

Richmond Strat Baseball League Constitution

Updated: March 23rd, 2024

League Overview

The Richmond Strat Baseball League (RSBL) is a face-to-face, dice and cards Strat-O-Matic league based in the Richmond, VA area. It consists of Strat-O-Matic cards from the most recent Major League Baseball season. This constitution describes the rules of function and play for the RSBL, but it cannot cover every possible situation. League members who find situations that are not covered by the constitution should contact the commissioner for a ruling.

Changes to the constitution

Any changes to the constitution require a two-thirds vote. A quorum must be present for league activity to be official. A quorum is considered 50% of existing franchises. Proxy voting is not allowed, but absentee voting is allowed for rule proposals that have been previously posted and are voted on without changes. Rule changes will become effective immediately unless otherwise noted. Strat-O-Matic rule changes are accepted by default, unless voted out by the league. The cutoff date for new rule proposals will be set by the commissioner, but prior to the league meeting.

League Officers

League officers will take office after being voted in at the fall league meeting. Prior commissioner will still be responsible for ongoing business from the previous season. Voluntary contributions of work by other league members, i.e. serving on committees, helping with the banquet/draft, taking care of trophies, etc. is encouraged.

Commissioner

Oversees the running of the RSBL. The commissioner enforces the constitution and has the power to take any action for the betterment of the league and to facilitate the smooth function of the league. The commissioner serves a one-year term. Commissionership can be shared between two individuals if voted in by the league. Any action by the commissioner may be overridden by a two-thirds vote of the league members. In addition to supervision of league play, the duties of the commissioner include: Final authority on rules interpretation, ensuring that play progresses on schedule, arranging the draft and other meetings, interviewing and nominating members for league approval, appointing committees, assigning projects, and penalizing league members who break rules or don't meet deadlines.

League assistants

Appointed by the commissioner. They are responsible for interpreting rules of play in the event the commissioner is unavailable or has a major conflict of interest and assisting the commissioner in performing his duties.

Treasurer

Oversees the finances of the league, although final authority on funding is in the hands of the commissioner. Collects dues and other league fees, disburses expenses and other moneys, and publishes an annual financial report or as requested by the commissioner.

Website secretary

Responsible for the RSBL website, draft guide, recording of league business, upkeep of the constitution, league addresses & phone numbers.

League statistician

Responsible for collecting & distributing the 40, 81, 121, and 162 games stats and batting/pitching leaders. They will also report those managers that have failed to submit their stats on time to the commissioner.

Trade secretary

Contact person for all trades made in the league. He is responsible for recording trades, updating rosters & draft boards.

Team Management

Teams can be co-managed, but the franchise will have only one vote at league meetings. Managers who own two teams will have two votes at the league meeting. In the event of a dispute over ownership of a franchise, the officers of the league will decide by a majority vote as to who will retain the franchise. If the League's officers deem an owner's conduct detrimental to the welfare of the league, then control of the franchise may be taken away by a two-thirds vote of the other members in the corresponding league.

Dues

Dues will be reviewed and decided upon yearly at the league meeting depending on league needs. Managers running two teams will pay half price dues for the second team. Individual league members with dues deficiencies will be referred to the commissioner. The commissioner will set a deadline to receive payment of these deficiencies. Failure to meet this deadline will lead to escalating sanctions that could lead to the forfeiture of the offending managers team. No franchise will be able to draft and/or manage a team without complete payment received on draft day. Any trades involving future draft picks require a 50% deposit towards the next year's dues by both teams.

Expansion

To be eligible for expansion, a manager must declare his intent to join the league by the fall league meeting. Expansion is allowed by a two-thirds vote of the existing franchises. Expansion teams will be permitted to pick their 15-man protected list from unprotected players from the previous year. New and undrafted players from the previous year cannot be chosen. An expansion team may not trade before they have submitted their 15-man roster. Their draft position should be first in every round of their league draft. If MLB expands during the same year the league expands, then additional changes for the expansion team(s) may be voted on.

New Owners

If an owner leaves the league, a new owner will be selected by these means:

- First priority will be given to any team's co-manager who wishes to manage the available franchise. This co-manager must have been active in playing games and taking part in League activities to the satisfaction of League Officers.
- Second priority will be given to potential new owners, not currently in the league in any capacity, who are interested in managing a team

A new owner will be given the franchise by the commissioner and will be affirmed by a majority vote. Once a new owner has taken over an existing franchise, his trades (for a time determined by the commissioner) are subject to commissioner review. Ideally potential new managers should serve an apprenticeship to 'learn the ropes' before they become full-fledged managers. If a manager has quit the league previously without providing sufficient notice, they must receive two thirds supermajority in order to receive a new franchise.

Vacant teams/contraction

Once an owner has made known his intention to the league that he intends to forfeit ownership of his franchise, the league should attempt to fill the vacancy as soon as possible. Any trades a departing manager has made (within a reasonable time period) are subject to review by the commissioner. If a team does not have an active manager when the 15-man rosters are due, the commissioner will then freeze the vacant team. All players on the roster will be non-tradable and unavailable in the draft. In addition, any draft picks of that team will be void. If the team is still un-managed after one year, all players on that team will re-enter the draft (if they have a card from Strat-O-Matic). If a manager is found to take over the team, he will have the option of selecting his 15 keepers from the frozen team and will draft after the non-playoff teams, but before the playoff teams.

