

THE SCBL Rules and Guidelines

2025 EDITION

(Edited and modified to the known current state of affairs)(12-3-24)

i. General Rules

1. The Southern California APBA Baseball League (SCBL) consists of 15 league members, each acting as manager and general manager for one league team with sole control over his franchise.
2.
 - a. Each team owner will pay a \$30.00 franchise fee annually to cover league operational costs.
Backup managers will pay \$15.00 which will cover a year subscription to the SCBL Website and any related league publications.
 - b. New managers will pay an additional \$30 probation fee, that will be used as the 2nd year fee, if the team Owner returns.
3. Every SCBL team consists of 35 players. Equating to 28 Active Roster spots and 7 Reserve spots. (Rule#37)
4. All standard and advanced rules of APBA Basic Game are used with the exceptions outlined in the SCBL Playing Rules, Some of these include...
 - a. Grade reductions and advancements for pitchers are slightly amended.
 - b. Board changes that reflect the current play under league rules.
 - c. Some Master Game symbols, play and results are used.
5.
 - a. The standard game card set, produced by the APBA Game Co. will be used as the official card set for our replay of the previous MLB season. All carded players included in the standard game card set are eligible for play and the draft. The Commissioner will purchase the standard game card set with the Master Game symbols, and distribute the cards appropriately to each team's manager each season. (2013)
 - b. No other card set ,(XC), reprint or facsimile will be used to play league games, unless special permission is given from the Commissioner or the Vice Commissioner. (1986)
 - c. Trades and drafts may be held without the official standard card set. (1984)
6. "Total Stats", (game results, player statistics, and nominations for Player, Starting pitcher and Reliever of the Month), for each month, (totals to date), must be reported to the Commissioner or the Stat-coordinator, by the first of the next month. (1984)
8.
 - a. If there is a dispute about the rules that cannot be settled by the two managers, then try to contact the Commissioner or Vice Commissioner to settle the dispute. If no one can be reached, roll a die or flip a coin, to get play resumed.
 - b. The manager ruled against may protest the game by emailing the circumstances to the Commissioner within 24 hours.
 - c. The SCBL is mostly a self-regulating body, where each member is expected in good faith to turn themselves in, if they notice that a rule or guideline has not been followed properly.

ii. SCBL LEADERSHIP

9. The SCBL is served by four officers. These officers are Commissioner, Vice Commissioner, Website Coordinator, and Trading Director. If more than one member volunteers for an officer position, a vote from the remaining members will be held, with a simple majority the winner. The responsibilities of these four officers plus that of an SCBL members are as follows:

COMMISSIONER- The Commissioner is the chief officer of the SCBL. His duties are to ensure smooth operation of the league and oversee all functions. Also to organize and run all league meetings, manage league finances and league paperwork, (newsletters, statistics, the Constitution, rules, website, etc.).

Vice COMMISSIONER- The Vice Commissioner's duties are to assist the Commissioner in the organization and decision making of the league. The Vice Commissioner serves in place of the Commissioner when the Commissioner is incapacitated or unreachable.

WEBSITE COORDINATOR - The Website Coordinator will keep current the SCBL website with weekly updates, and if possible daily updates - which will include standing's, game results, statistics, and any other relevant SCBL activities.

TRADING DIRECTOR- The Trading Director's job is to announce the start of the Trading season and keep track of the trades and anything else listed under, Section **ix. Trading**, later in this guide.

LEAGUE MEMBERS- The responsibilities of a SCBL member are to play his games, report his results, get his stats in on time and follow all league rules. And to assist all the officers, when ever possible, for the smooth operation of the league.

iii. General Rules of Play

10. Be prepared and play expediently. A 6 game series should take **less than** three(3) hours.
If your series exceeds three hours, you are, "holding up", your opponents.
Practice good sportsmanship. The main purpose of this league is to *enjoy* face-to-face play. (1984)
If both managers agree, interweb play can be substituted for Face to Face play in any series. (2024)
11. The League will consist of three Divisions. Each club will play fourteen six-game series.
This provides for a 84-game schedule with 42 games at home and away.
A schedule is to be made based on the current number of teams and will generally try to follow these guidelines:
Each team plays against their division teams one series of 6 games and all rival divisions for a total of 14 series.
On occasion, due to an odd number of teams, there maybe exceptions made to these guidelines. (2011)
12. The season will start in March and end in September. It is advisable to play each month in order.
Series played in a particular month may be in any order. Playing ahead in the schedule is permitted, **but does not relinquish the responsibilities of playing against your opponents in the current month.** (1992)
13. If you are scheduled to visit your opponent, **YOU** are responsible for contacting them by the seventh of the month in which the games are scheduled to be played, (if this isn't done by the seventh fines could be imposed), and arranging a mutually convenient time during that month to go to his home, workplace or other venue, and play the games.(1988)
14. In a 6 game series the person who has the series scheduled at his Home, workplace or other venue, has the choice of playing the first set of 3 games or second set of 3 games as the "Home Team".
15. Both dice must be rolled together. If one die is unplayable (a "leaner" or "off surface") both dice must be re-rolled.
If there is a dispute as to what is a "leaner", then the dice should be re-rolled. Dice should remain on the table, untouched, until your opponent acknowledges the roll result. (2014)
16. a. Any 2 Dice of discernibly different colors may be used, as long as they are easily readable. (2016)
b. Dice Cups, if used, must be round and the diameter of the cup shall be at least two times that of the largest die used. (2017)
c. Any dice tower may be used. (2010)
d. Electronic dice are acceptable for use for all League play. (2012)
17. The manager on offense should announce each batters name and shake the dice for a few seconds to give the other manager a chance to call, "time-out", if he needs more time to consider making a defensive move. (1985)
18. a. Base coaching options must be announced before each batters turn. Unless agreed upon by both Managers before the series starts that once an announcement of Base Coaching is made, it follows the base runner until he scores or the inning ends.
b. It is assumed for Defensive purposes that the infield is, "Deep", unless the Defensive Manager calls for the infield to be, "Close". This announcement must be made for **each new batter** or the option of Infield Close is lost.
c. With two out and third base occupied the infield is always, "Deep". (APBA)
19. With a runner or runners on base, the offensive Manager may elect to have one or more of them, "play it safe".
The runner or runners must be called by name, (see Rule#18a). (APBA)
When this base running option is announced, all the following changes take effect;
 - a. On any Single, any named runner advances only 1 base.
 - b. On any Double, any named runner advances only 2 bases.
 - c. On any Fly Out, any named runner holds his base.
 - d. With a named runner on 3rd with no force in effect **and the infield in**, the named runner holds 3rd, and if the play that would normally throw the runner out at home, will instead go to 1st and the batter is out.
 - e. Any named runners may not have a board steal or caught stealing. He holds his base.
(He may still get **picked off the base** by the Pitcher or the Catcher.)
 - f. Named runners may advance, even if not forced, on ground ball outs to bases fielded behind the named runner. A named runner on 2nd base goes to third on a grounder to 2B or 1B, (*not to SS, 3B or P*).
A named Runner on 3rd base will score with the Defense Deep and a grounder to SS, 2B or 1B, (*not 3B or P*).
20. a. **Hit & Run** may be called with only non-pitchers as batters and a non-pitcher on 1st. (2018)
b. Pitchers may not be used as batters or a runner at 1st base on the **Hit & Run** play.
c. If the resulting roll on a called **Hit & Run** is, as reported by the boards, a ball or strike to the batter and roll for a steal attempt, then the Steal Rating is used for the runner and the catchers Th rating and the pitchers MF will be factored into the **Hit and Run** steal attempt. The defense will roll for the Catchers throw to 2B for the steal attempt.

