BACK IN TIME BASEBALL (BITBALL) Constitution (revised 7/4/22)

1.00 League Charter

1.01

BITBALL began in 2020 with the 1969RRR APBA baseball card set from APBA Go. This is a continuous ownership league; once a player is drafted, he is property of that team until traded, cut, or is no longer carded by APBA. The league is designed to allow managers the opportunity to play APBA Baseball in a competitive and friendly environment. An overriding concern is ease and simplicity of play. The rules our league will use are enclosed in the following pages of this constitution. The opening season will be 1969 and will go backwards in time for each succeeding new year. Therefore, the 2nd season will be 1968.

2.00 Organization/Schedule/Trading/Waiver-Free Agents

2.01

There will be 12 teams divided into two divisions of six teams.

2.02

There will be 84 games per team (42H and 42A) with interleague play.

2.03

Inter league play will be 4 games per season against each of the 6 teams from the other league. This will be two 2 game series (2 home and 2 away). This is a total of 24 inter league games.

2.04

League play will consist of 60 total games. This will be broken evenly into 3 games series with your 5 league opponents (12 games vs each rival/6 home and 6 away).

2.05

The schedule will be set by the League Commissioner, emailed to the League Team Managers, and must be followed specifically without playing ahead of the pace (unless approved by the League Commissioner).

2.06

The Designated hitter will NOT be used in this league; pitchers will bat.

2.07

This league will use Apba GO to play. The league commissioner will set up a schedule in advance of the season which will be communicated via Google Docs to all managers. That schedule will require each team to complete 12 games per month. If any manager does not complete their schedule in the time allotted by the commissioner, that manager may be removed

from the league immediately. The commissioner will then play the games that were missed and/or find a new substitute or replacement manager.

2.08

Playoffs will be completed immediately after the regular season ends each year.

2.09

Trading during the off-season and draft will occur once the playoffs end. Dates will be determined by the Commissioner.

2.10

Trading future draft picks will be limited to the following two seasons only. In the off-season, defined as the period between the end of the BITBALL World Series and the BITBALL Annual "Rookie" Draft, teams may trade picks pertaining to the upcoming Rookie draft and the succeeding Rookie draft (Example: after the 1964 BITBALL World Series, teams may trade picks pertaining to the 1963 and 1962 drafts.)

When the BITBALL Rookie draft begins, picks pertaining to the draft in-process and the two succeeding drafts may be traded. (Example: during the 1963 Rookie draft, teams may trade picks pertaining to the 1963, 1962, and 1961 rookie drafts.)

2.11

In-season trading - Managers will be able to trade players from their rosters as well as picks for the following two rookie drafts (limited to rounds 1-6). In-season trading will be permitted starting during games 31 through 54.

2.12

Free Agent players may be claimed during the regular season via a waiver wire. These unowned players can be claimed by sending a request via email to bitball@groups.io. As players are released from a roster, there will be a 4-hour window for other teams to claim the released player. The player will be awarded to the team with the lowest winning percentage at that time. The free agency starts with game 1 for each team and ends once ALL teams reach game 69. Each team is permitted to make a max of five free agent transactions during the course of the regular season. The Commissioner can approve a free agent pickup after game 69 if it concerns usage issues with currently rostered players. That player will immediately be released following the regular season.

2.13

The schedule will be set by the League Commissioner and emailed to the League Team Managers and must be followed specifically without playing ahead of the pace (unless approved by the League Commissioner).

3.00 League Officers/Website

3.01

The League is managed by an Executive Committee consisting of Jay Demarest, Mark Swindell, and Ken Schulz. Ken Schulz is the League Founder/Architect and serves in an ex officio capacity as past Commissioner.

3.02

Jay Demarest serves as Commissioner ad interim or pro tempore (whichever Latin term you prefer for temporarily in charge). He is responsible to uphold the League Constitution, Charter, and Rules. He is charged with assessing penalties upon team managers who inflict rules infractions upon themselves or other team manager colleagues. He oversees League Roster Integrity and Compliance with BITBALL rules and manages the BITBALL Waiver Wire Free Agency transaction processes throughout the season. He plans and manages the League Annual Draft.

3.03

League Records Czar is Mark Swindell. He serves by organizing and communicating the League schedule and validating the accuracy of League History, Statistics and Records. The League will use a shared collection from APBA Go to organize games results, statistics, and standings.

