

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.

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/1GuDnV0lzTa1q39u5B5gs9zSoFWGn7DHSa8md5uJ_jE/edit#gid=656368466

WEBSITE

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

SPEED OF PLAY

The goal is to play two-3 game 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 those players go to free agency.

A Free Agent (FA) is a player whose contract was 3+ years and has expired. A list of all FA will be sent, and EVERY manager and each manager may offer any FA a contract, FA's always sign with the team with the most years. If there are multiple offers for the same number of 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.



Pitching

Pitchers get 75% of actual MLB Innings pitched

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

Starters are limited to 10 innings a start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 2 games off between starts.

Relievers may pitch 2 2/3 innings per game with a maximum of 5 IP per 3 game series.

Pitchers must have 2 days' rest before and after each start before pitching again.

Starters pitching in relief may pitch up to 4 innings in a game but must sit for the next 2 games after pitching 3 or more innings in a single game.

Pitchers may pitch run but not pinch hit

Offensive Players

Hitters can use 75% of the MLB total plate appearances.

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

Players must be rated at a position to play at that position.



When APBAGO offers multiple versions of the same season we always use the one where the 12 shows on a 23 roll.

Rosters have a maximum of 30 players during the season.

GLITCHES are to be replayed as if the game never happened

GAME TYPE OPTIONS: Master game

Under Master game everything should be ON.

GENERAL RULES

Pitchers Fatigue should be ON.

NO DH EVER

Manual Dice Roll OFF

Ghost Runner Rule OFF

Re-roll Rainouts ON

3D Dice OFF

Step play OFF

Three Batter Rule OFF

Disable INJURIES 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)

6 teams (3 from each division) 2v3 in each division play a 5-game series 2-2-1 and the winner plays #1 seed in a 7 games series 2-2-1-1-1. The winners play 7 games 2-2-1-1-1 World Series.

In a 5-game series for pitchers (MLB actual X .09 = innings allowed) for the playoff series, for hitters (MLB plate appearances X .033 = plate appearances allowed) for the series. If you win your series in three or four games, no rest days are required (rotation resets); if you win in five, 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). Games 123 is a series and games 45 is a series.

In a 7-game series for pitchers (MLB actual X .135 = innings allowed) for the playoff series, for hitters (MLB plate appearances X .046 = plate appearances allowed) for the series. If you win your series in four, five or 6 games, no rest days are required (rotation resets); if you win in seven, one day's rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2)

If you don't use all PA or IP in a series, they don't carry over to the next series. In the event of a tie there is a 1 game playoff. If the tie for seeding best record H2H if still tied, we go to a coin flip.

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