

GABL Constitution – Updated 10/20/23 for 1976 Season

1.00 League Charter

1.01	The Great American Baseball League (GABL) was created in 2020 by Ken Schulz. The intent of the league was to get a virtual APBA card league together that started with the 1980RR APBA baseball card set. The league would then continue to play going backwards throughout the seasons (1980 to 1901).
1.02	The rules of the league are designed to allow managers an opportunity to play APBA Baseball in a competitive and friendly environment, all the while making sure that there is ease and simplicity in playing. The rules our league will use are enclosed in the following pages of this constitution.
1.03	This is a continuous ownership league; once a player is drafted, he is property of that team until traded, cut, or is no longer carded by APBA.
1.04	GABL will use the APBA Basic Game Manual (copyright 2013).
1.05	This league will make use of virtual face to face play when regular face to face is not possible.
1.06	The initial league draft was 36 rounds and in a snake style draft. Draft order was determined at random using an online randomization program.
1.07	Statistics will be kept by each manager. The League Commissioner and/or League Statistician will send a Stat Workbook to each manager that will include the required statistics that will need to be tallied as well as a usage checker.

2.00 League Officers

2.01	League Commissioner and Statistician is Jared Herfel. He is the upholder of the constitution and League Charter. He is responsible for running and organizing the website, draft, scheduling, and stat compilation.
2.02	Co-Commissioner Rick Roeth and Assistants to the League Commissioner are PJ Uva and Darren Schulz.
2.03	Assistants to the League Statistician are Darren Schulz and John Stubblefield.

3.00 Fees, Website, and Player Card Distribution

3.01	Each manager will pay a \$20 league fee each season. This fee will purchase one season of cards, shipping of cards to the commissioner and to each team owner, website fees, envelopes, and the championship plaque. Please be advised that this league fee could change as costs are adjusted by the APBA Game Company, website coordinator, etc.
3.02	The league website and league draft are managed by an outside source at a cost roughly \$5 per team and is already included in the \$20 league fee. If there are any issues with the league website, please report them to the Commissioner.
3.03	The discussion board is free to the league and its purpose is to help with organization and mass emailing. If you click Subscriptions (left panel) on the Message Board website, you can choose how you would prefer to be notified of all Message Board posts, i.e. no email, once a day summary email, emails for all messages, etc.
3.04	The commissioner will mail each team's cards to their manager once rosters are set at least one week prior to the season starting.

4.00 League Format

4.01	The Great American Baseball League (GABL) will consist of one league and two divisions, The Jackie Robinson 42 Division and the Roberto Clemente 21 Division.
4.02	Each Division will consist of 8 teams, 16 teams total.

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4.03	<p>Through 1977, seasons consisted of 84 games per team (43 Home and 43 Away) with no interdivisional play.</p> <p>Starting in 1976, Each season will consist of 86 games per team (43 home and 43 away) with interdivisional play (70 games vs 7 division opponents & 16 games vs 8 inter-division opponents).</p>
4.04	3 teams from each division will make the playoffs.
4.05	The team with the best record in each division will get a bye for the first round.
4.06	If there is a tie in the season standings, please see the Tie Breaker System.
4.07	The Wild Card Series will be a best of 5 games and the Division and World Series will be a best of 7 games.

