

USBL
CONSTITUTION
2019

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USBL CONSTITUTION

INTRODUCTION

The "USBL" (United States Baseball League), is a face-to-face simulation baseball league, using strat-o-matic products. Managers operate franchises in both the American and the National Leagues. "Real" money is used towards a maximum salary cap of \$200 per team, as well as so-called "Signing Bonuses" paid to free agents. These funds collected get returned to the teams to reward accomplishments such as qualifying for the playoffs, winning a championship (or coming close), and for winning awards.

Teams maintain their original rosters season after season, adding players through the rookie draft, the free agent market, and through trades. If teams fold, their players go into the "Restricted List". When expansion takes place, a format will be devised to help stock the expansion club with talent from the restricted list of players.

DISAGREEMENTS

In the event of any in-season disagreements (due to a situation arising that does not seem to be directly covered in this Constitution), the Commissioner will interpret the Constitution as best he can in terms of what applies in the particular disagreement.

NEW RULES

The # 1 rule of the league is that no new game playing rules will be created during any season, even if a loophole is discovered by a manager in one of the existing rules which he takes advantage of. New rules will be proposed at the Winter Meetings and will be voted on by all managers, with a simple majority required to pass the rule. If any new rule being voted in is something that Managers should have been provided with some advance notice in order to properly prepare for it, then a further discussion and vote can take place where it will be decided, by the majority, as to what timing the implementation of said rule should take place.

SCHEDULE

1. The league will play between 75 games and 85 game seasons in each the A.L. and the N.L. The team that wins the World Series will always begin regular season play in the following season. Managers play 20 game segments in each league, alternating in 20 game segments until both regular seasons are completed at which time the play-offs will begin.
2. The home manager decides where the games will be played. The visiting manager has the right to insist on sanctioned dice to be used, or not.
3. Scheduling of games is the responsibility of ***BOTH*** managers involved. Arrangements to play series should be done as promptly as possible. Each manager should play one series per week. If you fail to play a series in a particular week, you should plan to play 2 series the following week in order to catch up.
4. When playing the games, each manager must keep his player cards down on the table and within easy view of the opposing manager. The opposing manager has every right to ask that this rule be followed. We all make errors in reading the cards, therefore two sets of eyes are better than one.
5. Each manager is expected to 'highlight', with a marker all 'OMEGA' hits/outs on all his player cards, as well as all the 'INJURY' numbers. A yellow colored highlighter should be used to indicate the INJURY chances, and a darker color (pink, green, etc.) should be used to indicate OMEGA hits/outs.

WINTER MEETINGS

INTRO: The Winter Meetings are the focal point of building your teams. The Meetings take place over a weekend in March each year, highlighted by the Rookie Draft on the Saturday, and the Free Agent bidding on the Sunday.

1. Rookie Draft: Currently at 4 rounds, order determined by a full draft lottery, although each Manager's better team from the prior season picking lower than his other team. The two World Series participants always select last and second-last. Expansion teams always pick last in their very first draft.
2. Free Agency: Held following the Rookie Draft.

In summary, the USBL Transaction "Season" begins during the Winter Meetings each year.

ROOKIE DRAFT

1. Eligibility: All players who achieve for the first time in their career the following minimum incentives are eligible for the rookie draft:

- 225 plate appearances for a player (Plate Appearances per Baseball Reference.com)
- 15 starts for a starting pitcher
- 35 relief appearances for a reliever
- 25 appearances in total for a starter/reliever

Exception to above: Catchers who did not achieve 225 plate appearances but were their team's primary back-up catcher all season long and had above 150 plate appearances will also be eligible for the rookie draft

2. The Rookie Draft is 4 rounds in length.

3. If a player who met the above qualifications does not get selected during the 4 rounds, he can again qualify for a USBL Rookie Draft the next time he meets the above criteria. But if he again fails to be drafted, he then goes into the "Restricted List", and will only become available to a future expansion manager.

4. Players who did not achieve the criteria in rule #1 but appeared in at least one game in the Major Leagues can still be drafted, but only in the first round of the rookie draft. These players are considered "Underage Rookies".

5. The draft lottery will be held after the Last 7. The World Series winner will always draft last, and the World Series runner up will always draft next to last.

6. There will also be "Compensation Picks" awarded to teams who lose a free agent that meet certain criteria (See Free Agents).

