

## A DT Events League

# BACK IN TIME



BITBall is a 12-team league began in 1969 season playing 84 games per season and continued this way going backwards through the 1956 season. In 1955 BITBall saw some changes in new ownership, 2 divisions of 6 and playing 114 games plus playoffs.

The goal is to play a minimum of 2 series per week, meaning we should finish a regular season in 3 months and a season in 4-5 months.

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.

## DRAFT

The draft will be 15 rounds going in order Of finish with non playoff teams first then The playoff teams go by record and round eliminated TIE breaker is 1- H2H best record, vs own division, vs other division, coin flip.

Each team may protect up to 23 players from the previous season.

WEBSITE <http://bitball.drafthammer.com/index.asp>

Google history doc [https://docs.google.com/spreadsheets/d/11OP9svxwq\\_y3U-GKn4Qjvezksw50Bs-cutE6CZemyNM/edit?usp=sharing](https://docs.google.com/spreadsheets/d/11OP9svxwq_y3U-GKn4Qjvezksw50Bs-cutE6CZemyNM/edit?usp=sharing)



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

## SET UP

**Rosters** maximum of 31 players during the season.

**GLITCHES** are to be replayed as if the game never happened

**NO DH EVER**

**GAME TYPE OPTIONS:** Master game

**Advanced Fielding** should be ON.

**Pitchers Fatigue** should be ON.

**Optional Pitching Rule** OFF

**Manual Dice Roll** OFF

**Ghost Runner Rule** OFF

**Re-roll Rainouts** ON

**3D Dice** OFF

**Three Batter Rule** OFF

**Disable INJURIES** OFF, all injuries are for current game only, disregard the number of days it says.

ANY NEW ADDITIONS BY APBAGO will be evaluated by the Commish and determined if it will be added to the league at the beginning of the next season. (Arm strength, batter shifts, numerical pitching grades, advanced base running to name a few improvements that will probably come sooner or later.



## **Pitching**

Starters are limited to 10 innings in a start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 2 games off before and after each start.

Pitchers with only a starting grade get 75% of the players' MLB IP.

Relievers and starters who will pitch in relief get 75% of the players' MLB IP

Split grade pitchers get 75% of the players' MLB IP.

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

Relievers may pitch 2  $\frac{2}{3}$  innings per game with a maximum of 5 IP per series but can only pitch in 2 games of a 3-game series.

Pitchers with a starting grade pitching in relief and split grades 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 may NOT pitch hit.

## **Offensive Players**

Players get 75% of the players MLB 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.

## **OVERUSAGE**

Any player overused will be ineligible for the playoffs, length to be determined by the rules committee. In 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 1930 WS the 1932 picks will be released.

It starts after the World Series and ends after game 69.

No Conditional picks trades allowed.



## 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 and a 7 game World Series 2-2-1-1-1.

In a 5-game series for pitchers (MLB actual  $X .09$  = innings allowed) for the playoff series, for hitters (MLB Games played  $X .033$  = games played 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 Games played  $X .045$  = games played 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) Games 123 is a series and games 456 is a series.

No carry over from one series to another. In the event of a tie there is a 1 game playoff. 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.