3.04

Starting with the 1969 season, the league website and league draft will be managed by an outside source.

3.05

League Fee - There will be a $5 per team league fee for each calendar year which goes directly to the cost of the league website. This fee can change based on website costs going up if needed. Please remit league fee to Ken Schulz.

4.00 Player Card Distribution

4.01

Each manager is responsible for purchasing the active season on APBA Go, Collections for Stats on APBA Go, and Custom Teams. Cost is based on the fees from the Apba GO company.

5.00 Penalties

5.01

Overuse of any player during the season will result in a proportional penalty to the team.

If one player is overused by one game, the team will be penalized 5 points which will impact that team's draft position for the second round in upcoming draft. If the team qualifies for the playoffs, the over used player will be considered injured and unavailable for that team's first round of the playoffs only, whether it is a tie breaker game or series, wild card, or championship series.

If one player is overused two games, the team will be penalized 5 points for the second and fourth round of the upcoming draft. If the team qualifies for the playoffs, the player will be ineligible for the first two rounds of the playoffs, whether it is a tie breaker game or series, wild card, or championship series.

If one player is overused three or more games, the team will be penalized five points for each even round of the upcoming draft, and the player will be ineligible for all post season games.

If two players are overused one game each, the team will be penalized five points per incident for the second round of the upcoming draft. If the team qualifies for the playoffs, each overused player will be ineligible for the first round of the post season, beginning with any tie breaker game(s).

If more than two players are overused more than one game, or any combination of player over usage exceeds two games, the team will be penalized five points per incident for each even round of the upcoming draft. If the team qualifies for the playoffs, all overused players will be ineligible for all playoff games.

5.02

In the case that a player is overused, and it is the determination of the commissioner that the over usage may have affected the outcome of the pennant or play-off qualifier, the commissioner may require that games won by the team overusing a player be replayed. The intent of this rule is that no team shall miss the play-offs due to another team's over usage of any player. The intent is not to afford the overusing team a second chance to play the games correctly and, therefore, avoid any penalties incurred. Any player(s) that had been determined to be overused will still be unavailable to play in any post season games should that team win the pennant after the games were replayed without the use of said player. Opposing managers that believe their team may have been affected by an over usage are asked to send a separate email to the commissioner to file a complaint and have the issue looked at as soon as possible. If the issue is not raised and playoff games begin before a complaint is filed, the complaint will not be recognized, and the playoffs will continue as they were.

5.03

Any other league rule violations will result in 5 point penalty/occurrence at the discretion of the league commissioner.

5.04

Penalty points will determine the rookie draft order in even numbered rounds for the following season.

6.00 Rosters and Drafts

6.01

Rosters are maximum of 31 carded and un-carded players.

6.02

Each team must have at least 5 starting pitchers. These pitchers may be graded with only a starting pitching grade or with a split pitching grade. Pitchers who pitch only as starters in BITBALL are limited to 52% of their actual games started in the MLB season being replayed.

Beginning with the 1961 season, the limitation factor shall be 55%.

6.03

Pitchers who are used as starters and also as relievers in BITBALL are limited by 52% of their actual games started and by 52% of their actual games relieved in the MLB season being replayed.

Beginning with the 1961 season, the limitation factor shall be 55%.

6.04

Each position must have 1 starter as well as 1 designated back up (this includes at least 4 OFs, 2 C, 2 1B, 2 2B, 2 3B, 2 SS). This does not mean that designated back up has to play only that position nor do they have to be a primary backup for that position.

6.05

Teams must designate 5 bullpen pitchers. They can be split grade, *graded, and as stated in section 9.09, we allow 2 starter graded pitchers as long relievers. Pitchers who pitch solely in relief are limited by innings and appearances within each series as explained in rules section 9.14 through 9.20.

6.06

If your starting pitcher in a game is ejected or injured, a long reliever is to be entered into the game and he may pitch up to six innings in the game unless he has already reached maximum use during the series. Such an outing by a long reliever will make him unavailable for any other game in that series.

6.07

The remaining roster spots are considered FREE positions and can be pitchers or position players.