FREE AGENT AND ARBITRATION SYSTEM

1. Players drafted into the USBL would become 'Arbitration eligible' five full seasons after their rookie draft. At that time, the player's club decides whether to offer arbitration to the player and thus retain his services for an additional one to four years.
2. Each manager in the league will receive a list of Arbitration eligible players. Managers then will submit their prices for all players on the list. The highest and lowest prices will be discarded from all the prices submitted, and an average will be taken from the rest of the prices. The minimum dollar amount for players is \$5. The minimum dollar amount for closers is \$15. Should your team be satisfied with the prices assigned to the arbitration players, you may retain the players' services for one to four years. The maximum arbitration salary is \$30.
3. If the team decides no arbitration, then the team has two options: hold onto the player for one more season, at which point he becomes a free agent at the following winter meetings; or, declare him an instant free agent, in which case he goes into this year's free agency.
4. Arbitration can be offered once, meaning that the player is an automatic free agent after the extension runs out.
5. These contracts do not affect your Contract quota at the Winter Meetings.
6. These contracts go on your salary cap beginning in the year in which they are payable.
7. Players whose free agent contracts run out in the USBL, and players who are on the waiver wire at the start of the previous USBL season will also become free agents.
8. Arbitrated contracts are unlimited. Any team may give out as many as they want, provided that their payroll stays within the \$200 salary cap.
9. A player offered arbitration cannot be traded for between the period of following the arbitration agreement until the start of the following Winter meetings.

FREE AGENTS

1. Free agents will be classified by the league as Type "B" or Type "C" free agents. Depending on how a free agent is classified, there are various implications regarding compensation. Type B free agents come with a no-trade, no-cut restriction for the first year of the contract, while Type C free agents have no such restrictions.
2. There is no trading allowed during the free agent bidding.
3. Free Agents are comprised of the following:
 - Players who's usbl arbitration contracts ended in the preceding season
 - Players who's free agent contract ended in the preceeding season
 - Players who were available in the waiver wire in the preceding season, and, who have been on a usbl roster to start either of the preceding 2 seasons, whether or not they participated in an actual usbl game or not
4. Teams bid on free agents using real money, with the team that offers the player the most "Total Contract dollars", getting the player.
5. To be eligible to bid on free agents, you must be either the retaining team, or express your team's interest at the start of the bidding process.
6. Teams may bid as high as they want, but must stay within their salary cap. The salary cap is \$200.
7. Teams can sign an unlimited number of Type "B" free agents, including their own retained players. Teams may also sign as many Type "C" players as they wish.
8. As far as contracts go, a team can designate a free agent's length of contract anywhere between 1 to 4 years. A signing bonus equal to 40% of the total worth of the contract will be due before conclusion of the Winter Meetings, and the balance of the contract will be allocated over the number of years in the contract.

9. Each team is allowed to give out one four year and one three year contract per year to a free agent signed from another team. If these are not used, they carry over to the next year and accumulate, to a maximum of 4 each. One and two year contracts are unlimited.
10. Free agent contracts are guaranteed. This means that through career ending injury, retirement, or cutting the player, his full salary must be paid, even if another club picks up the player after you cut him.
11. Type "B" free agents cannot be traded or cut for one year
12. To buy-out a player with a contract, you can only do this with 1 year remaining on the player's contract as you enter the Winter Meetings. Such buyouts must be announced within 1 week of the Winter Meetings. However, each team can declare one such buy-out candidate as a "maybe", and retain him right up until the start of free agency, at which point they must announce if they are going ahead with that buy-out or retaining the player.
13. Players with contracts of more than 1 year remaining can still be cut from your roster at any time, but the salary remains on your cap, even if another team picks up the player after you cut him.

COMPENSATION PICKS - If your team loses a free agent who's contract value is in the top five (plus ties) of all the free agents, you get an **immediate** draft pick. This pick would happen at the end of free agency, and be from the undrafted rookies from the day before. The pick cannot be traded, you have to draft a player. You can trade the player later, but not the pick. NOTE: Retaining teams who retain their own free agent, at a price that falls into the top 5, do not get a compensation pick, which reduces the number of comp picks awarded to teams from 5 down to 4 (or fewer).