21. No fielding switches are permitted once a player has been assigned a position in the field of play for a game, unless a substitution is directly involved. (2014)
22. To intentionally walk a batter, "Walk him", must be called before the dice have been tossed. (1987)
The manager on offense should announce each batters name and shake the dice for a few seconds to give the other manager a chance to call, "Walk him", or, "time-out", if he needs more time to consider making a defensive moves.
23. Errors on throws home, even with the runner on 3rd, "playing it safe", remain errors, with the runner scoring. (APBA)

iv. MODIFICATIONS TO THE APBA BASIC GAME

24. In situations where a pitchers grade increases by one(1) grade the order will be in the following increments, D to C to B to A to A&C to A&B and decrease in opposite order. In the case on the minus grade pitchers from C- to B- to A- to A&C- to A&B- and decrease in opposite minus grade order.
No half grade increases and decreases are allowed unless the boards qualify it. (2009)
25. a. If a Pitcher receives a Master game designation of a **H** for less homeruns he will get a **V** rating. (2016)
Bases Empty ; 1 - Homerun, (**V** pitchers = use #6). (2018)
Runner on 1st ; 1 - Homerun, (**V** pitchers = use #6).
Runners on 2nd and 3rd ; 1 - Homerun, (**V** pitchers = use #6).
- b. If a Pitcher receives a Master game designation of a **G** for less homeruns he will get a **G** rating (2016)
Runner on 2nd ; 1 - Homerun, (**G** pitchers = use #6). (2024)
Runners on 1st and 3rd ; 1 - Homerun, (**G** pitchers = use #6).
- c. If a Pitcher receives a Master game designation of a **M** for more homeruns he will get a **M** rating (2016)
Bases Empty ; 6 - Double, (**M** pitchers and **1** or **2** outs use #1)
- d. If a Pitcher receives a Master game designation of a **L** for more homeruns he will get a **T** rating (2016)
Runner on 2nd ; 6 - Double, (**T** pitchers = **1** or **2** outs use #1).
Runners on 1st and 3rd ; 6 - Double, (**T** pitchers use #1)
26. Single game Starting Pitcher Grade Advancement: Starting pitchers that go up in grade due to a number of consecutive shutout innings pitched from the beginning of a game, will increase by a full grade until they reach a straight **A**, (2021). Using the chart below. These grade raises are cumulative. For example if a **C-** pitcher goes the first 6 (consecutive) innings without allowing a run, he will become a **B-** pitcher at the start of the 7th inning. And if he allows no runs in the 8th, would then advance to a straight **A**, pitcher at the start of the 9th inning. Scoreless consecutive innings. All grade changes are confined to a single game and do not carry over to other games;

inning	5th	6th	7th	8th	9th
grade	D	C-/C	B-/B	A-/A	A/A
- 27.a. A Starting pitcher will drop 1 whole grade for every inning started beyond his APBA Batters-faced fatigue number if if he has allowed a run. (2019)
- b. Starting pitchers will lose one whole grade, immediately, for every two runs given up after the sixth inning if their BFFN has been exceeded. This rule takes effect the moment the BFFN has been exceeded, even in the middle of an inning, if after the 6th inn has started.
- 28.a. When a pitcher allows six runs, his grade, **for the remainder of that game**, is immediately reduced to **D**, and cannot advance in grade for any reason. This rule overrides any limits on grade reductions due to innings used in sections **b**, **c** and **d**. (2016)
- b. Reliever's with a **B*** grade and higher will reduce 1 grade after 6 outs have been recorded from the point of their entering the current game and be reduced 1 grade for every 3 outs thereafter until the grade of **C** is reached, and will not drop any further, unless 6 runs are given up, then their grade will drop to a **D**, **Rule #28a**.
- c. A **B-*** reliever will drop one half grade to a **C*** and will drop no further due to the number of outs pitched.
- d. A **C*** or **C-*** reliever will not drop in grade due to the number of outs pitched. (2017)
29. If a team brings in a relief pitcher in the middle of an inning, use his base grade, (no minus), and his grade increases by one grade for the first batter, if that batter bats from the same side as the pitcher throws. The pitcher keeps the advanced grade until he faces a batter batting from the opposite side that the pitcher throws, (and then minus grade is applied, if applicable), or the inning ends. Advancement does not carry over to the next inning. **A&B** and **A&B-** reliever's will increase to an **A&B&C** reliever for *any* first batter faced under this rule and revert back to an **A&B** or **A&B-** for the second batter faced, regardless of which side that second batter bats. (2009)