Season Schedule

The season will consist of a 162 game schedule. If Major League Baseball plays less, then all cards will be prorated to reflect 162 games. A schedule vs all opponents will be distributed to all teams on or before the draft. This schedule determines the games and series among all teams with associated days off. Doubleheaders will no longer be scheduled. Days off are indicated by a "+" after the series and the day off is in effect at the completion of the series. Flexibility is the key word for scheduling in the RSBL. Teams are expected to play series at a pace to keep up with the general league timetable. Universal DH will be used beginning in 2021.

Deadlines

Each manager is expected to play games on schedule. The following deadlines must be met to avoid penalties from the commissioner: 40 games by April 30th, 81 games by June 30th, 121 games by August 31st, 162 games by October 31st. Also, playoffs & World Series games should be completed by November 21st. To keep the league win-loss records current, all managers are required to e-mail the league or post (via website discussion board) their current win-loss information on the 1st and 15th of the month.

If a manager is delinquent in submitting his stats to the league statistician (post dated by midnight of the deadline or electronically dated in the case of email), then he will forfeit his latest pick. For every week thereafter, that forfeited pick

will change to the owner's next best pick. The owner will lose a pick for each set of stats that are late regardless of how many picks that owner has. (1st offense = 15th round, 2nd offense = 10th round, 3rd offense = 5th round, 4th offense = 1st round). All deadlines will be met, unless a petition is made to the commissioner at least 2 weeks prior to the deadline. Teams that have not submitted their final stats within two weeks of conclusion of the World Series will forfeit their highest draft pick.

Trading

Trading for the current season is allowed up to and including game 100 or July 31st, whichever comes first. All players/draft picks traded must be immediate. This will prevent a player from playing on two teams at the same time.

The 4-game leeway is in effect. For example, Team A has played 50 games & Team B has played 20 games. If Team A trades a player to Team B, the trade is immediate but Team B cannot use the player until game 46. If Team B trades a player to Team A, the trade is immediate and Team A can use the player immediately. A manager cannot receive a player for a player at a later time (player to be named later), but he can trade a player for a future draft pick. Trades with considerations outside of players/draft picks (money, etc.) are not allowed. Any 'future agreements' to consummate a trade are not enforceable.

Trading of draft picks is allowed for the upcoming draft. Trading of draft picks for next year's draft is allowed after 15-man protection has been declared. Trades are reversible if both parties agree, or if the commissioner vetoes the trade. (If a new manager is grossly being taken advantage of, a manager is unfairly 'stocking' another team, trading players/picks you don't own, etc.).

In order for the trade to be official, an e-mail needs to be sent including the opposing manager, the commissioner, and trade secretary. Posting the trade solely on the discussion board without sending an e-mail, is NOT an approved method to report the trade to the league.

If a manager has multiple teams:

A player drafted or a draft pick held by a manager for one of his teams may not end up on the other team during the same season, regardless of intervening trades. A season starts when a team submits their 15-man roster & ends when the next year's 15-man roster is submitted. Also, a manager may not make trades for both of his teams with one team at the same time.

Statistics

Each manager is expected to keep stats in a diligent manner. Stats are very important, both for the interest of players in the league and as a check on usage. Stats are due at the 40, 81, 121, and 162 game deadlines. Individual & team totals should be calculated for all stats. Individual game sheets will be kept until the following year's draft and are subject to review to determine overuse of players and statistical game accuracy. To prevent over usage, stats are required to be kept for players traded to other teams.

The following stats should be kept for all batters:

Batting Average, On Base Average, Slugging Average, Games, At Bats, Runs, Hits, Runs batted In, Doubles, Triples, Homers, Strikeouts, Walks, Hit by Pitch, Stolen bases, Caught stealing, Errors, Sacrifice Flies, and Double Plays.

Note: All DP shall be recorded, not just Grounded into Double Plays.

The following stats should be kept for all pitchers:

Earned run average, Games pitched, Games started, Complete games, Shutouts, Saves, Wins, Losses, Innings Pitched, Hits allowed, Walks, Strikeouts, Hit Batters, Homers, Runs, Earned Runs, Pitcher errors

Teams that are delinquent in turning their stats in within the two-weeks specified after each deadline (40, 81, 121, after World Series) will not be allowed to make trades until their stats are turned in (Commissioner discretion allowed).

Ballparks

Ballparks are used by the RSBL and affect ballpark single & ballpark HR ratings. New ballparks selected will use the current ballpark numbers distributed with the Strat-O-matic cards. Every year a manager can decide to keep the previous ballpark numbers or update his park to the current ballpark numbers without penalty. Managers who do not wish to change their ballparks will retain their current ballpark numbers. All ballparks must be unique (i.e. two teams cannot select the same team's park). New managers will select an available ballpark with no penalty at their league's draft, but after all other teams have chosen.

Whenever a manager has owned the same ballpark for 3 or more years, he may elect to change his ballpark to an available park with any draft pick in their league's draft. Managers that have owned the same park for less than 3 years must use 5th round or better draft pick in their league's draft to change parks. Anytime a manager uses a draft pick to select a new ballpark, he will receive an extra draft pick (untradeable) at the end of the draft.