14. Retaining teams are those where the free agent finished off the final year of his contract on that team's roster. Players who are bought out early from their contracts are deemed not to have a retaining team.

CUT DRAFT

1. At the conclusion of the Winter Meetings (Rookie Draft and Free Agency), each team has a brief period to announce their final 30 man roster, and associated cuts.
2. Teams with League-approved Disabled List players will draft first, securing roster replacement players for just 1 year. These players become usbl free agents at the conclusion of the season.
3. The cuts form the basis of the Cut Draft. Teams will draft in the same order as the Rookie Draft, except that expansion teams will get to pick at the top in their first ever season.
4. Upon picking up a cut, if the pick-up places your roster at 31, you must also announce a cut at that moment. The player you cut then becomes part of the Cut Draft.
5. If you cut a player from one of your teams and wish to pick him up on the other, your other team must allow the selections of all of the other teams to go around at least once before your other team can pick up that player.
6. If a team claims a player from the cut draft who carries an existing contract, the selecting team inherits the contract as their own.
7. Teams can no longer claim a player from the Cut Draft once they have passed for two consecutive rounds. Once all teams have gone two consecutive rounds without a selection, then the Cut Draft ends.
8. Players who did not get selected will then enter the Waiver Pool, and will be available to teams during the usbl season, with some conditions. See Waiver Rules.

ROSTERS

1. Once the Cut Draft has ended, each team will have a final opening day roster of up to 30 players, (they can choose to have less). At this point teams will then announce their 25 man major league rosters (or fewer if they have too many limited guys at any given point in the season). This total must include 2 active back catchers (the position must be on the card) and 11 pitchers at all times (12 pitchers for the 2019 season). For the final month of the regular season in each league, all available players may be called up to the active roster and used (subject to individual player limitations).
2. During the season, if a player gets injured, if the team doesn't want to play short-handed for the duration of that player's injury, it can place the injured player on a 5 game disabled list, whether the injury was for 5 games, or for fewer. This will then allow the team to either call-up a player from its minors, assuming said player doesn't have any limitation constraints, or, the team can pick up a player from the waiver List. Once the 5 games are completed, the player who was called up must be sent back to where he came, the minors or the waiver list.
3. Changes in your roster must be reported immediately to the entire league. Examples of changes include making a 2 for 1 trade, and having to either cut someone or pick up someone, etc. - However 2 for 1 deals must wait til conclusion of 20 game segment to pick up a player from waivers.
4. Minor leaguers can get called up for any of the following reasons: to replace an injured player placed on the 5 game disabled list, to fill your roster up to 25 following a 2 for 1 deal, to bring up a player whose limitations now allow him to play, to demote a player who's limitations has expired, to replace a player from the active roster who was cut from the team, or finally to replace a player who was demoted. Demotions and cuts off the active roster can only happen at the breaks between games 20 and 21, 40 and 41, and 60 and 61 (unless said call-up relates to say a First 45 player being sent down at game 45, which is allowed).
5. At the 61 game mark, rosters become frozen, after which no changes can be made to a roster until the Winter Meetings.

WAIVER LIST

1. There will be a list released prior to the start of the USBL season of players not signed as free agents, and players cut by teams.
2. These players may be picked up during the year after every twenty game segment is completed by e-mailing the league office and informing us of your intentions. There will be a deadline set for such claims to be filed, after which the players in question will be awarded. If more than one team is interested, the team with the lower record at the time gets the player. It is your responsibility to inform the league office of your waiver intentions ASAP. The league is not obligated to call you and inform you of the moves of others.
3. A waiver draft will be held at the 20 game mark, 40 game mark, and 60 game mark. This is to allow teams to pick-up any players who get cut from a roster to make room for a waiver pick-up.
4. All waiver players become free agents at the end of the season, assuming they fit the criteria (have appeared in a usbl game within the past 2 seasons). If they do not meet that criteria, they become restricted.
5. Players cut during the season are not available until the next twenty game segment is completed and the updated waiver list is published for all to see.
6. Waiver pick-ups cannot be traded.
7. The charges to pick up players off waivers are as follows:

FIRST TWO PICKUPS	\$5 Each
PICKUP #3 and #4	\$10 Each
PICKUP #5 and more	\$20 Each
8. Players can be picked up from waivers under the following situations: To fill a roster spot created by a 2 for 1 trade (only at the next 20 game segment); to replace a player put on the 5 game D.L.; to replace a player cut from the team. The Commissioner will not allow the same handful of players to be picked up and then later waived, so all such moves must be cleared with the Commissioner first.

