

Sixties Inspired Zoom League (SIZL) Constitution (Version 1.0 – 7/12/2023)

1. Overview

- 1.1. SIZL is a relaunch of a prior APBA baseball league, with existing teams, managers (8 existing + 2 new), and draft picks. The league kicked off in January 2023 with the latest version of the 1963 APBA baseball card season from the APBA Game Company. The next season of play will be 1964 and will continue until we decide to end it.
- 1.2. 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. The league is designed to allow managers the opportunity to play APBA Baseball in a competitive and friendly environment. An overriding concern is ease and simplicity of play.
- 1.3. This league will make use of virtual face-to face-play when face-to-face via a table is not possible. Programs such as Zoom/Skype/Google or whatever other video program means is available by both parties will be used with the video camera features so that dice rolls can be clearly seen by your opponent. Opposing managers can request to see a card at any time during the series.
- 1.4. APBA issued dice must be used in this league. A dice shaker or dice tower must be used. Virtual dice via apps can be used if approved by the League Commissioner. No hand rolling.
- 1.5. Player utilization statistics will be kept by each manager. After each 4-game series (2 home games and 2 away games against the same opponent), the series and cumulative (season-to-date) stats for each player will be sent to the league headquarters. Note that this is a minimal statistics league. Only required statistics are games played per series, games pitched for starting pitchers, and innings pitched for all pitchers. It is recommended that managers keep additional performance stats for establishing all-star teams.

2. League Oversight

SIZL is a collaborative effort with all members contributing according to their talents and interests. Overseeing league operations is Commissioner Frank Fumai. Ed Kappeler is Co-Commissioner.

3. Organization/Schedule

- 3.1. Inaugural 1963 season:
 - 3.1.1. There will be 10 teams divided evenly into 2 divisions of 5 teams.
 - 3.1.2. There will be 52 games per team (26H and 26A). Games per season may be adjusted as the league expands.
 - 3.1.3. The first team listed in the schedule will be the home team for the first 2 games.
 - 3.1.4. This league will generally use the APBA Basic Game with Pitcher Advancement, Pitcher Fatigue, and Advanced Fielding (overall fielding, infield fielding, individual fielding).
 - 3.1.5. A schedule will be established in advance of the season for each team to follow. Each series will consist of 2 games -- 2 home games and 2 away games against the same team. If you wish to play all 4 games during the same video session, that is your choice. The league requires that each 4-game series to be completed in 2 weeks. The pace of the league is 2 games per week.
 - 3.1.6. The league will consist of 2 divisions. Divisions will consist of 5 teams. Divisional opponents will play each other in 8 games (8 games X 4 teams = 32 divisional games) -- 4 series of 2 games each. Inter-Divisional opponents will play each other in 4 games -- 2 series of 2 games each (4 games X 5 teams = 20 games). Each team will play a total of 52 games.

3.2. 1964 and sequent seasons [expanded, per 1964 rule proposal 3]:

3.2.1. There will be 12 teams divided evenly into 2 divisions of 6 teams.

3.2.2. There will be 52 games per team (26H and 26A). Each team will play 8 divisional games and 2

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games vs. non-divisional opponents [1964 rule proposal 3]. Games per season may be adjusted as the league expands.

3.2.3. The first team listed in the schedule will be the home team for the first 2 games.

3.2.4. This league will generally use the APBA Basic Game with Pitcher Advancement, Pitcher Fatigue (please refer to section 7), and Advanced Fielding (overall fielding, infield fielding, individual fielding).

3.2.5. A schedule will be set-up in advance of the season for each team to follow. Each series will consist of 2 games -- 2 home games and 2 away games against the same team. If you wish to play all 4 games during the same video session, that is your choice. The league requires that each 4-game series to be completed in 2 weeks. The pace of the league is 2 games per week.

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3.3. If any manager does not repeatedly complete their schedule in the time allotted by the commissioner, that manager can be removed from the league immediately. The commissioner will then play the games that were missed and/or find a new manager.

3.4. Playoffs will begin immediately after the regular season ends.

3.5. The regular season will take 26 weeks and the playoffs will 4 weeks. The season will generally be completed in 30 -35 weeks.

4. League Fees / Player Card Distribution

4.1. Card Distribution:

4.1.1. For the 1963 season, there will be no card/distribution fee. Ed will mail cards to players who request them. Please return the cards to Ed at the end of the season.

4.1.2. For the 1964 season, there will be no card/distribution fee. Frank will mail cards to players who request them. Please return the cards to Frank at the end of the season.

4.2. For subsequent season, each manager will pay his share of the season's cards (and shipping) that will be purchased from the APBA Game Company. This cost may be adjusted in future years to stay in alignment with APBA prices and shipping costs.

4.3. \$5 is required per season to pay website costs for sizl.drafthammer.com.

4.4. Each manager will receive the cards of the players he has drafted. After mid-season trades, managers are responsible for sending player cards to each other.

5. Penalties

For the 1963 season, SIZL will not assess penalty points or adjust positions for the 1964 draft due to penalties. The penalty process for 1964 and subsequent seasons is updated below.

5.1. Any player overused during the season is considered injured and unavailable to play in any post-season games.

5.2. 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.

5.3. The intent of this rule is that no team shall miss the play-offs due to another team's overuse of any player.

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5.4. The intent is not to afford the overusing team a second chance to play the games correctly and therefore, avoid any penalties incurred.