- obsolete 30.** Whenever a relief pitcher bats the Relief Pitcher Hitting Card (RPHC) is used, not the reliever's APBA given hitting card. A relief pitcher is defined as a pitcher who is brought into pitch after the game has started. Starters used in relief must use the RPHC when batting, (exception Rule#44). (1996)
- 31.** If a team pinch hits with a batter, who bats from the opposite side from the pitcher throws, then the pitcher's grade goes down a maximum of one grade, from the grade that he was at just before the pinch hitter was called to pinch hit. **1st EXCEPTION;** If the pinch hitter bats from the same side as the batter he is batting for, the pitcher's grade does not change. **2nd EXCEPTION;** The 1st exception does not take effect when pinch hitting for a pitcher. (APBA)
- 32.** A sacrifice bunt is allowed to advance a runner from first to second when runners are on First and Third, with the runner on third holding. The manager of the team at bat calls "Sacrifice, no squeeze.", and then would use the, Runner-on- 1st board for the sacrifice. The Runner on third would hold 3rd, unless the Runner on 1st makes it to third base on the sacrifice play. (APBA)
- 33.** The Defensive Infield rating is eliminated; All plays from the APBA basic game boards are translated to individual defenders in place of Defensive Infield ratings 1, 2 and 3. (1981)

BASE STEALING

- 34.** Called Base Stealing is based on their Master game stolen base letter ratings and numbers. (2024)
- If a player with a MG rating of A then they may make a called steal anytime. They will be SCBL "A" rated.
 - If a player with a MG rating of B or C, then they may make a called steal anytime if their team is **ahead by 1, tied or behind by 1**. They will be SCBL "B" rated.
 - If a player with a MG rating of D or E, then they may make a called steal anytime if their team is **ahead by 1, tied or behind by 1, after the 6th inning, (innings 7,8,9+)**. They will be SCBL "C" rated.
 - All the other runners will be given a SCBL Hit and Run, (HR), steal rating.
 - If a player is brought into a game to pinch run and make a called steal, this should be treated a two(2) offensive moves so the defense can exchange players on the announcement of the pinch runner.

See chart below. All position players will have their CSR's marked on their cards, to the Right of their last name.

SCBL Group	A	B	C	SCBL
MGG	A	BC	DE	Called Steal Number, (CSN)
SSN	36			14
	35	36		15
	34	35	36	16
	33	34	35	21
	32	33	34	22
	31	32	33	23
	30	31	32	24
	29	30	31	25
	28	29	30	26
	27	28	29	31
	26	27	28	32
	25	26	27	33

Catchers will use their Master game **Th** ratings. Catchers defensively rated a **C5** will have their **Th-** doubled if it is negative. Catchers playing out of position, rated **C4** will have a **Th-9**.

Pitchers and Catchers will have their final **Th** ratings marked on their cards. (2008)

The Steal Success Number, (SSN), will be determined as follows:

Attempted steal of 2nd: CSR +/-Th +MF = SSN.

Attempted steal of 3rd: CSR +/-Th +7 = SSN.

Attempted steal of Home: CSR +15 = SSN.

For Hit and Run only

MG Stolen base letter

	MGG	A/B	C/D	E-N
"F" runner	= 34	36	42	
"neutral" runner	= 43	45	53	
"S" runner	= 53	56	64	

After the manager announces his desire to attempt a called steal, the dice are rolled by the defense. (2017)

If the dice roll is **equal to or greater** than the SSN the is runner safe.

If the dice roll **is less** than the SSN the runner is out, (A-C, PO-SS).

If the SSN = 11 or less, the runner is automatically safe, and if the SSN > 66, the runner is out, no dice roll is required.

v. BOARD CHANGES

35. The SCBL will use the the latest copyrighted playing boards from the APBA game company. Then under the league rules, modified to our meet league practices. The current board set used is the 2013 copyrighted edition. (2010)

36. The following board changes are made...

Bases Empty;

a. Replaced the **W** - Walk on numbers **36, 37, 39, 40** because of the **L** and **H** option to **#35**. (1992)

b. Against 'L' Pitchers : **36**: Out at 1st 2-3

37: Out at 1st 3-1

39: Out at 1st 6-3

40: Out at 1st 4-3

Against 'H' Pitchers : **36**: Single to Left

37: Single to Center

39: Single to Right

40: Single to Left Center

(rule #36) c. **#23**, added the roll for a **Single**, for die roll **#4-6** (2012)

d. **#15,16** and **17**, OF-1, a **Single** is added, then the error to the Outfielder and the Batter goes to 2nd. (2012)

e. **#15,16** and **17**, OF-3, a **Single** is added before the Outfielder throws out the Batter at 2nd. (2012)

f. **#22**; (**TM 1**) : 1st on error, E-1 (**P-2**): Out, 1-3 (**TM 2**): **Single** (**TM 3**): 1st on error, E-1 (2025)

g. **#18**; *(SS-10): Out at 1st 6-3 (2017)

h. **#19**; *(3B-6): Out at 1st 5-3 (2014)

i. **#20**; *(2B-9): Out at 1st 4-3 (2017)

j. **#21**; *(1B-5): Out at 1st 3U (2017)

#38: ball, (**W**- Base in balls, batter to 1st) (2020)

k. **PRN#0**: change to **PRN#7** against **A&B** or **A&B-**, Starters or Relievers. (2019)

Runner on 1st;

l. **#41** All 3 team fielding results - player injured check injury table (2017)

Resulting injury table: **J0=ROG, J1=out 1 gm, J2=out 2 gms, J3=out 3 gms, J4= out 5 games**

m. **#35 Hit and Run**: Strike - Catcher gets off stellar throw, CSR+10 +/-TH +MF and roll for steal (2017)

Runners on 1st and 2nd;

n. **#12 F.C.**, runner out at 2nd, other to 3rd, A-SS PO-2B, (**SS 9-10 and 2B 8-9**); **Double play, 6-4-3** (2018)

o. **#36**: Passed ball, runners advance 1 base (**C 8-9**): Catcher smothers ball, no advance (2016)

Runner on 3rd;

p. **#12**: Fly out to 1B, Runner Holds (1B4 or 5): Runner out trying to score, DP 3-2. (2021)