TRADING

1. The trading period runs from the Winter Meetings through to the 61 game mark of the following season.
2. Trades will cost money as follows:
 - Trades completed during the Winter Meetings, or after the Winter Meetings but before the roster cut day are free.
 - Once the rosters have been selected, trades after that will cost \$5.00 to each manager involved
3. All trades need the approval of the Commissioner. The rule may come into effect when two managers make trades using both of their teams. In cases where the Commissioner feels that a manager weakened one team to strengthen another, the second deal will be nullified, not the first one. For instance, the controversial Tavella - D'Angelis deal, where Cam traded to Mike Wade Boggs and Kirby Puckett for packaged shit, the second part of the deal saw Cam acquire Dale Murphy from Mike's NL team for a veteran pick. Clearly, Mike was strengthening his California team by weakening his Montreal team. In this situation, the Commissioner would have allowed the Boggs deal, but would have nullified the Murphy deal; thus, the end result would have been that even though Mike may have been committing the crime, Cam would suffer, as the first deal would be allowed (the one where Cam got ripped off), but the second deal (where Cam rips Mike off) would be disallowed. Therefore, all managers should avoid getting themselves in this situation. In summary, any deals that the same two managers make over the course of a season will be monitored closely to ensure that no cheating is occurring.
4. American and National League teams can trade with each other only at the end of twenty game segments. The inter-league trading deadline is game 41. The trade deadline for deals within the league is game 61. The League Office will send out email alerts with actual dates identifying the trade deadlines. Only deals reported and confirmed to have been received by the league office by the appointed deadline will be deemed to be official.

5. Teams can trade known impending free agents, however, this must be done prior to the trading deadline (61 games). Any player who was on your roster during the last month of the season who becomes a free agent will be your player to retain or lose. Teams are not responsible to identify possible free agents during trade discussions. Also, any trades made that hinge on a players' free agent status are not allowed to be brought up to the league committee for arbitration. Trades of this type are to be monitored by the managers making these deals.
6. Two full USBL seasons (or the equivalent of 160 regular season games) must expire before you can re acquire (via a trade) on either of your two teams a player you originally traded away. The League will consider making exceptions where the facts of the original trade and subsequent reacquisition do not raise any concerns.
7. Trades can involve players and draft choices with the following exceptions:
 - PLAYERS: Teams can trade any of the players on their major or minor league rosters, as long as they NEVER fall below 25 total players in total.
 - DRAFT CHOICES: There will be four rounds. Teams may trade draft choices only from the upcoming draft. For example, during the 2012 USBL season, and up to the time that the 1st pick is made in the 2013 rookie draft, teams may not trade draft choices from the 2014 draft. Once the 2013 draft commences, 2014 draft picks may be traded. Year 2014 draft picks cannot be traded until the beginning of the 2013 draft.
8. Players signed as free agents in the previous Winter Meetings, who were classified as Type "B" free agents are deemed to have "NO TRADE" clauses for the first year.
9. ALL trades must be reported to the league office within 24 hours of the trade being made. An e-mail must be sent to the league office within 24 hours of the trade being completed. Fines of \$20 will be imposed for each violation of the rules. NO EXCEPTIONS!!!

FINANCIAL

1. The prize set up for each season will be announced just prior to the season.
2. At the beginning of the Winter Meetings each year, each team's yearly salaries and buyouts will be offset against their winnings. The difference must be settled between the team and league prior to the rookie draft commencing. On free agent day, owners will be responsible for their signing bonuses prior to departure from the Winter Meetings. If you can't afford to pay on that day, don't sign any free agents. NO EXCEPTIONS, the USBL is not a bank.
3. Expansion Managers must pay all of their financial obligations for the coming season up front, including the annual salaries for the upcoming year.

FINES

Whether intentional or not, when the rules in this Constitution do not get followed, it provides an unfair advantage to the offending team. The only deterrent available to the league to try and keep such errors to a minimum is the assessment of fines.

At the winter meetings, a "Fines Committee" will be selected, a group of 2 or 3, including a Chairman, and it will be the responsibility of this committee to work with the league statistician to assess fines appropriately.

