

JAG

When baseball was Just A Game

JAG is a 12-team league divided into two divisions, playing an aggressive schedule of 111 games per season plus playoffs.

<https://docs.google.com/spreadsheets/d/1KtxmoNtP3RCpHr1U3StlSje4e2K-1pO3OQ8T1UEiRZc/edit?usp=sharing>

The goal is to play a minimum of 3-4 series every 10-12 days, meaning we should finish a regular season in 3-4 months and a season in 4-5 months.

There is a cost of \$5 per team, per season to cover the cost of the website for all DT Events leagues.

General Managers are here on the invitation of the commissioner, continued participation is at the will of the commissioner and can be terminated at any time without notice. Your actions here could affect your standing in any or all DT Events.



DRAFT

The league begins play with the 1963 season with 1964 being the next season, etc. The 1963 draft will be 30 rounds with each following draft being 10 rounds. Non-playoff teams go by record, playoff teams go by 1st round losers by record, 2nd round loser by record, WS loser, WS winner. Tie breaker 1st FTF, 2nd vs division, 3rd vs other division.

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

CONTRACTS

Each team has 85 contract years available for each season. You may not go over 85 at any time during the season. Unused years do not carry forward to the next season but can be used to add players during the trading period.

You can sign each player to a contract between 1 and 5. IE you Draft Ty Cobb and want him for the next 5 seasons. He would count as 5 years against your 85 contract years for each of the next 5 years, and you would have 80 remaining for each of the next 5 years.

Contract goes with the player if traded.

1- and 2-year contracts are considered short term, and those players automatically go back to the draft pool when their contract expires.

3+ years contracts. Once the contract expires those players become FREE AGENTS.

A Free Agent (RFA) is a player whose contract was 3+ years and has expired. A list of all RFA will be sent out and each manager may offer any RFA a contract, RFA's always sign with the team for the most years. If there is multiple offers between 1 and 4 years and they will resign with his last team if they were on of the highest offers (Hometown Discount), The Hometown discount does not apply to players where the offer includes the finale year of his contract or a max 5-year deal. It will then go to draft picks to determine who he signs with. If multiple teams offer the same and the players last team is not involved teams will have 1 chance to add a draft pick in the upcoming draft, The highest draft pick is where the player signs and the pick is forfeited. You may only bid up to a player's final year in the MLB.



Any player cut still counts toward your 85 years until the contract expires.

WAVIERS

24 hours last to first by record, you must be willing to take on the players remaining contract.

Pitching

Starters are limited to 10 innings per start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 3 games off before and after each start.

Pitchers get 72% of Innings Pitched

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

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

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

Pitchers may pitch run in any game but if they pinch hit, they must pitch to at least 1 batter the next inning.

Offensive Players

Hitters use 72% of their MLB total plate appearances.

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

SET UP

Rosters maximum of 31 players during the season.

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

GLITCHES are to be replayed as if the game never happened

NO DH EVER

Advanced Fielding should be ON.

Pitchers Fatigue should be ON.

Optional Pitching Rule OFF

Manual Dice Roll OFF

Ghost Runner Rule OFF

Re-roll Rainouts ON

3D Dice OFF

Three Batter Rule OFF

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

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

OVERUSAGE

Any player overused will be ineligible for the playoffs, length to be determined by the rules committee. In cases of multiple players overused teams are subject to further restrictions including loss of draft picks. Penalties are all at the commissioner's decision.



TRADING

Draft picks may only be traded 1 year out. After the 1963 WS the 1965 picks will "tradable"

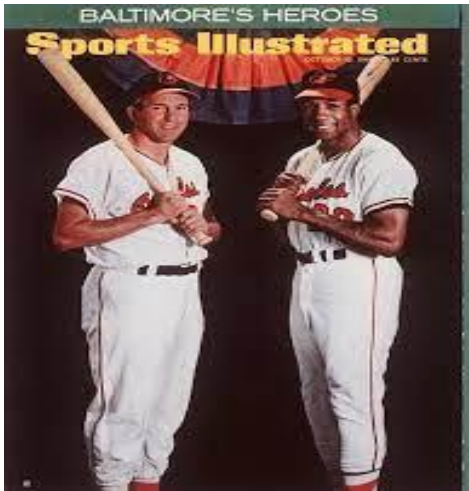
Trading ends after game 72 and starts again after the World Series and ends.

No Conditional picks trades allowed.

UNDRAFTED PLAYERS

Any undrafted player may be signed to a maximum of a 1-year deal for the rest of the current season.

Free Agents can NOT be added after the trading deadline.



PLAYOFFS

3 teams from each division 2v3 play 5 games 2-2-1, W23v1 play 7 games 2-2-1-1-1 and a 7 game World Series 2-2-1-1-1.

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

In a 5-game series for pitchers (MLB actual $\times .09$ = innings allowed) for the playoff series, for hitters (MLB plate appearances $\times .04$ = plate appearances allowed) for the series. If you win your series in three games, no rest days are required (rotation resets); if you win in four, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series); if you win in five, two days of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 3 of the next series). Games 123 is a series and games 45 is a series.

In a 7-game series for pitchers (MLB actual $\times .135$ = innings allowed) for the playoff series, for hitters (MLB plate appearances $\times .055$ = plate appearances allowed) for the series. If you win your series in four or five games, no rest days are required (rotation resets); if you win in six, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series); and if you win in seven, two days rest are required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 3). Games 123 is a series and games 456 is a series.

No carry over from one series to another. In the event of a tie there is a 1 game playoff. If a tie for the final playoff spot it is a 1 game playoff, otherwise ties are determined by best record H2H, vs division, vs other division, coin flip.

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