Runners on 1st and 3rd;

q. **#23**: The **Rain Out**, is replaced with a Delay of game, based on Team fielding. (2014)

(No changes were made to Sac and H&R.)

r. **#30**: add to (**LF-3**) (F- scores) (2015)

s. **#31**: add to (**CF 2-3**) (F- scores) (2015)

t. **#32**: add to (**RF-2**) (F - scores) (2015)

Note: on **#24 C-** if **both** fielders are fielding 1, then the Defense has a **choice** as to which runner gets thrown out. (2013)

Runners on 2nd and 3rd;

u. **#31**: add to (**CF 2-3**) (F - scores) (2015)

#32: add (**RF-1**; F - scores) (2015)

Bases Loaded;

v. **#30**: add (**LF-3**; F - scores) (2015)

vi. PLAYER USAGE RULES

37. The Active roster consists of 28 players that each team will play the current season with. (2010)

a. Only carded players may be on the Active roster.

b. Teams will be able to hold the rights of up to 7 additional players on their Reserve roster.

c. If a team has more than 28 Carded players, they may assign those extra carded players to the Reserve squad and retain the rights to them.

38. If a MLB player receives a regular APBA card in the following season the Rights to that player are retained, until he is released or traded.

39. If a MLB player does not receive a regular APBA card, his rights can be held for 2 consecutive non-carded years, before his rights are lost and he is automatically released from that roster.

40. Any of these types of players can be put on the "Reserve" roster:
- a. A carded player you own the rights to. (A team cannot have a carded player on its Reserve roster unless their 28 man playing roster is full.)
 - b. A "lost" player. That is a non-carded player in the current season that was a carded player on your previous season's 35 man roster.
 - c. A non-carded player that has been on the reserve roster for only 1 year.
41. A team may not cut below 28 active carded players. The cards, for all cut players, should be returned to the League.
42. The Active team roster must contain at least 2 players that have defensive ratings for each defensive position, (4 outfielder minimum), and enough games to play at each defensive position for 84 games. Also enough Starting Pitchers to start in all 84 games. Unless injuries or ejections compel a team to do so, a player may not appear defensively at a position unless it is listed on his APBA card. The exceptions being detailed in **Rule #45**.
43. A team must have 9 players in the lineup that may include a DH for the pitcher. After any substitution, all 9 fielding position must be filled before that team plays defense. The MLB rules for the DH apply, at all times. (2023)
44. a. Before the ninth inning A team may not substitute for a non-pitcher if there are no players available with a defensive rating to replace the player who was substituted for.
- b. After the eighth inning, **only if a team is losing**, it may substitute for any non-pitcher or non-catcher, even if there are no substitutes available with a defensive rating for that position, (or if another defensive position would not have a player with a defensive rating because of a move), then the player or players playing out of position will have a defensive rating of, 1B-1, 2B-4, 3B-2, SS-5 or OF-1.
- c. A team cannot remove its last carded catcher unless injury or ejection compel it to do so and the replacement catcher will receive a defense rating of C4 TH-9.
- d. Unless injury or ejection compel a Manager to use a starting pitcher as a substitute position player, a pitcher cannot play a position not listed on his card. The starting pitcher will conform to the defensive ratings in this rule and use a Pitchers Hitting Card when batting. (unless Rule #44-b can be applied).
45. If it becomes necessary for a player to play Thirdbase, Secondbase, or Shortstop, without a defensive rating to play that position the "out of position" substitution must be made per the hierarchical table: (APBA)

<u>THIRDBASE</u>	<u>SHORTSTOP</u>	<u>SECONDBASE</u>
shortstop	secondbase	shortstop
secondbase	thirdbase	thirdbase
firstbase	outfielder	outfielder
catcher	firstbase	firstbase
outfielder	catcher	catcher

46. All position players will use the Games Allowed to Play Chart below to get SCBL games played. Any player with 4 games or more and did not receive a defensive rating will be a 1B-2 and conform to the chart below for games played. Any player, regardless of receiving a card, that has less than 4 games played in MLB will be designated as an XC card and not eligible to be put on any teams active roster in the upcoming season; (2020)

SCBL	84	81	78	75	72	69	66	63	60	57	54	51	48	45	42	39	36	33	30	27	24	21	18	15	12	9	6	3
MLB	162	156	151	145	140	134	129	123	117	111	106	100	94	88	83	77	71	65	59	53	48	42	36	30	25	19	13	7
	161	155	150	144	139	133	128	122	116	110	105	99	93	87	82	76	70	64	58	52	47	41	35	29	24	18	12	6
	160	154	149	143	138	132	127	121	115	109	104	98	92	86	81	75	69	63	57	51	46	40	34	28	23	17	11	5
	159	153	148	142	137	131	126	120	114	108	103	97	91	85	80	74	68	62	56	50	45	39	33	27	22	16	10	4
	158	152	147	141	136	130	125	119	113	107	102	96	90	84	79	73	67	61	55	49	44	38	32	26	21	15	9	
	157		146		135		124	118	112		101	95	89		78	72	66	60	54		43	37	31		20	14	8	

47. Maximum usage for Starting pitchers is determined by their actual starts in the MLB prorated to our 84 game season.

(**exception:** D starters are not bound by this chart and may pitch the maximum starts per season, [21]). Starting pitchers are limited to 1 game appearance in relief above their allowed games started. Starting Pitchers can only be placed in the 8th or 9th spots in the batting order. All pitchers can be used in an unlimited number of games as a pinch runner. Relief pitchers, C-* to A&B*, are limited to 60% of their real life Total Innings Pitched in relief, fractions rounded up. D and D* pitchers may pitch an unlimited amount of relief innings. Position players with a pitching rating may pitch in **1 game** for up to as many innings as they pitched in real life. (2010)

MLB Starts	SCBL Starts	MLB Starts	SCBL Starts	MLB Starts	SCBL Starts	MLB Starts	SCBL Starts
34	18	26	14	17	10	9	6
33	18	25	14	16	9	8	5
32	17	24	13	15	9	7	4
31	17	23	13	14	8	6	4
30	16	22	12	13	8	5	3
29	16	21	12	12	7	4	3
28	15	20	11	11	7	3	2
27	15	19	11	10	6	2	2
		18	10			1	1