Prior to each draft, the commissioner will provide a lottery for managers who want to change ballparks. Each manager will declare their intentions of drafting a new park or keeping their current park. Managers that decide to draft a new park will immediately lose the rights to their current park & it will be available for other teams in that league.

Active Roster Requirements

Players must meet the following qualifications to be on an active roster

- Batters - 175 plate appearances
Exception #1: Catchers who have 30 games or more and have at least 95 plate appearances
Note: Catcher must be first defensive position on card
Exception #2: Players who appeared in 60 games or more and have at least 125 plate appearances
- Starters - 12 starts
- Relievers - 40 innings pitched **OR** 40 appearances
- Starter-relievers - 8 starts **AND** 65 IP (can start and relieve)
- Starter-relievers – less than 8 starts but 40+ IP (can only relieve)

Note: Players kept on the 15-man roster may be used on the active roster even if they do not meet eligibility requirements. This ability is waved if the player changes teams at any time post-protection. The player will still be ineligible for the playoffs, but can play during the regular season. Any player acquired after the 15-man keepers, either through trade or via the draft will be subject to normal eligibility rules.

15 Man Protection list

Each franchise will be permitted to protect 15 players from year to year, with the protection date being set by the commissioner. All other eligible players that receive Strat-O-Matic cards will be placed in a pool for drafting purposes.

Ghost player

A franchise may protect a 16th player as part of their 15-man protection list if the player does not have a Strat card in the upcoming year. This player would not count against the 15-man protection list. Players without a ghost player would be allowed an additional draft pick. Ghost players cannot be traded during the season and can either be dropped, redeclared as a ghost player (if still uncarded), or protected during the next 15 man protection period.

Draft

The RSBL draft is one draft consisting of last year's Strat-O-Matic MLB carded players. Each franchise is given 20 draft picks for the draft. Drafting will be done in reverse order of finish based on the previous year's standings (see tie breaking rules in case of ties). Expansion managers will draft first in every round. Managers taking over vacant teams will draft behind the non-playoff teams and before the playoff teams. We will use the combo cards instead of the AL/NL split cards.

Ineligible players

Every year, our league will designate an AL and NL division from MLB as ineligible for the upcoming draft. Players from these divisions who are carded by Strat-O-Matic and not on a 15-man roster will be ineligible to be drafted. The team name used on the Strat-O-Matic player card will determine the team/division for the player. The ineligible divisions will rotate every year (AL/NL Central 2024, AL/NL West 2025, AL/NL East 2026, etc). All carded players not in the ineligible divisions will be eligible to draft.

Non-carded players

Players available in the draft who don't qualify for the active roster will be non-carded. These players, if drafted, will be part of a team's roster but are ineligible to play. Non-carded players are eligible for trading.

Rosters

Active roster size between games 1-121 and the playoffs is set to 26 players and between games 122-end of year is set to 28 players. All teams must have at least 10 pitchers on their rosters during the regular season & playoffs. There is no maximum roster limit, but a franchise may not trade players or draft picks so that it is unable to maintain a minimum roster (active & minors) of 32 players. A franchise may also not trade upcoming draft picks so it is unable to maintain a minimum draft of 17 players.

If a manager does not have 30 players/draft picks due to penalties prior to the draft, then the commissioner will be responsible to make the necessary moves to get the team to a minimum roster. After the 15-man rosters have been announced, managers will have access to current draft picks for the upcoming draft and future draft picks for the draft a year later.

Teams need the following minimum requirements to start the season: 1458 games, 162 starts, and 450 innings of relief. If you do not cover these requirements before playing your first game, you will be penalized a 5th round (or next higher) pick.

Minor League Restrictions

All players not on your club's active roster constitute a minor league roster.

Prior to & including game 121, players may be sent down/called up from the minors subject to the following rules:

- Once a player has been farmed out to the minors, he must remain there for at least twenty games. Players who are brought up from the minors need to remain up for a minimum of ten games.
- Each pitcher may be sent down and brought back only one time. Although, if a pitcher starts in the minors he may be called up twice. When the pitcher goes back to the minors for the second time, he must remain there until rosters are expanded after the 121 game mark.

Between games 122 – end of season, players may be sent down/called up from the minors subject to the following rule:

- Any player sent down to the minors must remain there for at least 10 games. There is no minimum amount of games that a player needs to remain up before he can be sent down to the minors.

Player Restrictions

All players are governed by their performance in the previous major league season. Players will be limited in order to simulate their performance in real life. If a manager lets a player exceed his limits, it is valid grounds for a protest and penalty. If major league baseball plays less than 162 games, then the Strat cards will be pro-rated and limits adjusted for a 162 game season.

Batter limits

All batters are limited by games played. If his total plate appearances are less than 3.1 times his games played, he is also limited by at bats. When a batter reaches either his at bats or games limits, he is no longer eligible to play. Any time a defensive player enters a game, whether it is for pinch hitting (actual batting or not), pinch running, or as a defensive replacement, it counts as one game played.