5.00 League Schedule

5.01	The league commissioner will set up a schedule in advance of the season which will be communicated to all managers two weeks before the start of the season.
5.02	<p>The Schedule will require each team to complete a minimum of 6 games per 2-week period. These 6 games are split 3 home and 3 away for division opponents and 1 home and 1 away for inter-division opponents, determined by the two teams before play begins.</p> <p>Through 1977 season, teams were required to play all series in order as listed in the published schedule. Starting in 1976, GABL will have an open schedule, and teams are allowed to play opponents based on scheduling convenience. allowed to play games early so long as games are played in order. Teams will still have to publish their 86 game pitching schedule and adhere to it – see rules 6.1 and 6.2 for details.</p>
5.03	If any manager does not repeatedly complete series in the time allotted by the commissioner, that manager may be removed from the league immediately. The commissioner will then play the games that were missed and/or find a new manager.
5.04	One week after the season ends, the playoffs will begin.
5.05	The offseason and trading will begin the day after playoffs end.
5.06	The Rookie Draft will be scheduled approximately one month after the beginning of the offseason.
5.07	Once the Rookie draft ends, there will be a one week period for trading before the Waiver draft begins. During this week NO team's roster is allowed to be any higher or lower than the max roster size (See Roster size for exact number). Once the Waiver draft ends, there will be no more trading allowed.
5.08	The regular season will start roughly two weeks after the Waiver draft ends, allowing time for the commissioner to distribute the cards.

6.00 Instructions and Results

6.01	Each team must submit an 86-game pitching schedule/rotation to the commissioner before the season begins.
6.02	<p>There will be two periods in which a manager is allowed to change the pitching schedule/rotation.</p> <ul style="list-style-type: none"> • Midway point of season (after game 43, but before game 47) • Stretch run of season (after game 72, but before game 74). <p>Any changes during these periods need to be submitted to the commissioner via email. This way he can update the rotation on all of the stat sheets. If additional changes are needed to be made to the pitching schedule/rotation, please reach out to the commissioner through WhatsApp, Phone call, text message, or email.</p>

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	This is my recommendation for 6.02, it needs to be updated since teams may not hit these breaks at the same time based on how they play 6 games vs. 2 games series.
6.03	Before each series an active/inactive roster needs to be sent to the group discussion board <i>gabl-apba@groups.io</i> . This is not only for the Commissioner but for your series opponents so that they can enter your information on to their scoring sheet before the series. This helps to ensure fewer delays when playing the games.
6.04	After each series a series report needs to be sent to the group discussion board stating the scores for each game. This may be sent after each 3 game series or after the entire 6 game series. Narrative summaries are encouraged for entertaining, anecdotal evidence of the games but are not necessary. Be certain that the home team is clearly identified for each game to ensure proper record of standings.
7.00 Injuries/Ejections	
7.01	Injuries will only count for the current game in play. If a player is injured, he is considered healthy at the completion of the current game.
7.02	Ejections will only count for the current game in play. Any player ejected will be reinstated at the completion of the current game.
8.00 Rainouts	
8.01	If a rain out is rolled during a game, this result will be disregarded, and the rain out will be counted as a foul ball.
9.00 General Playing Rules	
9.01	GABL is a 100% APBA Card league. It will use the Copyright 2013 version of the APBA Basic Game Manual along with Pitcher Advancement, Pitcher Fatigue and Advanced Fielding to play all games.
9.02	APBA issued Red and White dice must be used in this league. An APBA dice shaker or dice tower must also be used. Virtual dice via apps can be used if approved by the League Commissioner. THERE IS NO HAND ROLLING.
9.03	If one or both dice roll out of the box and/or table or get stuck in the dice tower, both dice must be re-rolled.
9.04	The DH will always be used.
9.05	Hit and run can be used at any time with no limitations.
9.06	Any player listed as Pitcher as the first rated position on his card is not allowed to bat at any time; however, that player may be used as a pinch runner. This does not count as a game used and does not need to be recorded.
9.07	Starting Pitcher Fatigue Chart will be used but not the dice roll section of that chart. See the tab labeled "Pitcher Fatigue."
9.08	A player may not play a position not listed on his card unless it is do to injury or ejection. Doing so will incur penalty points. The penalty can only be waved at the transgression of the League Commissioner due to multiple injuries or ejections.
9.09	A player who has a pitching grade listed (i.e. a position player who was given a pitching grade) at the end of his card is not eligible to pitch in the GABL.
10.00 Team Rosters	
10.01	The roster maximum will depend on the GABL season being played - due to MLB expansions in 1977 and 1968. <ul style="list-style-type: none">• From 1980 to 1977, the roster maximum will be 36.