48. A Split grade pitcher is defined the APBA way, as a Pitcher with 2 separate grades, one for starting and one for relief*, or the SCBL way, a pitcher with no * on their grade, 1 or more starts and at least 10 relief innings pitched in the MLB. Both will be treated as a Starter and a Reliever during the regular season. For the playoffs, the APBA defined split grades use Rules #65b, then #65d or #67. SCBL defined split grades use Rules #65b, then #62c or #67. (2013)
49. Relief Pitchers may not pinch-hit. A Starting pitcher may pinch hit for a Relief pitcher only after the Eighth inning and all other Position players have already entered the game. Once used as a Pinch Hitter a Starter may stay in as a relief pitcher, as per **Rule#42 or 43**, and will then use the Relief Pitchers Hitting Card for any subsequent atbats.
50. Any pitcher, once announced, may be replaced in any game after facing one complete plate appearance by a batter. Only by injury or expulsion may they exit a game before facing one complete plate appearance by a batter. (2019)
51. Each starter must rest at least three games between starts. (1978)
52. If a pitcher starts a game, he must rest at least two games to be able to be used in relief. Or if a pitcher pitches in relief, he must rest at least one game to be able to start. (1992)
53. Starting pitchers are limited to 10 innings per game, and 20 innings total, (relief and starting), per series. (2012)
54. The pitching grades will be modified to five new grades. Using the Master Game Pitcher Ratings. (2011)

Right handed Pitcher	Grade	MG Rating	Left handed Pitcher	Grade	MG Rating
	A&B-	25, 26		A&B-	25
	A&C-	20, 21		A&C-	20
	A-	15, 16		A-	15
	B-	10, 11		B-	10
	C-	5, 6		C-	5

Batters batting from the opposite side from the side that a pitcher throws will reduce a minus grade pitcher 1 grade. (i.e. Righty Batters reduce Lefty pitchers and Lefty Batters reduce Righty Pitchers – Switch Hitters reduce all Minus (-) pitchers.) All inning and run based grade fluctuations are still in effect.

55. There are 2 methods to figure out how a pitcher is a Z+ pitcher. (2015)
- All pitchers with a walk per 9inn pitched, [$(BB-IBB)*9/IP$], of less than 2.00 will be Z+ pitchers.
 - if method **a.** exceeds 55% of the total number of Z's, then only the lowest 55% of, walk per 9inn pitched, pitchers shall be Z+ pitchers.
56. Relievers are limited to 9 innings per series in League play. (1979)
57. Relievers may not pitch more than three games in a row, in any series. (1986)
58. Pitchers are assigned a Hits Rating based on their hits allowed per nine innings pitched. For split grade pitchers, the relief pitching grade is used to determine the Hits Rating. (2015)(2022)
- | | L (Low) | Neutral | H (High) |
|-----------------------|----------------|--------------|---------------|
| A&B, A&C, A Pitchers: | less than 6.00 | 6.00 - 7.50 | 7.51 or more |
| A- Pitchers | less than 6.50 | 6.50 - 8.00 | 8.01 or more |
| B Pitchers: | less than 7.00 | 7.00 - 8.50 | 8.51 or more |
| B- Pitchers | less than 7.50 | 7.50 - 9.00 | 9.01 or more |
| C Pitchers: | less than 8.00 | 8.00 - 9.50 | 9.51 or more |
| C- Pitchers | less than 8.50 | 8.50 - 10.00 | 10.01 or more |
| D Pitchers: | less than 9.00 | 9.00 - 10.50 | 10.51 or more |
59. Seasonal Pitching Rotation Charts will be turned in, to be posted on their team's website, before League play is started. (Those that play on Draft day have 72hrs to turn in their rotation for the season.) (2021)
- The, “Predetermined-Full Season”, method; Set your rotation for all opponents for the entire year in monthly order. As you play each opponent just use the predetermined rotation for that series and play.
 - The, “Set-rotation, As-you-go”. Method; You set your rotation for all 14 series, then as you play an opponent, you just use the next 6 pitchers in your predetermined rotation.
 - Changes in the rotation maybe made by a team, but they must not conflict with any games played to that point. All Members must keep their pitching rotation up to date. Any changes must be sent in to be posted at least 24 hours before the next series is played.
 - Changes in the rotation in the middle of a series may also be allowed **only** if the opposing Manager agrees to the change AND any changes must not conflict, with any games played to that point, in the case of 59b, or, with any games in the rotation order posted before and after, (in monthly order), the current series, for 59a.

60. A player that incurs an injury on the boards and must use the injury chart, (**Rule #36-1**), must have the games available to sit out the maximum number of games listed in the injury chart.

Example #1; For all J-ratings, where by managers choice, he has already rested the injured player the needed amount of games to become an “ironman”, for the rest of the season.

The extra games in the chart shall be dropped and the player will be injured for ROG only.

Example #2; A J-3 player with 48 games allowed has only 2 games left of mandatory rest and gets injured in game #1 of the next series. J-3's, by the chart, get a maximum of ROG+3. This players injury will be lowered to ROG+2, the maximum number of games needed to rest for the player. (2017)

i. The PLAYOFFS

61. Playoffs format for 3 divisions. All 3 Division Winners, (Seeds 1-3), and 2 Wild Cards, (Seeds 4&5), qualify for Playoffs. DW seeds 1-3 and WC seeds 4-5 are based on W/L % with respect to all SCBL Tiebreakers.
Playoffs Round 1; Wild Card 4 will host Wild Card 5. (The 3 Division Winners, get a First Round Bye.)
Playoffs Round 2; DW 1 hosts 1st round winner, DW 2 hosts DW 3.
Championship Series; Winners of Round 2, play for Championship. (Highest seeded team hosts)

62. Best of Seven format for all playoff rounds; The teams with the "Home Field Advantage" will play games 1, 2, 5, 7 of the series as Home team, while the visiting team will play games 3, 4 and 6 as Home team.