Pitcher limits

Starters are limited to their number of starts (no inning restrictions)

Relievers are limited to their innings pitched (no game restrictions)

Starter-relievers are limited by total games, games started, and innings pitched. Starter-relievers are no longer limited by relief appearances. Managers can convert games started into relief appearances as long as total games and innings pitched restriction limitations are still managed.

Declaring pitchers

Starter-relievers (no underline) must be declared a starter-reliever

Starter-relievers (underlined) can be declared as a starter or a starter-reliever

Reliever-starters (underlined) can be declared as a reliever or a starter-reliever

Any "combo" pitcher must be declared as to his role before the season starts and included on the beginning season roster. Managers who obtain starter-reliever (underlined) or reliever-starter (underlined) pitchers in a trade can change their status from starter to starter-reliever or reliever to starter-reliever as long as their total stats do not exceed the players new starter-reliever limitations.

Substitution of players

An outfielder may play another outfield position not listed on his card with the following restrictions:

- A center fielder may play left or right without any adjustments to his fielding rating
- A right fielder may play left without any adjustments to his fielding rating
- A left fielder may play right by lowering his fielding rating by one (2 becomes a 3, 3 becomes a 4, etc.) But a 5 rated left fielder cannot play RF (unable to add 1 to the range).
- No player may play center unless he is rated there
- No adjustments are made to the throwing arm

Players without a fielding position on their cards can only be used as a DH or a pinch hitter. No defensive replacements or shuffles may be made in mid-inning (after the first batter in the inning) unless the pitcher is removed and the player bats in the pitcher's slot in the lineup. Pitchers may not be used to pinch hit unless all everyday players have been used up.

Pitcher point of weakness and limitations

Pitcher dotting & point of weakness

Starting pitchers point of weakness is determined by innings. For example, a five-inning POW starter can be dotted at the beginning of the fifth inning. Reliever's point of weakness is determined by outs. A one inning reliever can immediately become dotted; two inning relievers can be dotted after three outs, etc. Whenever a pitcher is dotted, ignore any out reading followed by a dot and substitute SINGLE **.

- Any pitcher that allows five runs in one inning automatically becomes dotted.
- Once a pitcher's point of weakness inning has been reached, he can be dotted by allowing 3 hits and/or walks in one inning or less.
- Past their point of weakness inning, he can be dotted by allowing 4 hits and/or walks over two innings or less.

Note: Intentional walks or hit by pitch do not contribute toward a pitcher's point of weakness.

- Any pitcher that allows eight runs must immediately be removed from the game.

Starting Pitcher Limitations

- Starting pitchers that have allowed five runs or more cannot pitch beyond their point of weakness inning.
- Starting pitchers dotted before/during their point of weakness inning can only pitch to the conclusion of their POW inning. Starting pitchers dotted after their point of weakness inning must immediately be removed from the game.
- No starting pitcher can exceed their point of weakness + 2 innings unless throwing a shutout or no-hitter. For example, a five inning point of weakness starter cannot pitch more than seven innings unless he is throwing a no-hitter or shutout.
- All non-asterisked starters must have 4 games of rest between starts. Pitchers that are asterisked can start on 3 days of rest. Off days count as only one day of rest.

Reliever limitations

- Any reliever who pitches past his endurance (dot) inning or beyond three innings (the first batter of his fourth inning) will be dotted in all future appearances until he receives a game of rest or the team has a day off. This penalty does not apply if a double or triple play causes this situation to occur.
- Relievers who pitch more than one inning past their endurance inning automatically become dotted (i.e. a two inning reliever will be dotted after he pitches 3 innings).
- Relief pitchers cannot be used more than two straight days. After pitching two straight days, he must rest one day. It is the responsibility of both managers to declare at the beginning of a series the relievers used in the previous games.
- Relievers who pitch five innings may not appear in relief the next day.
- Relievers who pitch six or more innings may not appear for two days.
- No reliever may pitch more than seven innings unless they are the last available pitcher on the team.
- Any reliever brought into a game must face at least three batters or reach the end of an inning before removal.

Removing Starters

A starter may not be removed from a game before the fifth inning or POW inning (whichever is lower) unless the pitcher is dotted or has given up five runs (three runs in playoffs). For example, a one inning POW opener just needs to pitch to one batter, a four inning POW starter must pitch to the first batter in the fourth inning. Any starter with a POW of 5 or larger, must pitch to the first batter in the 5th inning.

Starter-relievers

When used in consecutive starting appearances, a starter reliever is governed by starting rules. When used in relief appearances, he is governed by relief rules. When mixing back and forth, use the following chart to determine amount of rest before he may relieve/start.

- 3 or less innings 2 days rest
- 4+ innings 3 days rest

Bolo pitchers

A team which runs out of pitchers at the end of the season will be assigned the worst available pitcher from the bolo (undrafted pitchers) pile by the commissioner. At the end of the season, any bolo players received by a team cannot be kept and will go back into the draft. If a manager has to use a player in this manner, these penalties will ensue: 1st time-

15th round pick; 2nd time-10th round pick; 3rd time-5th round pick. If the manager does not hold any of these picks, the next earlier will be lost.

End of Season Ties – Playoff teams

In case of a tie in the end of year standings between two potential playoff teams, the team that wins the season face-to-face series would be awarded the higher placement in the standings. If there is a tie in their face-to-face series, the team that had the better record over the last 5 face-to-face games will be awarded the higher standing in the playoffs.