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	<ul style="list-style-type: none"> • For 1976, the roster maximum will be 34. • For 1975, the roster maximum will be 33. • For 1974, the roster maximum will be 32. • For 1973, the roster maximum will be 31. • For 1972 and earlier seasons, the roster maximum will be 30.
10.02	Non-carded players can be kept on their team from a previous season and will count against the roster maximum.
10.03	Only 26 players can be active for a scheduled series in the regular season and the playoffs.
10.04	Series rosters must include the next three starting pitchers.
10.05	When constructing rosters, managers need to be vigilant to ensure they are prepared with eligible pitchers for possible extra-inning affairs. Violations of this rule will incur penalty points.
10.06	Once the maximum usage has been reached, that player will no longer be active during the season for any reason until the postseason.
11.00 Regular Season - Position Players Usage	
11.01	Position players are limited to 54% of the games played in the MLB Season being used.
12.00 Regular Season - Pitchers Usage	
12.01	Starting pitchers [example A] are limited to BOTH 54% of games started during the MLB season being used AND 54% actual innings pitched during the MLB season being used (all rounded up to next whole number). (Example: 33 MLB Starts = 18 GABL Starts AND 233 MLB IP = 122 GABL IP). Note, Starting Pitchers may not be used as relievers unless they are designated as a Long Reliever (maximum 2 per team on the active roster).
12.02	Split grade pitchers [example C(B*)] are limited to BOTH 54% of games started during the MLB season being used AND 54% actual Innings Pitched during the MLB Season being used (all rounded up to next whole number). Unless the split grade pitcher does not make a start at all during the season, then that pitcher is only subject to 54% of innings pitched
12.03	Relief graded pitchers[example (B*)] are limited to 54% of innings pitched during the MLB season being used (all rounded up to the next whole number).
12.04	Split grade pitchers are determined a few different ways: First, if the letter grades at the top of the card shows two grades [example C(B*)]. Second, if at the bottom of the card shows two grades [example 9(10*)]. Any of these will follow split grade pitcher usage. See rule 12.02
12.05	Starting pitcher can not pitch more than 10 innings in a game.
12.06	Starting Pitchers must pitch at least 4 innings or until they have been injured, ejected, or experienced grade reduction.
12.07	Any pitcher who makes a start must rest at least 3 games before and 3 games after a start or relief appearance. Using a 4 to 5 pitcher rotation is encouraged.
12.08	Relief Pitchers must rest one game if they pitch 2 innings and up to 3 innings (6 – 9 outs), two games if they pitch more than 3 and up to 5 innings (10 - 15 outs) and 3 games if they pitch more than 5 innings (16 or more outs).
13.00 Playoffs	
13.01	One week after the season ends, the playoffs will begin.
13.02	All Regular season rules apply in the playoffs unless specifically stated below
13.03	No J4 position player or pitcher can be used in a playoff series.