63. For the 1st round of the playoffs, the Wild Card teams seasonal pitching rotation, carries over into the playoffs, with a one day break between the end of the season and the start of the 1st game. EXCEPTION: If a playoff is needed to determine a Playoff spot or Divisional Winner, then there would not be a one day rest period before that playoff begins. And the teams that progresses into the playoff will then get a day of rest before their next series. Teams with a first round bye can set their rotation to their choosing.

64. Position Players shall be limited to games played by their APBA J-ratings; J-0 and J-1 all games, J-2 6 games, J-3 4 games, J-4 3 games of a possible 7 games in a series. (1978)

65. a. The minimum rotation of 4 Starters for a series must be announced before the 1st game. The rotation once set may not be altered unless the opposing manager consents. All pitchers not announced as Starters, are considered Relievers, for that series. **Exception:** Split graded pitchers as described in sections **c** and **d**.

b. All Starters are limited as follows; J-2 - 6 starts, J-3 - 5 starts, J-4 - 2 starts, for the entire playoffs. (2014)

c. Split grade Pitchers will be announced as a Starter or a Reliever before the 1st series and remain as stated throughout the playoffs. Split grade Starters use section **d**. for number of starts, or **Rule #67** for relief innings.

d. All Split graded pitchers that have between 1 and 9 League Starts get 2 playoff starts total.

All Split graded pitchers that have 10 or more League Starts get 4 playoff starts total. (2018)

e. All pitching rotations, will remain in some semblance to a rotational order, with one day off from the 7th game of one series to the first game of the next series. If a Playoff Series lasts less than 7 games, then the un-played games will count as rest days, for the pitching rotation, before the next series. (2019)

f. Starters may be removed from a game after 1 or more runs have been scored by the opponent or they surpass their APBA designated BF number. (2018)

66. Playoff Starters can be used as relief pitcher.

They are limited to 1 Relief appearance per series for a maximum of 3 outs, with at least one day of rest before or after a start.

67. Playoff, Relievers, are limited per series by APBA J ratings to;

J-0 - 9 innings, J-1 - 7 innings, J-2 - 6 innings, J-3 - 5 innings and J-4 - 3 innings.

68. All regular season rules are in effect in the playoffs except the ones that have been modified by the playoff rules.

Rounds 1 & 2 of the playoffs should be completed by 10/21. The championship should be completed before the annual rules meeting in November. (2019)

TIE BREAKERS

- 69. THREE GAME PLAYOFFS:** In case of 2 teams tied for the last Wild Card playoff spot, or if 2 teams are tied for a division lead, when only the Division Winner makes the playoffs, a three game playoff will decide who continues in the playoffs. The home team will be decided by the Tie Breaker System **Rule #70a.** (2016)
If in the unlikely event that 3 or more teams are tied for either of the aforementioned situations, **Rule #70b** will be used to identify the top 2 teams for the 3 game, tie breaker series. All regular season injuries and pitching rotations carry over with no rest period between the regular season and the tie breaker series. All players **J 0-3** are eligible for the 3 games, **J-4's** for 1 game. Relievers **J0,1,2** get 4 innings total and **J3,4** get 2 innings total for the 3 game series. The Starting Pitchers are allowed Playoff starts for the series. (See **Rule #65b**)
- 70. TIE BREAKER SYSTEM:** Is used with two or more teams are tied when considering playoff seeding, or Draft positions.
- a. Two teams tied:
 - 1. Record versus each other.
 - 2. Record within the division.
 - 3. Run differential in all 84 games.
 - 4. Commissioner's coin toss.
 - b. Three or more teams tied:
 - 1. Total record verses the tied teams.
 - 2. Record within the division.
 - 3. Run differential in all 84 games.
 - 4. Commissioner's coin toss.

viii. Rules Proposals and their initiation

- 71.a.** Each year, by League consensus, a Rules Meeting shall be set up, hopefully held in November, with the sole purpose of giving League members a forum to discuss and to propose new rules for the upcoming season and beyond.
- b.** The League Members will have the previous 30 days before the meeting to submit their rule proposals.
- c.** At the meeting, rule proposals will be presented by the league member that submitted the proposal and then discussed in open forum fashion with the League Commissioner acting as moderator, before voted on.
- d.** You must be present at the rules meeting for your vote to count toward any rule's decisions. The Commissioner can overrule this, for extenuating circumstances, if a member cannot make the meeting. If granted a ballot in absentia, he must submit his votes by email to the Commissioner or Vice Commissioner, at least 24 hours prior to the meeting.
- e.** For a rule proposal to pass, a 60% majority of the total league members must be in agreement, to add, modify or eliminate any rule. With the current league membership at 15, **it takes 9 votes for any proposal to pass.**
- f.** All rules that pass may be implemented in the upcoming season, unless specified in the proposal itself. (2021)

ix. Trading

- 72.a.** The only time a player or draft pick may be traded is during the off-season trading period.
The off-season trading period begins after the Championship Series has been concluded.
The Trading Director will announce the beginning of the off-season trading period on the SCBL website or by an email to all managers. (1981)
- b.** All trades must be reported to the Trading Director by all parties by email, to make the trade complete. (2010)
- c.** The Trading Director will then notify the league of the trade and perform his duties as described in section ii.
- d.** The trading period will be suspended 7 days prior to the replacement Draft, and resume on Draft Day. (1984)
- e.** The off-season trading period ends, for you, when your finalized roster for the upcoming season is turned in. (1981)
- f.** The Commissioner, the Vice Commissioner, or a League Member with the approval of either the Commissioner, Vice Commissioner or the Trading Director, may call into question any trade, and initiate a League Vote, minus the trading parties, to disallow a suspicious or unbalanced trade. 6 votes are needed to allow the trade between the two members. League members that are eligible to vote will have 5 days to respond, or their vote will be considered absentia non grata, and be cast as a "disallow the trade" vote. (2015)

