playing BBW.

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

3.1.14 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.

3.1.15 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).

3.1.16 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.

3.2 BATTING AND PINCH HITTING

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

3.2.2 APBA Master Game Platoon Splits are used for all batters.

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

3.2.4 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](#)

3.2.5 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 the 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.).

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

3.2.7 To be eligible to Hit & Run, batters must have two 31's on their APBA Card and there must be LESS than 2 outs and cannot Hit and Runs with leads of 7 or more runs.

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

3.2.8 Pitchers are NOT allowed to Hit & Run.

3.2.9 Managers may not call for a Hit & Run with an “N”, “R” or “G” runner on first base.

3.3 GENERAL PITCHING RULES

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

3.3.2 Pitchers with a "R" rating, change a PRN 13-Strikeout to a non-strikeout, runner(s) get(s) back safely.

3.3.3 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.

3.4 STARTING PITCHING LIMITS & RESTRICTIONS

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

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

3.4.3 Teams have the option of carrying an emergency pitcher on the 26-man roster. Emergency Pitcher will be either a starter or reliever who has a pitching grade of 9 or less. They can only enter the game prior to the 4th inning if the starting pitcher gets injured or ejected. This emergency pitcher does not count towards the 26-man roster. All pitching Rest Rules apply. Once entering the game, he is considered a relief pitcher for statistical purposes. He is not subject to the limit of 2 innings per game for relievers. If the team elects to not use the emergency pitcher, all rules pertaining to relievers will apply. [back](#)

3.4.4 Rosters and rotations are set per series based on the annual playing schedule. **All series will consist of 3, 4 or 5 games.**

3.5 STARTING PITCHERS 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

3.6 STARTING PITCHER FATIGUE CHART:

Starting Pitchers will fatigue according to the following chart:				
Starting Pitcher's Fatigue Q factor	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 or has reached a grade of 20 . However, once an earned run is scored off him the fatigue deduction points are cumulative.				

3.7 STARTING PITCHER UPGRADE CHART:

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.	

3.8 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 and he is reduced to a Grade 1

Pitcher, he loses eligibility for the 5 MG point upgrades as detailed above ([see 3.6](#)). Pitchers being reduced are still eligible for batter grade fluctuations due to platoon handicaps.

3.9 RELIEF PITCHING LIMITS & RESTRICTIONS

- 3.9.1 Limited to their actual MLB Relief Innings Pitched as indicated at Baseball-Reference.com.
- 3.9.2 You are allowed to bring in relief pitchers anytime during the game.
- 3.9.3 A Relief Pitcher can only pitch in 2 consecutive games within a series and only 2 innings in a any game. He can pitch as many innings as possible in a series and cannot exceed his MLB (SEASON) relief limit. Relief Pitcher's J factor during a Season Series will have the following series designation and limit:
J0: 70+ rip; **J1:** 60 - 69.2 rip; **J2:** up to 59.2 rip.

In the **Playoffs ONLY** the 2 consecutive games restriction is removed and cannot exceed his relief innings limit per series ([rule 4.3.7](#)).

- 3.9.4 Reaching their SEASON Relief Innings limit, they can no longer be used as a reliever.

3.11 RELIEF PITCHER UPGRADE

Relief Pitcher receives an upgrade of 5 Master Grade Points anytime he enters a game in the middle of an inning regardless of which side the batter hits from. This upgrade is for his 1st batter only and cannot advance past Grade 20 prior to applying a batter handicap. **This way the two formats (Boards and BBW) are played the same.**

3.12 RELIEF PITCHER DOWNGRADE

- 3.12.1 They will be downgraded **5 Master Grade Points** if he allows **5 EARNED** runs.
- 3.12.2 They will have a Temporary Grade Reduction on Steal of Home ([see 3.16.8](#))

3.13 SPLIT GRADE/MULTI USE & POSITION PLAYERS PITCHING

- 3.13.1 Pitchers that both started and relieved in the MLB (current season) are limited to their actual Games Started and Relief Innings Pitched as indicated at Baseball-Reference.com.
- 3.13.2 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.

