

A DT Events League



Drugs Are Bad Baseball

DABB is a 14-team league divided into two divisions of 7 teams that started in 1992 and going backwards, playing 1991 next, 1990 and so on. There will be 114 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 for all DT Events leagues.

General Managers are here on the invitation of the commissioner, continued participation is at the will of the commissioner and can be terminated at any time without notice. Your actions here could affect your standing in any or all DT Events.

The 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 -3 series per week.



The Draft will be 15 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 contract 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 years 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 that is 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 maximum of 31 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.

Starting pitchers get 70% of actual GS.

When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)
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 or relieve but not both,
Pitchers not in your rotation get 70% of their MLB innings pitched.
Can only pitch in 2 games of a 3-game series
Relievers may pitch 5 innings per series but only 2 2/3 in a game, if they pitcher 3 - 4 innings in a game they will need 2 days rest and if they pitch over 4 innings in a game they will need 3 days rest.

Offensive Players
Can use 70% of actual games played.
When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)
Players can only play the position on their card.



SET UP

Rosters maximum of 31 players during the season.
When APBAGO offers multiple versions of the same season we always use the one where the 12 shows on a 23 roll.
RAINOUTS should be disabled before the start of each game.
GLITCHES are to be replayed as if the game never happened
NO DH EVER
Advanced Fielding should be ON.
Pitchers Fatigue should be ON.
INJURIES 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

When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)

3 teams from each division 2v3 play 5 games 2-2-1, W23v1 play 7 games 2-2-1-1-1-1-1 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. If you win your series in three games, no rest days are required (rotation resets); if you win in four, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series); if you win in five, two days of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 3 of the next series). Games 123 is a series and games 45 is a series. Starters may start 2 games in each round. Relievers get MLB IP x .041.

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. If you win your series in four or five games, no rest days are required (rotation resets); if you win in six, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series); and if you win in seven, two days rest are required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 3). Starters may start 2 games in each round. Relievers get MLB IP x .053.

Hitters in a 5 game series MLB games played times .027 (Example $19 \times .031 = 3.99$ round up to 4 games, always round up. For a 7 game series MLB games played times .043 (Example $140 \times .043 = 6.02$ round up to 7 games, always round up.

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.

ALL rules are subject to change by the commissioner when and as he sees fit.