The league will also look to this Committee to provide some sort of guidance as to types of fine amounts for various infractions that managers can expect, especially for using a starting pitcher out of turn.

GAME PLAYING RULES

All series results must be reported to the league office within 24 hours of the series being completed. All boxscores must be faxed or delivered to the league office within 48 hours of the series being played. Failure to report results will result in a \$5.00 fine being imposed on each manager involved. Failure to submit boxscores within the allotted time will result in a \$5.00 fine being imposed on each manager involved.

CATCHERS

Teams must use their backup catcher to start and finish 1 game per series. In fact, each catcher must start and finish at catcher the entire game once per series. In the remaining 3 games, you can only bring in your back-up catcher for defense only – either in the 8th inning where the catcher's spot in the order is 7 batters away, or in the 9th where the catcher's spot in the order is 4 batters away. A catcher who did not start the game can only pinch-hit if the game goes to extra innings.

STARTING PITCHERS

1. Each club is responsible for selecting its starting pitchers during the year with the following guidelines:
 - (a) Starters are limited to the following number of starts as a maximum
 - STARTER #1: 16 starts
 - STARTER #2: 16 starts
 - STARTER #3: 16 starts
 - STARTER #4: 15 starts
 - STARTER #5: 14 starts
 - STARTER #6: 0 starts
 - (b) Starters must have a minimum of 3 games rest between starts, but cannot start twice in any 5 game series. The forty game mark constitutes 3 off days in your schedule to allow a reset of your starting rotation.
 - (c) To move a starter to the bullpen, 3 full games must transpire.

- (d) To move a reliever to the starting rotation, 3 full games must elapse from that pitcher's last relief appearance to his start.
 - (e) If a pitcher is used in both starting and relief roles, then each start equals 3 relief appearances in determining maximum appearances.
 - (f) You may combine two or more pitchers in order to meet the starts criteria outlined in rule (a) above. For instance, LA can use Ben McDonald as its number 4 starter, but he is limited to 10 starts. So, in the last 20 games of the season, when Scott Chiamparino can start 4 games, he will complete the required starts for the Number 4 starter by combining his starts with those of McDonald.
2. A starting pitcher cannot throw more than 9 innings in a game.
 3. Starting pitchers go on "BLACK DOT" as soon as the fifth run has scored against them in a game. Also, once they reach their inning maximum on their card (i.e. STARTER (6)), they must leave the game. If after their maximum inning point they have not given up five runs yet, they may continue. Once the fifth run scores, they must immediately leave the game. The incoming reliever would be on "BLACK DOT" for 2 batters if he wasn't warming up.
 4. If a starting pitcher is used in relief, he may never pitch from the seventh inning on in any game where the run differential is three runs or less. If his team has no other relievers to bring in, then use the closer/extra inning rule clarification at the end of this section.
 5. Starting pitchers who do not have relief on their card will be deemed to be RELIEF (2).

6. As a result of an unrealistic number of complete games thrown by pitchers in the league, the following rules must be adhered to:
 - If a starting pitcher comes out to pitch in the eighth inning, he must rest a minimum of four days before his next start. If a starting pitcher comes out to pitch in the ninth inning, he must rest a minimum of five days before his next start. If a pitcher has consecutive "quality starts" using the minimum rest period allowed under the rules, he must add one days rest to his previous days off. Stringing together more quality starts increases the rest period by one each time. Giving him one extra day's rest would reset the minimum, as would pulling him at the end of the seventh inning.

RELIEF PITCHING

1. Relievers are limited to 40 appearances and 48 innings in a season.
2. Relievers are also limited to appearing in three games out of every five game series or three out of every four game series. Also, over the final stretch of games where there are numerous one game series, the relievers can appear in 3/4 of these games, but never more than three in a row.
3. Relievers are limited to the number of innings on their cards per each appearance. For example, a RELIEF (2) means that this pitcher can appear in 2 innings maximum. If he comes on with 2 out in the seventh, gets the out, then pitches the eighth for a total of 1 1/3 innings pitched, he cannot come out in the ninth since he would then appear in 3 innings.
4. Relievers must be warmed up before they come in. Each warm-up lasts 1 full inning.
5. Relievers are allowed two warm-ups, after which if they do not come in, they can only come in for 1 inning later and will be on BLACK DOT.
6. Relievers go on BLACK DOT after surrendering their third run of the game.
7. If trailing by six or more runs in a game, you can add 2 more innings to any of your relievers inning maximum, However, if utilized, that reliever cannot pitch in the next game.