3.14 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 Grade 1(W).

3.15 FIELDING

- 3.15.1 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.

*MLB DH Rule:

[back](#)

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.

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

3.15.2.1 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. The 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.

3.15.2.2 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.

3.15.2.3 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 *in the 9th inning and later*. He will receive lowest possible grade for that position: [(C5 Th-4), (1B2), (2B5), (3B2), (SS6), (LF1, CF1, RF1), (P1)]

3.15.2.4 Outfielders are restricted to the actual position they played (MLB) LF/CF/RF.

3.15.3 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.

3.15.4 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.

3.15.5 The *Fielding 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.

3.15.5.1 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 Chart* for the Pitcher will be used.

3.15.6 Whenever First Base or *First & Third Bases* are occupied runner on first is automatically HELD ON (HO). Defense Manager has NO option to NOT HOLD (NH) the runner on first.

3.16 STOLEN BASES AND BASE RUNNING

3.16.1 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.

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

3.16.3 When there are multi-runners on base, the Offense Manager may attempt to steal with only 1 runner (if he is eligible to steal) and the other runner(s) must hold their base(s).

3.16.4 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).

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

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

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

***Steal of Home:**

[back](#)

3.16.8 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.

Note: 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.

3.16.9 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

3.16.9.1 Tagging Up Chance Number Formula:

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

3.17 PLAYING IT SAFE

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

3.17.1.1 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.

3.17.2 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.

3.17.3 On a Fly Out any held runner(s) holds his base (except a Runner on 3rd, may attempt to score by tagging up). There is no automatic scoring on a tag-up, a roll of 66 gets runner out at home.

3.17.4 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/**Passed Ball**.

3.17.5 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.

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

3.18 EJECTIONS & INJURIES

[back](#)

3.18.1 Injuries are to be considered "**GAME ONLY**".

3.18.2 In the event of an injury or ejection, the injured player should first be replaced by a player that plays the same position (on his APBA card) provided any PA or IP he accumulates will not make him exceed his O.Z. limits.

CHAPTER FOUR - CELEBRATING THE SEASON

4.1 POSTSEASON FORMAT

4.1.1 The postseason format will be decided by a majority vote at the Annual Rules Meeting.

4.1.2 ~~The 6 best record teams move on to the Postseason. This consists of the top team in each division and the next 3 teams with the best record.~~

4.1.2.1 Current Playoff Format is:

~~The two best division winners will receive a bye.~~

~~Wild Card Series: best of 5. The 3rd Best Division winner will play the 6th place team~~

~~The 4th place team will play the 5th place team~~

~~Semi-Finals: best of 7. The Best Division Winner will play to lowest seeded team~~

~~The 2nd Best Division Winner will play the next highest seeded team~~

~~World Series: best of 7. Winners of the Semi-Final Series play~~

4.1.2.2 Identical records (*ties*):

See [Rule 4.4 Standing Ties for Playoff Berths](#)

4.1.2.3 Game Series Format:

Wild Card Series: 2-2-1 with higher seeded team receiving Home Field advantage.

Semi-Finals Series: 2-3-2 with higher seeded team receiving Home Field advantage.

World Series: 2-3-2 with higher seeded team receiving Home Field advantage.

4.1.2.4 Sequence for selecting Game Formats; Rotations & Rosters Prior to each Series Game 1:

Step 1: Home Game Format (OZ Boards; MG; BBW) will be determined by the Home Team.

Step 2: Whatever Format is chosen must be followed throughout the series and cannot be changed. To clarify, games 1-2 & 6-7 must be the same Format and games 3-5 must be the same Format.

Step 3: Series Pitching Rotation will be 1st submitted by the Visiting Team and then by the Home Team.

Step 4: Series 26-man Roster will be 1st submitted by the Visiting Team and then by the Home Team.

Step 5: A Team's Roster Sheet must be submitted to the opponent no later than 48 hours PRIOR to that Series.

