



Drugs Are Bad Baseball

DABB is a 14-team league divided into two divisions of 7 teams that started in 1992 season and going backwards, playing 1991 next, 1990 and so on. There will be 87 games per season plus playoffs. 1 division will have a DH the other will not. This will be played on APBAGO, you will need custom teams, collections and the current season we are playing.

There is a cost of \$5 per team, per season to cover the cost of the website.

Opening draft was a 30 rounds snake style draft.

All players on the website are available to be drafted but only those carded in APBAGO can be used during the season.

STANDINGS

https://docs.google.com/spreadsheets/d/1GuDnV0IzTa1q39u5B5gs9zSoFWGn7DHLsa8md5uJ_jE/edit#gid=656368466

WEBSITE

<http://dabb.drafthammer.com/index.asp>

SPEED OF PLAY

The goal is 2-3 series per week finishing each season in 22 weeks allowing for 2 seasons per calendar year.



The Draft will be 10 rounds. Non-playoff teams go by record, playoff teams go by 1st round losers by record, 2nd round loser by record, WS loser, WS winner. Tie breaker 1st FTF, 2nd coin flip.



CONTRACTS

Each team has 100 contracts years available for each season. You may not go over 100 anytime during the season. You must spend at least 75 years each season. Unused years do not carry forward to the next season but can be used to add players during the trading period.

You determine how many years each player signs for after the draft. IE you Draft Ty Cobb and want him for the next 7 seasons. He would count as 7 years against your 100 contract years for each of the next 7 years, and you would have 93 left for each of the next 7 years.

Contract goes with the player if traded.

1- and 2-year contracts are considered short term, and those players automatically go back to the draft pool when their contract expires.

3+ years contracts. Once the contract expires teams may choose to let those players go back to the draft pool or they can tag them as RFA.

A Free Agent (RFA) is a player whose contract was 3+ years and has expired. A list of all RFA will be sent out and EVERY manager and each manager may offer any RFA a contract, RFA's always sign with the team with the most years. If there is multiple offers for the same number years he will resign with his last team if they were on of the highest offers, unless the finale year of his contract is included then it will go to draft picks to determine who he sings with. If multiple teams offer the same and the players last team is not involved teams will have 1 chance to add a draft pick in the upcoming draft, The highest draft pick is where the player signs and the pick is forfeited. You may only bid up to a player's final year in the MLB.

Any player cut still under contract cut still counts toward your 100 years until the contract expires.

WAVIERS

24 hours last to first by record, you must be willing to take on the players remaining contract.

Rosters minimum of 20 players during the season.



Pitching
Only pitchers with a starting grade can start a game.
Starters are limited to 10 IP per start.
Starting pitchers require 3 games off between starts.
Pitchers that only Start get 50% of actual GS.
Pitchers in your rotation may not pitch in relief.
Pitchers may only hit if they were already in the game as a pitcher, they may not PH.
Split grade pitchers may start 50% of their actual starts and then go to the bullpen following the reliever's rules. There must be 3 games off before and after each start.
Relievers and starters pitching in relief.
A's and above 1 inning per game
B's 2 innings per game
C's and D's good luck unlimited
Can only pitch in 2 games of a 3-game series

Offensive Players
Can use 50% of actual games played.
Players must be carded to play a position.



Rainouts should be disabled before each game.

GLITCHES should be replayed as if the game never happened.

Disable Injuries should remain OFF, all injuries are for current game only, disregard the number of days it says.

OVERUSAGE

Any player overused will be ineligible for the playoffs, length to be determined by the rules committee. In the cases of multiple players overused teams are subject to further restrictions including loss of draft picks. Penalties are all at the commissioner's decision.



TRADING

Draft picks may only be traded 1 year out. After the 1992 WS the 1990 picks will be released.

Trading starts after the World Series and ends once release 9 is sent out.

No Conditional picks trades allowed.

FREE AGENTS

Any free agent may be signed to a 1-year deal for the rest of the current season.

Free Agents cannot be added after the trading deadline.

**PLAYOFFS**

3 teams from each division 2v3 play 5 games 2-2-1, W23v1 play 7 games 2-2-1-1-1 and a 7 game World Series 2-2-1-1-1.

Starting pitchers must have made a minimum of 10 starts in the regular season. For relievers in a 5 game series games 123 is a series and games 45 is a series. In a 7 games series games 123 is a series, 456 is a series and 7 is a series. No pitchers that start a playoff game can pitch in relief that series.

Hitters in a 5 game series MLB games played times .027 (Example $149 \times .027 = 4.02$, always round up he can play in all 5 games) For a 7 game series MLB games played times .041 (Example $149 \times .041 = 6.10$, always round up he can play in all 57 games)

No carry over from one series to another. If a tie for the final playoff spot it is a 1 game playoff, otherwise ties are determined by best record H2H, vs division, vs other division, coin flip.