8. Pitchers who both start and relieve in a season are allowed to pitch a maximum average of 1.2 innings per relief appearance. Should they exceed the 1.2 inning minimum average, they will lose whatever relief appearances necessary to bring the average down to 1.2.
9. Relief pitchers who are limited during the season cannot exceed a 1.2 innings average per relief appearance. For example, a player who is limited to last 40, may not exceed 24.0 innings in these appearances.

10. CLOSER/EXTRA INNING CLARIFICATION

If leading by three runs or fewer at the beginning of the ninth inning, and your starter is no longer in the game, a closer must be used. Closers are relief pitchers who have accumulated 15 or more saves in the previous major league season.

If you have already used your closer in three save situations in the series, the reliever on your roster with the most saves in the major league season must be your closer for the rest of the series. This reliever is on black dot until the game is over, or he blows the save.

In the event you run out of relievers, you must bring in the hitter's pitching card. Although this may seem like a bad way to lose a ball game, think of it as using your mop-up guy who's card is almost as bad. The strategy in this comes down to whether you use your bullpen aggressively to win a game, all the while hoping you don't go to extras, versus managing your bullpen more conservatively in case you do go extras and would have the advantage.

DEFENSIVE POSITIONING

1. The USBL uses the SUPER ADVANCED fielding charts.
2. No defensive changes can be made during an inning.
3. If you wish to play a player at a position which is not listed on his card, then he can play that position at the worst fielding and range ratings, which would be a "5" range, and the worst error rating. Outfielder arms are +5, catcher arms are +5. However, if you do choose to play a player out of position, all X-Range Chart readings that are outs will be read as SI**. The defensive team will still roll for the error chance as per usual.
4. To move outfielders to other outfield positions not on their cards, use the following:
 - CF can move to right or left at the same ratings
 - RF can move to center by adding 1 to their rating
 - RF can move to left at the same rating
 - LF can move to center by adding 2 to their rating
 - LF can move to right by adding 1 to their rating
5. HOLDING THE RUNNERS:
 - As per the super advanced rules (i.e. ranges for the infielders responsible for holding the runner go up by 1, and all results followed by # on the charts become two star singles).
6. INFIELD IN
 - As per the super advanced rules (i.e. ranges remain the same, all results followed by # on the charts become two star singles, all GB(A) + become two star singles)
7. FLY BALL (B?)
 - Only runners on third can advance on this reading. Safe chance is computed by deducting outfielder's arm from the running speed.

ADDITIONAL RULES CLARIFIED

Infield in is allowed

Corners in is allowed

That's it. You cannot bring one guy in, and leave everyone else back, nor can you leave one guy back, and bring everyone else in.

20.51 On a gb(p)X or CATCH-X, the pitcher and catcher are considered to be playing normal (back) when rest of the infield is playing normal and they are considered to be playing in when the entire infield is in.

When the defensive manager is playing Corners In, the pitcher and catcher are considered to be playing in when there is a runner on third base only, or when there are runners on second and third base only. Otherwise, the pitcher and catcher are considered to be playing back.

TEAM OFFENSE

1. No play in which runners are taking extra bases will be greater than 1-19, or less than 1.
2. Runners advancing from first to third base on a single must have the following adjustments made to their run rating:
 - Hit to RF....add two to run rating
 - Hit to CF...leave as is
 - Hit to LF...subtract two from run rating
3. When there are two outs and a hit takes place, add two to all runners currently on base.

4. STEALING

The number used to deduct the runners steal chance if being held will be:

- AAA Steal rating: subtract 1
- AA Steal rating: subtract 2
- A Steal rating: subtract 3
- B Steal rating: subtract 4
- C Steal rating: subtract 5
- D Steal rating: subtract 6

5. HIT & RUN

- If batter misses pitch pick card for steal result comes up, you must always use the second steal number. If the lead runner is on second base, use half of his second number rounded down.
- For hit and runs, the super advanced hit and run chart must be followed exactly.

6. SACRIFICES/SQUEEZING

- Use super advanced charts.