Step 6: Once Rosters and Rotations are submitted, they cannot be changed.

4.2 POSTSEASON REST CHART:

G 162	G 163 or rest	WC 1 or rest	WC 2 or rest	WC 3 or rest	WC 4 or rest	WC 5 or rest	REST	Semi Final G1-G7	REST	WS 1-7
-------	------------------	-----------------	-----------------	-----------------	-----------------	-----------------	------	------------------	------	--------

4.2.1 Any **Un-played games** are considered Rest Days.

4.3 POSTSEASON ADDITIONAL PLAYING RULES

4.3.1 Rosters may be revised / adjusted INBETWEEN Postseason Series.

4.3.2 J-3 position players may start half the games of a series (*see note below*) or any game from the 6th inning on.

Any J-3 player coming into the game prior to the 6th inning, *except in case of an injury or ejection*, 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.

Note: A J-3 position player can start any 3 games in a 5-game series and any 4 games in a 7-game series.

4.3.3 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.

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

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

4.3.6 Relief Pitcher's J factor to reflect what is on their APBA card. Post Season Series will have the following series designation and limit: **J-1; J-2; J-3; J-4**

4.3.7 Post Season Relief Pitchers Playoff Series Innings Limits:

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

4.3.8 Pitchers who started 5 or less games in respective MLB season may NOT start a Postseason game. Pitchers with 6 to 19 MLB Game Starts can start 1 game in the Playoffs and Pitcher with a minimum of 20 Games Started in MLB can start 2 games in the Playoffs.

4.3.9 Rainouts that occur in any Postseason games are governed by the Rainout Rule (*see 3.1.11*).

4.4 STANDINGS TIES FOR POSTSEASON BERTHS

***MLB Tie Breaker Rule:**

Be it a tie atop the division, a tie for the final Wild Card spot, a tie between two division winners (with postseason seeding at stake) or any other tie that would affect the postseason field, tiebreakers will be determined in this order.

TIES BETWEEN TWO TEAMS:

1. Head-to-head record

The first and simplest tiebreaker is the result of the season series between the tied teams. If Team X and Team Y tie for the top spot in the division and Team X went 10-8 against Team Y, then Team X is the division champion.

2. Intra-division Record

If the head-to-head record is also a tie, then the involved clubs' records within their division will break the tie. This applies even if the tie is for a Wild Card spot between two teams that do not reside in the same division. The team with the superior intra-division record would win the tiebreaker.

3. Interdivision Record

In the event of a head-to-head and intra-division record tie for the involved teams, then the tie would be settled based on how they fared against teams within their league but outside of their division. So, for an Mantle team, it would be the record against teams from the Mays and Robinson.

4. Last Half of Intraleague Games

Should the interdivision record also be a tie, the next tiebreaker will be determined by the involved clubs' last-half records against teams in the league. Note that these are the records from the last half of games mathematically.

5. Last Half of Intraleague Games Plus One

Should the records of the involved clubs in the second half of intraleague games also be a tie, then the outcome of the last game of the first half of intraleague games is used. Should that also be a tie, then the previous intraleague game on the schedule is used, provided the game added is not between the tied teams. This process is repeated until the tie is resolved.

TIES BETWEEN THREE TEAMS:

It's more complex for three-team ties. There are two ways those can be determined, which are as follows:

If all three clubs have identical records against one another, then tiebreakers will be settled in this order:

- a. Highest winning percentage among three tied Clubs in intra-division games.
- b. Highest winning percentage among three tied Clubs in intraleague games.
- c. Highest winning percentage in the last half of intraleague games.
- d. Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.

If the three clubs do NOT have identical records against one another, then there are two possibilities:

- a. If Club 1 has a better record against Clubs 2 and 3, then Club 1 qualifies.
- b. If no Club has a better record against the other two Clubs, then:

1. The Clubs will be ranked by their overall winning percentage amongst the other Clubs combined. The Club with the highest overall winning percentage in that group qualifies.
2. If two of the Clubs have identical winning percentages, then they would follow the two-Club tiebreak rules to break their tie to determine the qualifier.
3. If all three teams have identical winning percentages, then the tiebreak rules above (No. 1) for three clubs having identical records against one another should be followed.