6.08

All teams will carry a D pitcher to serve as an emergency reliever, pitcher of last resort, for roster spot #31 as described below. This player cannot be used unless you run out of pitchers due to extra innings. This player may not pinch run nor pinch hit. A D/C* grade pitcher is not eligible to fill this emergency reliever roster spot.

6.09

If a team has a player who is not carded the next season, the manager can elect to keep that player, but that player does take up one of the available FREE positions on the player roster.

6.10

Carded Player Rule - All carded players by APBA Go for each season are available to be drafted into the league for that particular season. This includes XC cards.

6.11

In following seasons, the number of players on roster will not exceed 31 players.

6.12

Before the Annual Rookie Draft, teams must submit a roster that protects a maximum of 23 players. Teams may reduce their roster from the in-season limit of 31 by releasing or trading players.

6.13

All cut, carded players will be added to the next available draft. Only carded players may be drafted. Again, rosters may contain previously drafted, non-carded players; but if a non-carded player is cut, the player may not be drafted until he is carded again.

6.14

Non-carded players may be traded if they are currently owned by a team.

7.00 Draft order for 1969 and following seasons

7.01

The initial 1969 draft order will be determined for the odd numbered rounds by a lottery system. Each team will receive one ball from the lottery generator. It will be a snake draft, so the order reverses for even rounds. (Odd rounds will go 1-12 based on the lottery outcome, even rounds will be 12-1).

7.02

In each succeeding Annual Rookie Draft, odd numbered rounds will be in reverse order of season record with teams with the lowest winning percentage drafting first, i.e. 'worst to first'. In

case of a tie, season head-to-head games will be the first tiebreaker; total runs in the series will be the 2nd tiebreaker. If the league is using a split schedule and the tied teams are in different divisions with no inter league play, the tiebreaker would be run differential; the team with the higher run differential would get the higher pick. If these do not break ties, the managers from the teams will roll the dice in view of the league commissioner. The highest roll gets the higher pick.

7.03

In each succeeding Annual Rookie Draft even numbered rounds will be worst to first as well, adjusted for penalty points incurred by teams. Teams with the most penalty points will pick last in even rounds no matter what their record is. In other words, most penalty points to least penalty points will be the sequence with worse record being the tiebreaker.

7.04

Expansion teams will be placed in the middle of the draft order as determined by the League Commissioner.

7.05

Starting with the 1968 Apba Go Card set draft, the non-playoff teams, including any teams that lost a tie breaker game, will be inserted into a lottery to determine the Top Three picks of each round. For example, the team determined to have the lowest winning percentage will have the most chances to take home the top slot in the next draft. The number of chances is reduced for each of the ranked non-playoff teams. This reduces the chance of a manager tanking games in order to earn the top draft position. We want to ensure a fair competitive balance through the duration of the regular season schedule. Picks four through six will revert to order of finish among the teams that did not win a Top Three pick via the draft lottery.

7.06

We will use a weighted lottery system as mentioned above. ONLY THE TOP 3 DRAFT POSITIONS ARE DETERMINED BY THE LOTTERY, 4-12 fall in place by their prior season finish (and penalty status for even rounds).

7.07

Once the commissioner has completed the lottery process, the remaining playoff teams will be inserted into the final draft positions based on the final postseason results.

8.00 Time Limit when Drafting

8.01

During drafts, managers have a 4-hour interval to make their selection. This is the most time allowed, but it is expected that draft choices will be made within the first 60 mins. If a selection is not made within 4 hours, the next team is free to make their selection. The timing of each pick

is organized via the league website. The skipped team can select at any time after that point. It is expected that managers will keep their colleagues informed of their availability to make a draft selection. The Commissioner may pause the draft overnight, or to correct technical glitches, or other times for the good of the League.

It is highly recommended that each team partner with a Draft Buddy who may make selections on their behalf when they are temporarily unavailable to make their pick.

9.00 Use of Pitchers

9.01

Pitcher Grade Advancement or Reductions are used.

9.02

Any pitcher with a Reliever * rating on their card cannot be part of your starting rotation unless they are a split grade pitcher with a starting grade. For the BITBALL season such pitchers are limited to 52% of their actual games started during the MLB season being replayed. Also, the split grade pitcher may not start any game in the playoffs or any tiebreaker game.

Starting with the 1961 season, the limitation factor shall be 55%.