In case of a tie in the end of year standings between multiple playoff teams, calculate head-to-head record between all teams that are tied. If there is still a tie among ALL teams, calculate the head-to-head record over the last 5 games between all teams that are tied. If there is still a tie among ALL teams, calculate the head-to-head record over the last 3 games.

Note: Whenever a team either wins or loses a tie breaker, separate them and start the tie breaking process completely over from the beginning with the remaining tied playoff teams.

End of Season Ties – Non Playoff

With regard to draft order for non-playoff teams with the same records, the team that wins the season face-to-face series would be awarded the earlier pick. If season series is tied, teams will alternate draft order.

Playoffs

There will be a day off between the end of the regular season and the playoffs (except teams that play game 163). The top six teams will make the playoffs. First and second place teams will receive byes in the first round. The first round of playoffs will have the third and sixth place teams and the fourth and fifth place teams play a best of seven series. The second round of playoffs will have the first place team face the lowest ranked winner of the playoffs and the second place team facing the highest ranked playoff winner. The winners of those two series meet for the RSBL World Series. If by commissioner ruling a team is declared ineligible for the playoffs, third place would also receive a bye while the other two playoff teams will face each other as normal.

All injuries (hitter and pitcher) will be ignored in the playoffs. The higher seeded team has the home field advantage. All playoff series will be best of seven games. A 2-3-2 format will be used in the playoffs (two at the higher seed's home, three at the lower seed's home, and two at the higher seed's home field) with one day off between change of venue. There will be one day off between each playoff series and shorter playoff series will give the winners more rest. (For example, 6 game series = 2 games rest, 5 game series = 3 days rest, etc.). Prior to the playoffs, each participating team must submit a playoff roster of 26 players. Playoff teams can adjust their rosters between playoff rounds. This roster will include at least two catchers and ten pitchers.

Player Limitations for Playoffs

Any player who qualifies for the active roster is eligible for the playoffs with the following limitations.

Playoff limitations for Batters (non-catchers):

Pinch hitting can occur anytime during a playoff game, but a pinch hitter cannot stay in the game prior to the 7th inning unless it counts as a game started.

Games	Normal	At-bat limited
65 games or less	2 starts + 1 PH	1 start + 2 PH
66-85 games	3 starts + 1 PH	2 starts + 2 PH
86-105 games	4 starts + 1 PH	3 starts + 2 PH
106-120 games	5 starts + 1 PH	4 starts + 2 PH
121+ games	No limits	No limits

Playoff limitations for catchers

Note: Catcher must be the first position listed on the card

Games	Normal	At-bat limited
40 games or less	2 starts + 1 PH	1 start + 2 PH
41-60 games	3 starts + 1 PH	2 starts + 2 PH
61-80 games	4 starts + 1 PH	3 starts + 2 PH
81-100 games	5 starts + 1 PH	4 starts + 2 PH

101+ games	No limits	No limits
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Playoff limitations for Starting Pitchers:

12-17 starts	1 playoff start
18+ starts	2 playoff starts

Playoff limitations for Relief Pitchers

Relief pitchers are limited to the following amount of innings in a series. Inning restrictions shall be applied to all relievers innings threshold unless a pitcher is the only remaining pitcher and must finish a game. Note: Starter-relievers can only use their innings of actual relief. This should be calculated by taking their total innings & subtracting out the number of starts multiplied by their POW.

	1 POW	2 POW	3+ POW
50 IP or less	5 IP	6 IP	8 IP
51-60 IP	6 IP	8 IP	10 IP
61-70 IP	7 IP	9 IP	12 IP
71-85 IP	8 IP	11 IP	14 IP
86+ IP	9 IP	13 IP	16 IP

No reliever may pitch more than 2 times his endurance rating, unless he is the last available eligible pitcher. (Remember that starters are eligible to relieve in the playoffs). No reliever may pitch more than 5 IP in consecutive games.

Using a starting pitcher as a reliever in the playoffs:

- Only one starter may be used in relief in any one game
- If a starter pitches more than four innings in relief in the previous day, he may not relieve under any circumstances
- All starters used in relief have an endurance factor of one inning
- A starter used in relief may not start again without three days rest, or pitch again without one day rest between relief appearances. Starters must have rest governed by the starter reliever rules.

Protest

In the event a manager feels he has grounds to protest a game, he should immediately make known his intentions to the opposing manager and then notify the commissioner within 48 hours. The commissioner will decide if the protest is valid. Note: If the commissioner is involved, then the league assistants will decide. If the protest is valid, the commissioner decides what action should be taken. The managers involved can bring the matter to a league vote, with a 2/3 majority necessary to override the commissioner's decision. Valid grounds for protest include overuse of a player, using a starting pitcher out of order in the starting rotation, and using any player ineligible because of injury or minor league status. Misread cards or charts, ignorance of league constitution or playing rules are not grounds for protest.

League Events

- RSBL Draft – Scheduled by the commissioner in February - March
- Fall League Meeting – Scheduled in November - January. New rule proposals & league officers are voted upon.
- Winter banquet – Scheduled in December - February. League trophies are distributed

Awards

At the end of the year, managers will vote on manager of the year, plus MVP, and Cy Young awards.