7. TRAIL RUNNERS ADVANCING

- Trail runners are not allowed to advance as the league farm animals are confused by this rule.

8. PITCHER USEAGE

- Pitchers may not be used as pinch hitters. Should an injury or limitation force you to bring a pitcher into a game out of position, that pitcher must have the worst hitting ratings. i.e. # 1 card weak. Pitchers used as pinch runners do not have to be held on base, and may not steal even if they have an "*" rating.

INJURIES

1. The injuries are to be determined by the results on the super advanced charts. Cut the result in half and round up if necessary to determine the number of games.
2. Starting catchers can be injured up to a maximum of 2 games. If your starting catcher is injured, your backup may take over until the injury has expired (even if it exceeds his limitation), if you have no other alternative.
3. Players with 500 or more plate appearances can be injured up to a maximum of 2 games. Players with 600 or more plate appearances can only be injured for REM OF GAME.
4. Injuries cannot take place during the playoffs; injuries that take place during the regular season will not carry over into the playoffs.
5. Injured players may be placed on a 5 game disabled list, or remain on the active roster until healed.
6. The mid season break counts as three games elapsed for injuries.

PLAYER LIMITATIONS

1. Before each season, the Commissioner will prepare a Limitation guide for players for the next season. This will pertain to rookies and to all players who missed significant portions of the previous major league season. As a rough guide, 26 starts, 50 relief appearances, and 400 plate appearances will be used as the minimum for full time play. Starting pitchers with 15 major league starts will be allowed to be # 5 pitchers, and 4-man in playoffs.
2. Types of limitations include but are not limited to:
 - **LAST ## GAMES ONLY**
These players can only appear in the last ## games of the USBL season, and thus cannot play in the playoffs.
 - **LAST ## AND PLAYOFFS**
These are players who were called up by the major league teams before the regular September call ups and thus would have been eligible for the playoffs in real. Thus, they are also partly eligible for the playoff play in the USBL.
 - **PINCH HIT ONLY**
These players can only pinch hit, and then leave the game during the season.
 - **DEFENSIVE REPLACEMENT (1 Plate appearance per game)**
These players may only come in as a defensive replacement or as a pinch runner and must be removed from the game if and when their second plate appearance occurs. They may not be used as pinch hitters.
 - **4 MAN ROTATION IN PLAYOFFS**
This starting pitcher can only appear in the playoffs if his USBL team goes with a 4-man rotation throughout the playoffs, keeping the same order of appearance. If two such players are used, a 5-man rotation must be kept. If three, a 6 man rotation. Any player falling under this rule may start one game per series only.
 - **X STARTS ONLY, PLUS RELIEF**
See starting pitcher rules for a more detailed breakdown of the implications of having a pitcher start and relieve.

- **START LIMITATIONS**

Starting pitchers with under 15 major league starts are limited to half of their real life starts (rounded up). Starting pitchers with between 15-20 starts are limited to 12 USBL starts. Starting pitchers with between 20-25 starts will be limited to 14 USBL starts. Any starter with 26 or more starts may be used up to 17 starts.

The following is a guide that will be used to assess playing time for players in the USBL. Players fall under the following categories:

A. Injured players:

Players considered of importance who miss substantial time due to injury will be full-time for half of the games they played in real. Their playoff eligibility will be likewise reduced. They will not be allowed to PH, or be defensive replacements in their non-starts, because this would effectively make them almost full time players.

B. Full time players:

Full time players are those who achieved 400 plate appearances (AB + BB). These players can play every day in whatever situation you wish. Injury rules do apply to these players. If a player has between 400 and 499 plate appearances, he can be injured for a maximum of 8 games. If he has 500 or more plate appearances, he can be injured a maximum of 2 games. Every player not reaching 400 or more plate appearances will be limited in some way.

Pitchers are considered full time if they started 26 games, or relieved in 50. Combinations of both will be scrutinized by the commissioner.

C. Players not attaining full time status:

These players will be limited. If they were on a major league roster for just about the entire season, but were relegated to bench duty, we used the following chart:

Plate Appearances	Limitation
350-399	4/5, 3/4, 6/8
300-349	3/5, 3/4, 5/8
250-299	3/5, 2/4, 4/8
200-249	2/5, 2/4, 3/8
150-199	2/5, 1/4, 2/8
100-150	1/5, 1/4, 1/8

Pinch hitting availability will be assessed on a player by player basis.