9.03

Starting rotations will be at least a 4-man rotation. Once a pitcher has reached their max games started, they are removed from the rotation and replaced by another starting pitcher. A pitcher who has reached their max starts cannot start another game until the tiebreaker game or postseason.

9.04

Starting Pitchers usage will be limited by 52% of their actual Games Started (Max 21 BITBALL starts) in the season being replayed.

Beginning with the 1961 season, starting pitchers will be limited by 55% of their actual games started.

9.05

Split grade pitchers who qualify to be used as starters from the above Roster section, can be used from the bullpen as well but never in the same series they started.

9.06

Long relievers are defined as pitchers in the bullpen who have a starting grade or a split grade on their card. They can pitch up to 9 outs in a game but will be done for the series.

9.07

Any pitcher who starts a game in the BITBALL season may also pitch in relief if he actually pitched some games in relief during the MLB season being replayed. The pitcher may not start and relieve in the same series.

9.08

A team can carry 2 starting pitchers in their bullpen who are not part of the starting rotation. These pitchers are considered long relievers and are straight starting grade with no reliever * or split grade. When these pitchers are rostered as part of the 5 bullpen pitchers, they cannot be used as a starter during the season at all.

9.09

Starting Pitchers are limited to the number of starts according to player limitations and cannot exceed that number of starts without penalty.

9.10

Starting Pitchers must pitch 4 innings unless they have allowed 4 or more runs; then they can be removed from a game. Starting pitchers have a max of 10 innings per start unless a no-hitter/perfect game is in progress (11 inning max).

9.11

Starting Pitchers must rest 3 games before and 3 games after a start.

9.12

Relief Pitchers cannot start games unless they have started games per player limitations. And then Relief Pitchers are limited to the number of starts per player limitations and the grade given for starting.

9.13

Bullpen pitchers may only appear in a maximum of 2 games in a 3-game series.

9.14

Relief Pitcher's innings usage will be determined by pitcher grade (2 appearances per 3 game series maximum):

9.15

B, A, A&C, A&B = 3 innings (9 outs) per 3 game series/maximum 6 outs in 1 game

9.16

C = 9 outs max per appearance with a maximum of 2 appearances

9.17

D = unlimited outs per appearance with no maximum appearances

9.18

Inning ending double or triple plays that cause these limits to be exceeded will not be penalized.

9.19

Managers must list enough starting pitchers prior to the season who will cover the total of 84 games started during the season.

9.20

All relief pitchers start each series fully rested – there is no carryover between series.

10.00 Use of Position Players

10.01

Position player usage will be limited to 52% of games actually played during the season being replayed. Players with a J0 rating may play every game of the BITBALL season.

Any appearance (including pinch running, pinch hitting, or injury replacement) counts as a game played.

Pitchers may pinch run, but may not pinch hit, for position players.

Beginning with the 1961 season, the limitation factor will be increased to 55% for position players games played, starting pitchers 55% of games started; and for those pitchers used as a starter and as a reliever 55% of games started and 55% of relief appearances.

10.02

Once the maximum usage has been reached, that player will no longer be active during the season for any reason until the postseason.

11.00 Pitcher/Players

11.01

A player may not play a position not listed on their card. Doing so will incur penalty points. The penalty can only be waived at the transgression of the League Commissioner due to multiple injuries or ejections. Inattentiveness by managers is not a valid excuse.

11.02

Players with a pitching grade listed first then another position cannot play on the field or hit in any circumstances. This means that pitchers may not pinch hit, but pitchers may pinch run.

Violations of this rule will incur penalty points.

11.03

Furthermore, a player who has a pitching grade listed (i.e. a position player who was given a pitching grade) at the end of his card is not eligible to pitch in the BITBALL. When constructing rosters, managers need to be vigilant to ensure they are prepared with eligible pitchers for possible extra-inning affairs. Violations of this rule will incur penalty points.

11.04

EMERGENCY RELIEVER ROSTER SPOT 31: All teams are required to roster a grade D pitcher for the rare emergency if a team is out of eligible pitchers during an extra inning contest. This pitcher will be able to finish the game no matter how many innings it takes for completion. This pitcher is rostered as #31 and will be announced to the league commissioner. The pitcher must be rated as a D or D/D grade, a pitcher rated D/C is not eligible to be the Emergency Reliever. To ensure his availability in case of an emergency, this pitcher is not eligible to be used as a pinch runner, pinch hitter, or injury substitution.