x. REPLACEMENT DRAFT

73. The SCBL has an annual draft usually held in January or February. The Commissioner will provide a list of players eligible to be drafted which should contain all carded players whose rights are not held by any SCBL team. This list cannot be changed one week prior to the draft. (1981)
- 74.a. The draft consists of 8 rounds. Draft picks will be allotted as follows...(1988)
- 1st ROUND - All teams draft in reverse order of their previous season's winning percentage with the exception of the League Champion and the Championship Series loser, who will draft last and next to last, respectively.
 - 2nd ROUND - The teams, who didn't make the previous season's playoffs, will draft next in reverse order of their previous season's winning percentage.
 - 3rd ROUND - Draft picks will be awarded based upon results of the Extra Draft Pick Tournament. A team must not have earned a negative EDPT point total to receive a pick in this round. (For a full explanation of the Extra Draft Pick Tournament see the following section.)
 - 4th ROUND- Draft picks awarded in the same manner as the first round.
 - 5th ROUND- The teams that were not division winners, will draft next in reverse order of their previous season's winning percentage. (2017)
 - 6th ROUND- Draft picks will be awarded in the same manner as the third round, with the exception that no minimum amount of EDPT points are required to receive a pick.
 - 7th ROUND- Draft picks awarded in the same manner as the first round.
- 8th ROUND- (and beyond), Draft picks are allotted to teams as a result of the amount of players each "loses".
- b. A lost player is defined as a player who fails to receive a regular APBA card or is taken due to expansion.
 - c. The amount of lost players each team has is determined by their entire previous season's 35-man roster. Trades made during the trading season will have no effect on the teams amount of lost players.
 - d. The amount of extra draft picks allotted is equal to the amount of players lost minus 7. (i.e., 10 lost players = 3 extra picks). Teams with 7 or fewer lost players will not receive any extra picks.
 - e. After the amount of draft picks are determined then the teams will draft in reverse order of win percentage, until every team has drafted all picks allotted to them.
 - f. If there are more than one expansion teams in a season, they reverse order each round between themselves, serpentine format, with the 1st round being the opposite order as they had in the 1st round of the Expansion draft.
75. All draft picks should be made in a 3 minute period. Failure to make a choice in that time results in passing up of the draft pick by the next pick, if 3 more min pass, a 2nd pick may pass up the stalwart pick, and if a 3rd, 3 min time period is used up, the pick will move to the end of the draft or be forfeit. Only by a consensus vote of the drafters at the time this rule is to be invoked. Exceptions to this will also be made by a consensus vote by drafters at the time, for this rule to be overlooked.
76. The Tie Breaker system (see Rule#69) will be used in draft pick position ties with the winner of the tiebreaker drafting after the loser of the tiebreaker in the 1st round. In successive picks, the tied teams will alternate drafting positions where applicable.
77. Final rosters are due 15 days after the Replacement draft, **February 20th, Midnight, 2023**, (this season).

xi. EXTRA DRAFT PICK TOURNAMENT (EDPT)

78. The Extra Draft Pick Tournament (EDPT) is to encourage SCBL members to finish their monthly stats on time. Draft picks in the third and sixth rounds of the draft will be determined by a teams EDPT points. EDPT points are awarded as follows:
- a. One point for every day before the first of the month that stats are delivered, (i.e. stats turned in on the 31st = 1 EDPT point). A maximum of 20 points per month can be earned
 - b. Five minus points for each day after the first of the month that stats are delivered, (i.e. stats turned in on the 3rd = -10 EDPT points).
 - c. Five minus points for each day late reporting roster.
 - d. One minus point for every inning a non-reliever is used after a team has used all their relief innings.
 - e. Playoff results must be reported within 7 days. Five minus points for each day late.
 - f. For the last month of the season fine points will be doubled.
79. In the 3rd and 6th rounds of the draft the team with the most EDPT points will draft first, the team with the second highest point total drafts second, and so on. In case of ties, the team with the worst record in the tie breaker system drafts first. In the third round only a minimum of at least 0 EDPT points is required to receive a pick.(No negative point totals allowed in the 3rd round.)
80. The SCBL uses a point system for fines. Fine points will be given out monthly during the season and the points will be totaled at the end of the season to determine what fine point penalty will result.

xii. FINE POINTS

81. The Commissioner will use the Fine point guidelines to determine how many fine points are to be awarded. But remember these are guidelines. The final say on who is fined and how many points are awarded is the Commissioner's.

Exception - when the Commissioner's team is subject to fine point guidelines, the final say on how many fine points will be awarded will be made by the Vice Commissioner. (2023)

FINE POINT GUIDELINES :

- a. One fine point for each day late submitting roster and year end ballots.
- b. One (or more) fine points for failure to report a trade within 7 days.
- c. One (or more) fine points for player usage violations, or bad sportsmanship.
- d. Two fine points for failure to contact your opponent who you are scheduled to visit, by the 7th of the month.
- e. Two fine points for stats emailed on the 2nd of the month after stats are due.
- f. One additional point for each day after the 2nd that stats are emailed (i.e. 14th = -14 points).
- g. Each fine point accumulated will cost the manager \$2.

FINE POINT PENALTIES

Fine point season total	Penalty
3-4 points	Loss of 7th round pick
5-7 points	Loss of 6th round pick
8-9 points	Loss of 4th round pick
10-11 points	Loss of 1st round pick
12 points	Loss of 1st and 7th round picks
13 points	Loss of 1st and 6th round picks
14 points	Loss of 1st and 4th round picks
15 or more points	Loss of 1st, 4th, and 6th round picks. League probation or termination.

LEAGUE PROBATION

- LR1.** There are three ways to receive league probation; Not playing games on time, late stats, or 15 or more fine points.
- LR2.** If a manager is down to the 20th day of the month and the other manager has not set a date for scheduling their series, then the manager must call the Vice Commissioner. The Vice Commissioner will call the other manager to facilitate the scheduling of the series.
- LR3.** If the Vice Commissioner is unable to contact the late manager within 24 hours, then he will appoint someone else for at least that one series to replace the late manager. If the late manager wants to continue with the league, he must send \$25 to the Commissioner within one week of the missed series.
- LR4.** If the manager has no more scheduling problems the rest of the season, then the \$25 will be refunded at the end of the season. Any more problems of this nature while on probation will result in termination from the league and the loss of the \$25.
- LR5.** A manager more than 14 days late on monthly stats will be placed on league probation.
If the delinquent manager wants to continue with the league, he must send \$25 to the Commissioner within a week of his first violation. If the manager is no more than 7 days late on his stats for the remainder of the season then the \$25 will be refunded at the end of the season. Failure to do the above mentioned will result in termination from the league and loss of the \$25.

xiii. Expansion

New players entering into the league will go through 1 or more of the available processes;

1. Draft from existing Manager-less teams. If an equal amount of Managers are entering and an equal or greater number of Manager-less teams are available then the Managers can inherit those teams via random selection. If the amount of Manager-less teams is smaller than the total of the new Managers entering then a Draft is set up. The order of pick will be awarded randomly and proceed in serpentine order until all teams pass or the player selection runs out.