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13.04	No team can use any position player or pitcher in the playoffs that violated usage rules during the regular season.
14.05	Playoffs - Format
14.06	Each division will send three teams to the playoffs.
14.07	The tiebreaker rules will determine the rankings and home-field advantage if there is a tie between any playoff teams. See 17.0 Tie Breaking System - Playoffs
14.08	The first-place teams in each division will move onto the playoffs and have home-field advantage in their respective divisional playoffs.
14.09	Teams who finish 2nd and 3rd in their divisions will be awarded a wild card series to see who plays the division winners in the Divisional Round.
14.10	Wild Card Round: WC2 vs. WC1 - best of 5 game series goes 2-2-1 with WC1 team having home-field advantage.
14.11	Divisional Round: Wild Card Series Winner vs. Division Winner (best record in the division) - best of 7 game series goes 2-3-2 with the Divisional Winner having home-field advantage.
14.12	World Series: Winners of the Divisional Round will play in a best of 7 (2-3-2) format, with the home team being determined by overall record or coin flip if necessary.
15.00 Playoffs - Pitcher Usage	
15.01	A four man starting rotation will be used which must be announced to the league prior to game 1.
15.02	Starting Pitchers that are NOT used in the rotation may be used as relief pitchers and must follow the relief pitching rules below.
15.03	Grade A*, A&C*, and A&B* relief pitchers are limited to 3 outs per game.
15.04	Grade B* relief pitchers are limited to 6 outs per game.
15.05	Grade C* and D* relief pitchers have unlimited innings.
16.00 Tie Breaking System - Playoffs	
16.01	Season head to head games
16.02	Divisional record
16.03	Head-to-Head 1 Game Playoff with the home field determined by a roll of the dice by the league commissioner. The Highest Roll wins.
16.04	Tie Breakers (For the World Series)
16.05	Overall regular season winning percentage.
16.06	If still tied, roll of the dice by the league commissioner. The Highest Roll wins.
17.00 Penalties	
17.01	Overuse of any player during the season will result in a 5-point penalty/occurrence to that team. Any player overused during the season is considered injured and unavailable to play in any games for the remainder of the season and post-season.
17.02	In the case that a player is overused, and it is the determination of the commissioner that the over usage may have affected the outcome of the pennant or play-off qualifier, the commissioner may require that games won by the team overusing a player be replayed.
17.03	The intent of this rule is that no team shall miss the play-offs due to another team's overuse of any player. Also, it is not to afford the overusing team a second chance to play the games correctly and therefore, avoid any penalties.

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17.04	If the issue is not raised and playoff games begin before a complaint is filed, the complaint will not be recognized, and the playoffs will continue on as they were.
17.05	Opposing managers who believe their team may have been affected by an over usage are asked to send a separate email to the commissioner to file a complaint and have the issue looked at as soon as possible.
17.06	Late reporting of series results and completion of statistics by the due dates every two weeks will incur a 5-point penalty per day unless given permission via text, WhatsApp, or email by the commissioner.
17.07	Any other league rule violations will result in a 5-point penalty/occurrence at the discretion of the league commissioner.
17.08	Any player(s) that have been determined to be overused will still be unavailable to play in any post season games should the team win the pennant after the games were replayed without the use of said player.
17.09	Any manager who reaches 20 points during the season may be terminated from the league unless the Commissioner makes a justified exception.
17.10	Penalty points will determine the rookie draft order in even numbered rounds for the following season.

18.00 Awards

18.01	Postseason awards and All-Stars will be voted upon at the end of each season. (A minimum number of plate appearances and innings pitched will be required to qualify for specific awards. Please see below).
18.02	240 PAs are required for a position player to qualify for awards and all-star recognition.
18.03	86 IP are required for a starting pitcher to qualify for awards and all-star recognition.
18.04	43 IP are required for a relief pitcher to qualify for awards and all-star recognition.
18.05	Players must have been under 70 PAs or under 27 IP before the season started and surpass these amounts during the current season to qualify for the Rookie of the Year award.
18.06	All other awards will be based on the final statistical leaderboards posted by the league commissioner/statistician (i.e. homerun leader, saves leader, strikeouts leader. etc.)

19.00 Rookie Draft

19.01	The Rookie Draft will be scheduled approximately one month after the beginning of the offseason.
19.02	<p>Through 1977, prior to the Rookie Draft, rosters must be at or below the specific season maximum players minus 6 at the start of the draft either via trade or drop. This means that each team must trade or drop at least 6 players from their roster before each rookie draft.</p> <p>Starting in 1976, roster sizes will decrease incrementally. The maximum roster size and minimum number of players to be released are as follows:</p> <ul style="list-style-type: none"> • For 1976, we drop 6 to 30 (max pre-draft roster) add 4 which brings the max roster to 34. • For 1975, we drop 7 to 27 add 6 which brings the max roster to 33. • For 1974, we drop 7 to 26 add 6 which brings the max roster to 32. • For 1973, we drop 7 to 25 add 6 which brings the max roster to 31. • For 1972, we drop 7 to 24 add 6 which brings the max roster to 30. • From 1971 thru 1901, we drop 7 to 23 add 7 which brings max roster to 30.
19.03	During drafts, managers receive a Time Bank of 2000 minutes to make all of their selections (2000 minutes = 33 1/3 hours). The time bank kicks in when it is your turn to draft and counts down until you run out of time. When you make your pick, the time bank stops then starts at your next pick. If