Note: If the three teams are tied for a division championship plus one Wild Card spot, then, once the above is used to determine the division champ, the remaining two teams revert to the two-team tiebreaker procedure to determine the Wild Card.

TIES BETWEEN FOUR TEAMS:

If four teams are all tied for one spot, the winner would be determined via the following steps:

1. Tied Club with better record against each of the three other Clubs.
2. Highest winning percentage in games among the tied Clubs.*
3. Highest winning percentage in intra-division games.*
4. Highest winning percentage in intraleague games.*
5. Highest winning percentage in the last half of intraleague games.*
6. Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.

4.5 AWARDS

4.5.1 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.

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

4.5.3 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.

4.5.4 Rookie of the Year candidates for position players cannot exceed 130 at bats; ***starting pitchers*** cannot exceed 50 innings pitched ***and relief pitchers cannot exceed 30 innings pitched combined*** in their O.Z. League Career. ***This includes current and past seasons combined.***

SINGLE GAME	LEAGUE AWARDS	SEASON LEADER	FINAL STANDINGS
\$250,000 Perfect Game	\$250,000 MVP	\$250,000 Triple Crown	\$300,000 6th
\$100,000 No-Hitter	\$250,000 Cy Young	\$ 25,000 BA/OBA/SLG	\$350,000 7th
\$100,000 Hit for Cycle	\$150,000 Fireman	\$ 25,000 Hits / Runs Scored	\$400,000 8th
\$100,000 4 Home Runs	\$150,000 Rookie	\$ 25,000 Doubles/Triples	\$450,000 9th
\$100,000 16K's or more		\$ 25,000 HR / RBI /SB	\$500,000 10th
\$ 50,000 1-Hitter		\$ 25,000 ERA / Wins	\$550,000 11th

4.5.5

\$ 50,000 3 Home Runs		\$ 25,000 Saves / Shutouts	\$600,000 12th
\$ 50,000 5 Hits		\$ 25,000 Strikeouts	\$650,000 13th
\$ 50,000 6 RBI			\$700,000 14th
			\$750,000 15th

All single game monetary rewards for pitchers and hitters are for a 9-inning game only.

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

4.5.6 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

5.1 O.Z. LEAGUE CHEAT SHEET:

[back](#)

STEAL CHART			FIELDING CHART				
	May steal 2nd (R on 3rd add 1 to SSN)	May steal 3rd (-5 + C arm; LHB-2)	May steal home (-15) (R on 1st-13 on DS only)		3	2	1
A	Anytime	Only with less than 2 out	Only with 1 or 2 out	C9	64+	61+	11+
				8	63+	53+	
B	-1 / T /+any	Less than 2 out -1 / T /+any	Only with 2 out	7	51+	31+	
				6	33+	21+	
C	-1 /T/ +1 or +2 (after 6th: -1/T/+any)	Less than 2 out -1/T/+1	Only with 2 out -1/T/+1	5	22+	14+	
				1B5	64+	61+	11+
D	1 or 2 out -1/T/+1 (after 6th any outs, -1/T/+any)	1 out -1/T/+1	2 out -1 or tied in 5th or later	4	63+	52+	
				3	51+	31+	
E		1 out -1 or Tied	2 out -1 or tied in 7th or later	2	31+	21+	