Rules of Play

Fielding Charts

All GBA, GBB, & GBC results will be handled by the Infield Position table on the RSBL supplemental fielding Chart
All FBA, FBB, FBB?, & FBC results will be handled by the Outfield Fly Ball table on the RSBL supplemental fielding Chart
The official Strat-o-Matic Super Advanced Fielding Chart will handle all X-chance results

Infield position

Once the infield changes position, it is assumed to remain in that position until changed again (obviously the infield reverts back to normal with two outs). If the infield is positioned in, or corners in, increase the hit & run rating by one letter (B becomes A, etc.) and decrease the batters bunting rating by one letter (an A becomes a B). If a GBA+ or GBB+ is hit to a fielder who is positioned in, change the result to SINGLE**.

GBX results with corners IN

If a GBX is hit to 1B or 3B with the corners in, consider the infield IN on the SOM super advanced fielding chart. If a GBX is hit to 2B or SS with the corners in, consider the infield BACK on the SOM super advanced fielding chart. On a GB(p)X or CATCH-X with the corners in, the pitcher and catcher are considered IN when there is a runner only at third base or runners only at second and third base. Otherwise, the pitcher & catcher are considered playing back.

GBX results with infield IN

All infielders (C,P,1B,2B,SS,3B) are considered infield IN on the SOM super advanced fielding chart. If a GBX result followed by the # symbol is hit to a fielder positioned IN, change the result of the play to SINGLE**.

Outfield In

Can only be used only when the potential winning run is on third base, fewer than two outs, and the game can end on a sacrifice fly. If the defensive manager positions the outfield IN, make the following adjustments: On readings of "fly()B?" subtract 7 from the base runner's speed instead of adding 2. Consider all readings of "fly()A" and fly()B" to be a walk-off single with the runner on third scoring.

Safe or loose

Whenever there is an unforced runner on third with less than two outs, the offensive may elect to play safe. The defensive infield position must be indicated prior to the offensive manager revealing his intentions. If the offensive manager fails to declare, then the runner on third is assumed loose. Safe/Loose designations will only come into play with GBA, GBB, & GBC results. Please reference the RSBL supplemental chart (Infield Position Chart) for the outcome of the play. Safe/loose does not affect GBX readings.

Holding Runners

If a GBX is hit to a fielder who is responsible for holding a runner on base, all readings followed by the # symbol are treated as SINGLE**. He will **NOT** have to degrade his range. Only if a fielder is playing in & holding a runner will both the # symbols & range penalties come into play. The defensive manager may elect to either hold or not hold a runner before every at bat. Use the following list to determine who is responsible for holding runner:

- Runner on 1st, left-handed batter 1st Baseman & Shortstop
- Runner on 1st, right-handed batter 1st Baseman & 2nd Baseman
- Runner on 2nd, left-handed batter Shortstop
- Runner on 2nd, right-handed batter 2nd Baseman
- Runner on 3rd 3rd Baseman

Fly(rf)B with runner on second

A runner on second can advance to third on a Fly(rf)B result using the following calculation:

- Safe \leq Running speed + OF arm + 2
- Out = Roll of 20
- Hold = All other rolls

Note: This does not apply to Fly(rf)B? or F2 readings from the Super Advanced Fielding Chart.

Hit and Run

If the infield is positioned in, corners in, or the lead runner is being held, increase the hit & run rating by one letter (B becomes A, etc.). If the batter misses the pitch on a hit and run the lead runner must attempt a steal. If this runner doesn't have a steal rating, he is automatically out. A runner who fails to get his lead still has a 1 in 20 chance of being safe. Hit and run is not allowed with a runner on third. If a player fails to establish a lead, the hit & run may still be attempted. If

the batter misses the pitch, the runner goes at the standard second number. If the runner is at second base & has failed to get his lead, he is automatically out. If a lineout is rolled on the pitchers card, override the result to be lomax.

Bunting

If corners or infield are in, downgrade the bunting rating one level. Bases loaded and corners or infield in, downgrade the bunting rating **TWO** levels instead of one. The worse possible adjusted bunting rating is E.

Squeeze

The squeeze play can only be used with a runner at third base. Use the adjustments from the Bunting section (above). Only the suicide squeeze can be used in league play. The safety squeeze has been eliminated from league use.

Pinch Hitting

All pinch hitting must be announced prior to rolling for the wild pitch/balk/passed ball. If a manager gets to re-roll for the wild pitch/balk/passed ball (i.e. stolen base), then the offensive manager gets another chance to pinch hit.

Catchers T-rating

Comes into play when a 1,2, or 3 comes up on a steal attempt. Roll the 20 again and if the number falls within the catcher's T-rating, charge him with an error and move the runners up one base.

Rolling for wild pitch, balk, passed ball

Whenever there is at least one runner on base, roll a twenty-sided dice first.

- A roll of 1 on the twenty-sided die indicates a wild pitch may occur. Roll the twenty sided die again and refer to the pitcher's wild pitch rating. If the number rolled is less than or equal to the pitcher's wild pitch rating then a wild pitch occurs and all base runners advance one base.
- A roll of 2 on the twenty-sided die indicates that either a balk or a passed ball may occur. Roll a six-sided die. If the result is 1 to 3 a balk may occur. If the result is 4 to 6 a passed ball may occur. In either case roll the twenty-sided die again and refer to the appropriate rating. If the number rolled is less than or equal to the appropriate rating then a balk or passed ball has occurred and all base runners advance one base.