For starting pitchers, 26 starts or more makes him full time. 20-25 starts make him a # 4 starter with no playoff limitations. 15-19 starts makes him a # 5 starter which is also a # 4 starter in the playoffs. 14 starts or less gives him half the starts during the regular season, and no playoff starts,

For relief pitchers, 50 or more appearances in the majors is full time. Anything less will be converted to USBL appearances as 75% of the real games (i.e. 40 appearances in real = 28 appearances in USBL). Also, such limited relievers will be eligible for the playoffs as follows:

- 40-49 Major League appearances = 3/7 in playoffs
- 30-39 Major League appearances = 2/7 in playoffs
- Less than 30 Major League appearances = 1/7 in playoffs (subject to commissioner's ruling)

If there are not enough closers to go around from the previous season, the usbl will consider any closer who had 20 or more save opportunities in the previous mlb season, even if he wound up with between 10 and 14 saves.

PLAYOFFS

1. Five teams from each league make the play-offs. The eight teams in each league will form one division. The top three teams will receive first round byes. The next two best records will play a wild card round (seven game series). The winners of this series play the first place team in round two.
2. In addition to regular season playing rules certain playoff rules must also be followed (see below).
3. The 25 man play-off roster for each club will be submitted at the conclusion of the regular season; No call-ups and/or changes can take place to alter this roster after that.
4. To decide on ties in the standings, the following rules apply:
 - If the tie is for a final playoff spot, a 1 game playoff will be played
 - If the tie is between two teams who are in the playoffs regardless of the tie, then the team with the best head-to-head record wins
 - If tied, then the team with the better record against the first place team
 - If tied, then the team with the better record against the second place team
 - If still tied, then the club with the more favorable run differential gets the nod

If there is a three way tie, major league tie breaking rules will apply (look them up)
5. At the conclusion of the regular season and following each round of the playoffs, all wild card teams will be entitled to two off days. These days can be used to adjust your pitching rotations. Should a one game playoff be required to decide the final playoff spot, the winner of the one game playoff will receive one off day at the end of the season.

PLAYOFF GAME RULES

All of the rules covering regular season games apply, with the following additions/modifications:

STARTING PITCHERS

1. All SP used in the playoffs must have "STARTER" above "RELIEF" on their card, and be allowed to start by the limitations.
2. Three man starting rotations may be used, and a club can revert back to its # 1 starter at the beginning of each series (unless the previous series lasted the full 7 games, in which case the team would be allowed only one day off for the purpose of resetting their rotation). However, a number 4 starter must be used once every seven game playoff stretch. No starter may start 3 games in one series.
3. Starting pitchers who do not have relief on their card may be used in relief, but their inning limit will be 2. As well, pitchers who do not have relief on their card may not pitch in relief in the seventh inning or later if the run differential is 3 runs or less.
4. Unplayed games in any given series count as days rest for the advancing team for the purpose of resetting your rotation.
5. A team's # 4 starter (if not limited) may relieve in the series. To move a starter to the bullpen, 2 games must elapse from that pitcher's last start. The same rest applies to move a reliever to the rotation. Your # 4 starter may appear in only 2 games as a reliever. If the pitcher in question does not have relief on his card, they must follow rule # 4 above. If the pitcher does have relief on his card, he must average 2.0 innings or fewer in his relief appearances. Breach of this rule will result in very severe penalties.
6. Starters who are limited to 4-man only in playoffs are allowed either 1 start or 3 relief appearances. They must average 2.0 innings or less per relief appearance.
7. Starting pitchers are limited to 16.0 innings pitched in each series.
8. Starting pitchers who are limited to one start may only pitch 9 innings max in his start.

RELIEF PITCHERS

1. No reliever may exceed the following:
 - If series goes 4, the reliever can appear in 3
 - If series goes 5, the reliever can appear in 3
 - If series goes 6, the reliever can appear in 4
 - If series goes 7, the reliever can appear in 5, but the one of appearances will be limited to one inning only
2. Relief pitchers are limited to 9.0 innings per series.
3. It is assumed that there are days off in the series, therefore relievers may pitch in any of the 7 games.

All other situations are governed by the original playing rules found in this constitution.