	2 out -1/T/+1 (after 6 th any outs -1/T/+4 or less			2B9	64+	61+	11+
F	2 out -1/T in 7 th or later (ex inn: any outs; -1/T/+1 +2)	1 out -1 or tied in 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+	
STEAL SUCCESS CHART (can also be used for tagging up throw success)				3	33+	21+	
11-1	31-13	51-25	2	22+	14+		
12-2	32-14	52-26	SS10	64+	61+	11+	
13-3	33-15	53-27	9	63+	53+		
14-4	34-16	54-28	8	51+	31+		
15-5	35-17	55-29	7	33+	21+		
16-6	36-18	56-30	6	22+	14+		
21-7	41-19	61-31	OF3	64+	55+	11+	
22-8	42-20	62-32	2	51+	31+		
23-9	43-21	63-33	1	33+	21+		
24-10	44-22	64-34	P2	63+	51+	11+	
25-11	45-23	65-35	P1	31+	15+		
26-12	46-24	66-36	T1/INF1	64+	55+	11+	
			2	51+	31+		
			3	33+	21+		
HIT & RUN REMINDER				Catcher	5/6	7	8/9
Must be less than 2 out; batter must have two 31's on his card; and runner cannot be rated N, R or G. Also a team cannot Hit & Run if ahead by 7 or more runs.				1B	4/5	3	2
				2B	5/6	7	8/9
				3B	2/3	4	5/6
				SS	6/7	8	9/10
				OF	1	2	3
				TEAM	36	37-41	42+
				INFIELD	30	31-35	36+

5.6 RULE CHANGE HISTORY

2025:

- Change the cost of a waivered player to \$50,000.
- Eliminate rain delays. Both board and BBW games will be played in domed stadiums.
- Change the playoff tie format to be the same as MLB's league playoff system.
- Change for the Playoffs only Relief Pitcher's J-factor to reflect what is on their card. J-1; J-2; J-3; J4
- Change the Post Season Relief Pitchers Playoff Series Limits to Innings Limits.
- Remove the portion of the rule which states "a starter can start 2 times in playoffs if he did it in real life."
- Add In the Playoffs ONLY the 2 consecutive games restriction is removed and cannot exceed his relief innings limit per series (rule 4.3.7).
- When it comes to teams that are tied at the end of the season and do not make the playoffs, their placing is determined the same way as if you make the playoffs with the team with the worst record get the better Draft pick.

- Add a sixth team to the Postseason and new playoff formula.
- Revise rule 3.15.2.3 by removing “in extra innings” and including “in the 9th inning and later”
- Add: cannot Hit and Runs with leads of 7 or more runs, which is experimental for 1 year. Which in 2026 will be review (and voted on) to see if it will be a permanent rule.

2024:

- Change current rule from single game monetary award for strikeouts from 15 to 16.
- Pitchers: single game monetary award for strikeouts in a 9-inning game only
- Hitters: all single game monetary awards in a 9-inning game only
- Playoffs only: rule 4.3.2 to include “in case of injury or ejection”.
- No multiple dice rollers can be used during a game. All results will be generated via a single roller of the home teams' choosing.
- When reporting series outcomes, starting pitchers no longer need to be posted. At the end of each quarter managers must submit a log of all games played including their starting pitchers per game. The commissioner shall check each team's log to see that the proper rest for starters has been followed.
- A J-3 position player can start any 3 games in a 5-game series and any 4 games in a 7-game series.

2023:

- A relief pitcher can only pitch 2 innings in a game. He can pitch as many innings as possible in a series and cannot exceed his MLB relief total. Relief pitchers can only pitch in 2 consecutive games.
- Rosters and rotations are set for the full number of games per series. All series will consist of 3, 4 and 5 games. All 6 & 7 game series will now convert into two distinct series of 3 & 3 or 3 & 4.
- During the Free Agent Draft, having a 15-minute break in the middle to allow the ability for teams to trade.
- Franchise Rosters may not exceed 42 players during the playing season.
- Increase Rookie Draft will consist of 10 rounds, except during expansion years.
- The waiting period on trade is 48 hours.
- Whenever First Base or First & Third Bases is occupied, runner on first is automatically HELD ON (HO). Defense Manager has NO option to NOT HOLD (NH) the runner on first.
- The annual trading period begins at the discretion of the Commissioner and ends at midnight August 3rd.
- Limit teams to a maximum of 3 proposals per year.
- Relief Pitcher receives an upgrade of 5 Master Grade Points when entering a game in the middle of an inning no matter the side the player bats from. This upgrade is for his 1st batter only and cannot advance inning no matter the side the player bats from. This upgrade is for his 1st batter only and cannot advance the same.
- Teams must keep a minimum of 4 relievers on their active roster throughout the season. All teams must carry enough Relief Pitching to have a minimum of 225 inning. All pitching Rest Rules apply.
- The final regular season series only, starting pitchers are announced game by game with the visiting team announcing first. Allows teams clinching a wild card berth to use lesser grade pitchers for the remainder of the series.
- Games not played and/or stats not submitted as required will result in these fines:
 - 1st Offense: \$250,000 after the 5th day the loss of their 4th round draft pick in next year's Rookie Draft.
 - 2nd Offense: \$250,000 after the 5th day the loss of their 3rd round draft pick in next year's Rookie Draft.
 - 3rd Offense: \$250,000 after the 5th day the loss of their 2nd round draft pick in next year's Rookie Draft.
 - 4th Offense: \$250,000 after the 5th day the loss of their 1st round draft pick in next year's Rookie Draft.