If a wild pitch, balk, or passed ball occurs and a baserunner still exist, roll the twenty-sided die again to see if another wild pitch, balk, or passed ball occurs. Roll for balk/wild pitch whenever the base running situation changes (runner moves up a base, pitcher change, and new batter). Having or not having a balk/wild pitch/passed ball attempt under these circumstances does not prohibit a stolen base attempt.

Rolling for the lead

When rolling for the lead roll a twenty-sided dice as well as two six-sided dice.

- A roll of 1 on the twenty-sided die indicates the base runner may be picked off. Refer to the baserunners second steal rating and roll the twenty-sided die again. If the number rolled is less than or equal to the second steal rating the baserunner dives back successfully. Otherwise, this base runner is picked off.
- A roll of 2 on the twenty-sided die indicates a possible balk. Roll the twenty-sided die again and refer to the pitcher's balk rating. If the number rolled is less than or equal to the balk rating than a balk has occurred. Otherwise the base runner holds on to his original bag. In either case no steal attempt may occur.

Once you roll for a lead and get it you must attempt a steal. Players with an asterisk '*' in their lead numbers, automatically get their lead if unheld. Whenever a new pitcher enters the game, a manager may reroll for the lead.

Stealing second

- If the baserunner achieved a good lead then use the following to determine a successful stolen base:
First rating number + (pitchers hold & catchers arm) - 2 (if held)
- If the baserunner failed to achieve a good lead & the offensive manager decided to attempt a stolen base:
Second rating number + (pitchers hold & catchers arm) -3 (if held)

Note: The pitchers hold & catchers arm together must not exceed the range of +5 to -5. If it is greater than +5 then use +5. If it is less than -5 then use -5.

Stealing third

Second rating number + (pitchers hold & catchers arm) - 4 (if held)

Baserunner must achieve a good lead otherwise he can't steal. The above note still applies to this situation

Stealing home

Second rating number - 9 (not held)

Second rating number - 13 (if held)

Do not factor in the pitchers hold or the catchers arm. Base runner must achieve a good lead otherwise he can't steal.

Delayed steal of home

With baserunners on first & third only

- This may not be attempted if either runner has previously rolled for a good lead
- Runner on first safe range: (second rating number + catchers arm). Do not roll for lead. Do not factor in pitchers hold rating or the fact he is held on base.
- The defensive manager must now choose to either have the catcher hold onto the ball (prevents the runner from stealing home) or throwing to second in an attempt to get the runner. If he chooses to hold onto the ball credit the runner going from first to second with a steal.
- If he chooses to throw to second, then the runner on third may attempt to steal home without rolling for the lead. Runner on third safe range: (second rating number - 5). Do not adjust for the pitcher's hold rating, the catcher's arm, or if he is held on base.
- If the runner on 3rd attempts to steal home, the defensive manager has a choice: Let the ball go through to try and get the runner stealing second, or cut off the ball and throw home.
- With two outs, if the defense throws out the runner stealing second, the runner on third does not score. In all the above situations, a total of zero or a negative number still gives the runner a 1 in 20 chance to steal.

Double/Triple Steals

In double or triple steals, only the lead runner's rating will be used. The defense may attempt to throw out the lead runner only. Trail runners automatically advance one base.

Ballpark Homers

If a ballpark homer chance is missed, will be treated as a FB(B) and handled by the fielder indicated on the split. If no indication assume CF.

Advancement of Runners to 3rd Base

When the lead runner has the option of going from first to third on a SINGLE with no stars and the offensive manager sends the runner to third, the defensive manager has the following options:

- Throw for the runner going to third
Running speed + outfield arm +2 with two outs +1 if unheld (see note) -1 if held-2 if from left field +2 if from right field. Batter always takes second.
- Cut off throw Hold batter at 1st base
Runner automatically takes third base. Batter held at first base.

Note: When a runner is held on first or second base, subtract 1 from the running rating held when that rating is needed to determine whether he can advance an extra base on another player's hit. If the runner is unheld on first or second base AND there isn't a lead runner in front of the runner, add one to his running rating.

Advancement of Runners to Home

When the lead runner has the option of scoring on a SINGLE no stars or DOUBLE no stars, the offensive manager must decide to send the runner home or stay at third. If he decides to advance, the defensive manager has the following options: Throw for the runner attempting to score or concede the run but prevent the trail runners from advancing.

If the defense throws home, the offensive manager must decide whether or not to allow the trail runners to advance an extra base. If the offensive manager decides to send the runner home and let the trail runners advance, the defensive manager has the following options:

- Throw for the runner going home
Running speed + outfield arm +2 with two outs +1 if unheld (see previous note) -1 if held
Batter on first (single) always takes second, Batter on second (double) holds, and other trail runners advance
- Cut-off ball and attempt to throw out the first trail runner
Running speed - 5 + outfield arm + 2 if two outs except if trail runner is batter
Run automatically scores even if trail runner is 3rd out.
Batter on first (single) takes second, Batter on second (double) holds, and other trail runners advance.