Any Manager entering may refuse participation in option #1 or the SCBL may skip option #1 entirely and include any manager-less teams into the available pool of players in either of the following options.

2. Expansion draft. Each existing team in the league will protect a minimum of 17 players, (the final number to be determined by league vote). Each existing team will not have more than 1 player picked from their team for each expansion team drafting each round, and may not have a second player picked until all other existing teams have had their 1st player chosen. Incoming Managers may receive a maximum amount of total picks equal to the number of existing teams. i.e. 14 existing teams equals 14 total picks maximum for each new Manager. The order for this draft will be in the opposite order from the 1st round of the 1st option, or chosen randomly if the 1st option has been bypassed by the league, then in serpentine order, (1st to last, last to 1st), until all new Managers have passed or until all existing teams have given the maximum players allowed.

Any new Manager may skip option #2 and proceed to the regular Replacement draft to fill out his 35 man roster. The pool of available players could include the unprotected players, (if a team has not reached the maximum total outlined in option #2), from each existing team and any manager-less teams made available as part of the Expansion draft.

3. The regular Replacement Draft: Each new Manager will be given enough draft picks to fill his roster to 35 men, after each of the previous 2 options have been applied. All rules of the Replacement Draft are enforce with these exceptions;
- a. Each new Manager will draft in reverse order to the last option used above and within themselves alternate drafting positions in a serpentine order for each new round. Or,
 - b. If a new Manager is a replacement manager for a manager-less team the team record in the previous year will be the determining factor to where that new Manager will be placed in the draft order.
 - c. No new Manager will be penalized for not earning any EDPT points and draft at the position that any team would that has earned zero points for the EDPT in the 3rd and 6th rounds. Or,
 - d. All new Managers that are not replacement Managers for manager-less teams will draft last in each round, unless other provisions are made for that drafting year by league vote.

All the new team will switch 1st pick to last each round between themselves, (serpentine fashion), until they reach their maximum 35 man roster if there are more than 1 new team expansion team that year.

All these “Rules” for expansion teams are guidelines and may be modified to meet any unique needs at the given time. But the League will do it's best at all times to keep modifications fair for all parties involved.

MLB Rule #5.11 The Designated Hitter Rule (2024)

The Designated Hitter Rule provides as follows:

- (1) A hitter may be designated to bat for the **starting pitcher** and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher, if any, must be selected prior to the game. And must be included in the lineup cards presented to the umpire-in-chief. If a manager lists 10 players in his team's lineup card, but fails to indicate one as the Designated Hitter, and an umpire or either manager (or designee of either manager who presents his team's lineup card) notices the error before the umpire-in-chief calls "Play" to start the game, the umpire-in-chief shall direct the manager who had made the omission to designate which of the nine players, other than the pitcher, will be the Designated Hitter. Rule 5.11(a)(1) Comment: A correction of a failure to indicate a Designated Hitter when 10 players are listed in a batting order is an "obvious" error that may be corrected before a game starts. See Rule 4.03 Comment.
- (2) The Designated Hitter named in the starting lineup must come to bat *at least one time*, unless the opposing Club changes pitchers. **(SCBL) If a DH is replaced before he has 1 AB due to rule #2, that player will not be charged a game played, but must follow rule #4.**
- (3) **It is not mandatory that a Club designate a hitter for the pitcher**, but failure to do so prior to the game precludes the use of a Designated Hitter for that Club for that game.
- (4) Pinch-hitters for a Designated Hitter may be used. **Any substitute hitter for a Designated Hitter becomes the Designated Hitter. *A replaced Designated Hitter shall not re-enter the game in any capacity.***
- (5) The Designated Hitter may be used on defense, continuing to bat in the same position in the batting order, **but the pitcher must then bat in the place of the substituted defensive player**, unless more than one substitution is made, and the manager then must designate their spots in the batting order.
- (6) A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch-run.
- (7) **A Designated Hitter is "locked" into the batting order.** No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter.
- (8) Once the game pitcher is switched from the mound to a position on defense, such move shall terminate the Designated Hitter role for that Club for the remainder of the game.
- (9) Once a pinch-hitter bats for any player in the batting order and then enters the game to pitch, such move shall terminate the Designated Hitter role for that Club for the remainder of the game.
- (10) Once the game pitcher bats or runs for the Designated Hitter, such move shall terminate the Designated Hitter role for that Club for the remainder of the game. The game pitcher may pinch-hit or pinch-run only for the Designated Hitter.
- (11) If a manager lists 10 players in his team's lineup card, but fails to indicate one as the Designated Hitter, and the opposing manager brings the failure to list a Designated Hitter to the attention of the umpire-in-chief after the game starts, then
 - (A) the pitcher will be required to bat in the batting order in the place of the listed player who has not assumed a position on defense, if the team has taken the field on defense, or
 - (B) if the team has not yet taken the field on defense, the pitcher will be placed in the batting order in place of any player, as chosen by the manager of that team. In either case, the player whom the pitcher replaces in the batting order shall be considered to have been substituted for and is removed from the game and the Designated Hitter role for that Club shall be terminated for the remainder of the game. Any play that occurred before the violation is brought to the attention of the umpire-in-chief shall count, subject to Rule 6.03(b).
- (12) Once a Designated Hitter assumes a position on defense, such move shall terminate the Designated Hitter role for that Club for the remainder of the game.
- (13) A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.
- (14) If a player on defense goes to the mound (i.e., replaces the pitcher), this move shall terminate the Designated Hitter's role for that Club for the remainder of the game.

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