- Rookie of the Year candidates for starting pitchers cannot exceed 50 innings pitched; relief pitchers cannot exceed 30 innings pitched and position players cannot exceed 130 at bats combined in their O.Z. League Career. This includes current and past seasons combined.
- In the event of an injury or ejection, the injured player should first be replaced by a player that plays the same position (on his APBA card) provided any PA or IP he accumulates will not make him exceed his O.Z. limits.
- Single game re15 or more K's in a game \$100K; 1 Hitter by pitcher or pitchers \$50K

2022:

- Change the number of games in the WC series to 5.
- Make uniformed the league schedule.
- Increased the money value for MVP & Cy Young from \$100K to \$250K and ROY & Fireman from \$50K to \$150K.
- There will be no automatic tag up & score, a roll of 66 get the runner out at home.
- Removed the die roll for alternating picks for the Rookie Draft, new formula to determine order.
- New RIP Limit changed with the removal of the J-factor.
- Post Season J-factor changes to reflect regular season.
- Teams must have a minimum of 225 RIP.
- All franchises with co-owners must designate one owner with 51% majority.

2021:

- Reworded the official start of the season to “after the Waiver Draft on Draft Day every year”.
- Added “Un-carded draft rights may be traded to another team, but all teams are limited to 2 un-carded picks per draft”.
- Reworded the Emergency Starter rule to include all games if “a pitcher is injured in the first 4 innings and all pitching rest rules apply”.
- Made clear the eligibility for a player to become a Free Agent
- Changed when a player is waived from “MONTH” to “QUARTER”.
- Added managers may not H&R with a player on first with a steal letter “G”.
- Change in Home Team Playoff Format must be the same for all games.
- Revisions to “runner on 1st “ PRN 38, 39, 40; “runner on 2nd “ PRN 22, 39, 41 (fldg. 2&3); “runner on 3rd “ PRN 41; “runner on 1st & 2nd “ PRN 37; “runner on 1st & 3rd “ PRN 23, 36, 37, 38, 39, 40 (fldg. 1&2), 41; “runner on 2nd & 3rd “ PRN 16 (fldg. 1); “bases full” PRN 39, to be more reflective with the Basic Game

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:

- Removed rule proposal every 2 years rule.
- 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)
- Added WC G2 and WC G3 to Post Season Schedule

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.
- Removed injury rule and replaced with the following rule: In the event of an injury or ejection, any player may replace the injured/ejected player if any PA or IP he accumulates will not make him exceed his O.Z. limits. The replacement for the injured player may be called up from minors immediately upon game completion. Injury durations are as follows: Starting Pitchers: J0:game only J1:5g; J2:10g; J3:15g; J4:20g) (All others: J0:game only; J1:1g; J2:2g; J3:3g; J4:4g)

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. Batting Characteristics designations used in MG PRNs.
- Allowed use of Paul Marino Boards League wide

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 protect15 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 the Commissioner.
- Rookie Draft: uncarded
- 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