Clutch Hitting (horseshoe)

Clutch hitting occurs with two outs and a runner in scoring position (second base and/or third base). If the original reading was any type of out, convert it to a SINGLE** instead. If the original reading is a SINGLE, convert it to a pop out instead.

Closer Rule

A closer situation occurs when the defensive team has the lead and the tying run is at-bat or on base from the 9th inning on. The closer rule does not affect starting pitchers, but only a reliever's endurance. Once a pitcher begins to use his closer endurance rating, that is his endurance for the remainder of his appearance, even if the score changes & the game no longer is a closer situation. A closer rating determines the endurance of a pitcher THAT game, while his POW rating determines if he will be normal/dotted NEXT game. When a closer situation occurs, observe the following changes:

- Relievers brought into the game

When a relief pitcher is brought into a game in a closer situation, ignore his Relief Endurance (POW) rating. Instead, use his Closer Endurance rating to determine the number of outs he can record before he can lose his effectiveness. Once this number of outs has been recorded, the pitcher will lose his effectiveness as soon as he allows a hit or a walk. "N" rated closers brought into the game in a closer situation, will enter the game dotted (weak). If a pitcher is rated "0", then he loses his effectiveness as soon as he allows the first hit or walk. When a pitcher loses his effectiveness all readings followed by dots become singles with two stars.

- Reliever currently in the game

"N" rated closers immediately loses their effectiveness and are dotted. If a pitcher in the game has a closer rating of 0 to 6, subtract the number of outs he has already recorded in the game from his closer rating. This number becomes the Closer Endurance for this game. If the computed number is less than 0, then accept 0 as his Closer Endurance for this game. Follow the rules outlined above (under "Reliever being brought into the game") using his computed Closer Endurance instead of his actual rating.

White Triangle results

Ignore the first reading. Instead use the second reading (in italics) beneath it.

LO() MAX rule

When a reading of lo() max occurs in a situation where a triple play could occur, roll the 20 sided die.

- 1-7 Lineout - TRIPLE PLAY!
- 8-20 Lineout double play - lead runner doubled off

Extra Innings

Our league will follow MLB extra inning rules. During extra innings, the offensive manager will place a runner on second base at the start of the half-inning. This runner will be the player in the batting order just before the leadoff hitter. However, if the player in the batting order immediately preceding the leadoff hitter is the pitcher, the runner placed on second base at the start of that half-inning may be the player preceding the pitcher in the batting order. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game. For purposes of calculating earned runs, the runner who begins an inning on second base pursuant to this rule shall be deemed to be a runner who has reached second base because of a fielding error, but no error shall be charged to the opposing team or to any player.

Shohei Ohtani rule

if the starting pitcher is in the lineup as the DH, then that player can remain as the DH even if he is removed as a pitcher.

SOM Rules not followed by the RSBL

The following SOM rules are not followed by the RSBL: Outfield HR robbing rule, outfield errors on runner advancements.

Injuries

There will be no hitter/pitcher injuries in the regular season or playoffs. Regardless, **each position should have a backup (eligible to play that position) at the beginning of the game** (except in the playoffs).

Moving the Designated Hitter to a fielding position

Whenever a DH is moved to any fielding position, the DH position is nullified for that team for the remainder of the game and the pitcher must come to bat in the position of the player whom the DH replaced in the field.

Lineups

Visiting managers must announce their starting pitcher first. Lineups should be made out simultaneously (can't wait for other manager to make out his lineup, view it, then make out yours).

Announcing Moves – Etiquette - Dice

- Before attempting a stolen base attempt, it is the responsibility of the offensive player to announce the steal rating numbers and if he is starred (asterisk) to the defensive manager and determine from the defensive manager if the runner is held or not.

- Before attempting a bunt or hit & run, it is the responsibility of the offensive player to announce the appropriate player ratings to the defensive manager and determine from the defensive manager the defensive alignment.
- It is the offensive manager's responsibility to determine when a pitcher is dotted. The offensive manager cannot take advantage of a dot single unless he has previously informed the defensive manager that his pitcher was dotted.
- Offensive managers should announce the number of outs & locations of base runners when appropriate, the clutch ratings in clutch situations, and inform when a relief pitcher is about to cross his innings limit.
- If an opposing manager accidentally finds that the opposing pitcher doesn't throw with the hand he thought during the game, etiquette is to allow 'free changes in the lineup from that point on. For example, if it's realized with the second batter, let him make out a new lineup with only the first batter's results standing-if it's not picked up until all batters have batted, then no adjustments are allowed.
- It is good etiquette to mention what you're reading as the dice roll (everyone makes mistakes) and keep the cards (batters & pitchers) in a readable position for both players. Announcing what the situation is before and what the results are after helps keep four eyes on the situation.
- Every manager should strive to travel and play their fair share on the road and/or neutral site games.
- To ensure fair play, only random 20-sided dice (hi/low numbers evenly distributed) will only be used during league play and not hi/low 20-sided dice (low numbers on one side of the dice). Dice should be easy to read by both parties. If the opposing manager has trouble reading your dice, please be courteous & change the dice to a set easier to read.