12.00 Designated Hitter

12.01

The DH will not be used.

13.00 Rule Modifications

13.01

When setting up a league game, the manager should select to override injuries.

13.02

When setting up a league game, the manager should select to prevent rainouts.

If a game is rained out, you will have to replay the game from the beginning. Rained out games are frustrating, but we have discovered that stats from rained out games in Apba GO (once placed in a Collections folder) are not accurate for wins and losses (possibly other categories as well).

14.00 Hit and Run

14.01

Hit and run can be used at any time with no limitations.

15.00 Statistics/Scoresheets

15.01

APBA Go does not require a scoresheet. You will turn in your monthly statistics into the league statistician via the league shared collection.

15.02

Series results will be emailed to bitball@groups.io. Written Summaries of series are greatly appreciated and enjoyed by league managers. The league encourages each manager to channel and share their inner Red Smith, Damon Runyon, Sam Lacy, Wendell Smith, or Bill Stern.

16.00 Playoffs and Special Limitations and Rules

16.01

The two division winners will be awarded a post season playoff to determine the champion. The 2 division winners and two wild cards from each division (best records from remaining teams) will make the playoffs.

Teams tied for a potential playoff spot will play a one game tiebreaker. This game will be considered the first series of their postseason. The winning team will advance without and day off or travel day, so the pitcher who starts in the tiebreaker game, may not appear again in the playoffs until game four of the wild card series. If multiple teams are tied at the end of the regular season, their entire tiebreaker series will be considered as being played without any days off, thus having an impact on both starting pitchers and relievers into the wild card series.

16.02

Wild Card Round: WC2 vs WC1 - best of 5 game series: 2 @ WC1, 2 @ WC2, 1@WC1 (Both Divisions)

16.03

Divisional Round (LCS): WC1/2 vs Division Winner #1 (best record in the division) - best of 7 game series: 2 @ DIV1, 3 @ WC, 2 @ DIV1 (Both Divisions)

16.04

World Series: Winners of the Divisional Round will play in a best of 7 (2-3-2) format with the home team being determined by overall record.

16.05

If both teams in the league championship series matchup have the same record, the first tie breaker will be head-to-head season records (if applicable) with the second tie breaker being a roll of 1 die for each manager in view of the league commissioner; high roll takes home field. This will hold true for the World Series as well.

16.06

At the end of the regular season, teams that have tied for a potential wild card spot, will play a tiebreaker game.

Tie breaking system for home field advantage will be determined as follows.

Head-to-Head - Total wins vs opponent

Runs scored in head to head games

Die Roll in view of league commissioner - highest roll takes the play-off spot or home field advantage

16.07

Playoff pitching rules remain the same as the regular season other than only a 3-man rotation. Starting pitchers must have had at least 12 starts during the BITBALL regular season in order to be part of the playoff rotation. Playoff rotations must be announced to the league message board or group text prior to starting game 1 of the series. Split grade pitchers may not be used as a starter in the playoffs. Other J4 rated starting pitchers cannot be part of the playoff rotation but may be used out of the bullpen only one game within each playoff series under normal reliever usage rules.

16.08

Relief pitching will remain the same in terms of max innings pitched per game based on grade; however, with the travel day in between games 2 and 3 as well as between 5 and 6, relief pitchers can be used in each game rather than having to rest like in the regular season.

Tiebreaker games will be treated as if there are no travel days or days of rest.

16.09

All J4 position players will be limited to 1 start per series OR a manager can choose to use a J4 player the other games after inning 6 has been completed. The latter is limited to 2 times per 5 game series or 3 times per 7 game series.

16.10

All playoff game box scores must be emailed to bitball@groups.io for league history.

16.00 Constitution Changes

17.01

Changes to the constitution can be made with majority votes from the members of the league. Any rule modification or change proposal should be submitted to the commissioner. The issue will be aired with every member having an opportunity to state why or why not the change should be instituted. The league will then vote on the issue.

17.02

Additionally, the commissioner, statistician, and another league assistant can add or change rules at any time when deemed urgent for the best of the league. They also can decide to include or not

include new rule proposals for voting by the league members. Two votes of three will be required for a ratified decision.