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	your time bank runs out of time, your pick will be skipped and the draft will move on. The skipped team can select at any time after that point.
19.04	Trading is allowed during the rookie draft. See 22.0 trading.
19.05	The first round of the rookie draft will be determined by the draft lottery.
19.06	The draft lottery will include only the bottom 3 teams and each team receives a weighted chance of receiving the #1 pick. If there is a tie, the lottery will expand to add the teams that are Tied. The remaining spots are determined by regular season standings, and by playoff results. Any ties for non-lottery spots are determined by the draft tie breaking system 21.0.
19.07	Even Rounds will be worst to first including the playoff results. However, any team that receives a penalty will be moved to the end of the round. If multiple teams incur penalty points, the order will be determined by the amount of penalty points incurred. Any ties, see draft tie breaking system.
19.08	Odd rounds except round 1 will go worst to first including the playoff results. Any ties will be determined by the Draft Tie breaking system.
19.09	A team's total number of draft picks will be determined by the number of open roster positions.
19.10	No team will be allowed to draft more players than what the maximum roster size is for the given season. See Roster Maximum 10.1.
19.11	All cut, carded players will be added to the next available draft. Only carded players may be drafted.
19.12	Non-carded players may NOT be drafted, regardless of if he was previously on a team's roster or drafted.
19.13	Carded Player Rule - All carded players by APBA for each season are available to be drafted into the league for that particular season.
19.14	In case of future expansion, expansion teams will be placed in the middle of the draft order as determined by the League Commissioner.

20.00 Waiver Draft

20.01	The waiver draft will begin one week after the rookie draft ends. During this one week period trading is allowed; however, no team is allowed to be over or under the roster maximum.
20.02	The Waiver draft will be completed via email or google docs.
20.03	The Waiver draft order will be worst to first including the playoff results.
20.04	If a team elects to draft a player, they immediately must release a player.
20.05	The released player goes immediately into the draft pool and can be drafted by any teams still in the waiver draft.
20.06	If a team elects to not draft a player, they will no longer be eligible to draft another player in the waiver draft.
20.07	The draft will go as long as needed.

21.00 Tie Breaking System - Draft

21.01	Season head-to-head games
21.02	Total runs differential
21.03	If still tied, roll of the dice by the league commissioner. The Highest Roll wins.

22.00 Trading

22.01	Trading season begins one day after the playoffs end. There are no trades during the season.
22.02	No trades will be accepted before the playoffs are completed and no discussion on group chat until the playoffs end.

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22.03	Trades must be sent to the league commissioner and trading partner with all relevant information regarding the trade. Also, both managers must approve the trade. For example, one manager sends the trade and then the other approves the trade. Another option is for both managers to send the trade in to the commissioner. This may be done via email, text, or WhatsApp.
22.04	Trading draft picks will be limited to the current season and the next season. For example, during the 1976 season, you can trade picks for 1975 and 1974.
22.05	Non-carded players may be traded.
23.00 Constitution Changes	
23.01	Changes to the constitution can be made with majority votes from the members of the league.
23.02	Any rule modification or change proposal must be submitted to the Commissioner.
23.03	Additionally, the commissioner and assistant(s) can add or change rules at any time when deemed urgent for the best of the league. They also can decide to include or not include new rule proposals for voting by the league members. Two votes of three will be required for a ratified decision.