5.5. Player overusage will impact that team's draft in the subsequent year [1964 rule proposal 5]. For the first overusage, that team's draft picks will be +1 for the entire draft. Penalty will double with each additional overusage.

NOTE: *a pitcher shall not be considered to be overused, if the final out is a double play or a triple play that causes him to exceed his inning or season limit.*

5.5.1. Example 1 - If a team has 1 overusage during the year and has the 6th draft pick in the following draft (1.06, 2.06, etc.), that team's picks will move back one spot to 1.07, 2.07, etc.

5.5.2. Example 2 - If a team has 2 overusages during the year and has the 6th draft pick in the following draft, that team will move back 3 spots (1 for first overusage, 2 for 2nd) to 1.09, 2.09, etc.

5.5.3. Example 3 - If a team has 3 overusages during the year and has the 6th draft pick in the following draft, that team will move back 7 spots (1 for first overusage, 2 for 2nd, and 4 for 3rd) to 2.01, 3.01, etc.

This rule will also impact any incoming traded draft picks to that team. For outgoing traded picks, they will only be reduced if trade occurs AFTER overusage is reported to Commish and reported to the league. This modification will not alter existing rule that overused players are considered injured and ineligible to play in playoffs.

6. Rosters

6.1. Rosters are maximum of 28 carded and non-carded players (NC). NC players can be kept by their team on the roster from a previous season. NC cannot be drafted. They do count as 1 roster spot of the 28.

6.2. Carded Player Rule - All carded players by APBA for each season are available to be drafted into the league for that particular season.

7. Pitchers Usage

7.1. Pitchers are restricted to BOTH 32% of games started during the MLB Season being used AND 32% actual Innings Pitched during the MLB Season being used (all rounded up to next whole number). A pitcher may not exceed EITHER of these totals.

7.2. Split Grade Pitchers [example C(B*)] and Starting Pitchers (no *) being used from bullpen

7.2.1. Are limited to 32% actual Games Started and 32% innings pitched.

7.2.2. The manager must announce how a split grade pitcher will be used (either as a long reliever with starting grade or as a reliever with relieving* grade) before his first pitch (dice roll) after pitcher enters a game. As a long reliever, he can pitch up to five innings (15 outs); under that circumstance, he may make only one appearance in the series

7.2.3. Any starting pitcher (no *) that is not part of the starting rotation in a series can pitch as long reliever (1 appearance, up to 15 outs) or short reliever (up to 3 appearances). The manager must announce how a starting pitcher will be used (either as a long or short reliever) before his first pitch (dice roll) after pitcher enters a game.

7.3. Relief Pitchers (* Short Relievers)

7.3.1. Limited to 32% of their innings pitched allowed that they accumulated in the MLB season being used.

7.3.2. Relief pitchers who pitch 0-3 outs do not need to rest before their next appearance (i.e., relief

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pitchers who pitch 1 inning or less can pitch in consecutive games).

- 7.3.3. If relief pitchers pitch 4-6 outs, they must rest 1 game before appearing in their next game.
- 7.3.4. If relief pitchers pitch 7-9 outs, they must rest 2 games before appearing in their next game.
- 7.3.5. Relief pitchers are not allowed to pitch more than 9 outs, unless the 10th out is the second out of a double play.
- 7.3.6. Relief pitchers are allowed to pitch in 3 out of every 4-game series.
- 7.3.7. Relief pitchers must rest 1 game after pitching in 2 consecutive games.
- 7.4. Every pitcher (and player) starts fresh for every series. No more rest will be required or needed. No injuries will be carried into the next series. Every team has a fresh and healthy 27 player roster at the start of every 4-game series.
- 7.4.1. All pitchers working out of the bullpen who throw only 3 outs in any game do not need a rest. They may appear in the very next game.
- 7.4.2. All pitchers working out of the bullpen who work 2 consecutive games, need 1 game to rest.
- 7.4.3. Bullpen pitchers may appear in 3 games in any series (regular season).
- 7.5. Relief pitcher in play-offs
- 7.5.1. Bullpen pitchers may only appear in 3 out of the 5 games in 5-game series, resting 1 game after appearing in 2 consecutive games.
- 7.5.2. Bullpen pitchers may only appear in 4 out of the 7 games in 7-game series, resting 1 game after appearing in 2 consecutive games
- 7.6. Pitcher Grade Advancement and Reductions Rules issued in the APBA Basic Game Manual copyright 2013 will be used.
- 7.7. Starting Pitcher Fatigue Chart will be used. See following...

Starting Pitching Fatigue Chart											
Dice roll	2	3	4	5	6	7	8	9	10	11	12
Adjustment to BFR	4	(3)	2	(1)	3	(4)	1	(5)	0	(2)	5

Roll two dice and add the result together. Consult the chart above.

Calculate BF adjusted
Add Pitchers BF rating and the resulting adjustment to BFR from above. This is the pitcher's BF Adjusted

When the number of batters faced equals his BF adjusted total

- Retires the next two batters - reduce ~~pitching~~ grade by one grade
- Retires the next two batters (batters number three and four) - reduce pitching grade by one grade
- any batter reaches base - reduce pitching grade by one grade
- two consecutive batters reach base - reduce pitching grade by three grades
- three consecutive batters reach base - reduce pitching grade to D grade.

There are no subsequent reductions after pitching grade becomes a D grade.

The Grade advancement trumps the Starting Pitcher Fatigue Chart. However, once the starting pitcher allows an earned run, the Starting Pitcher Fatigue Chart is activated.

Note: SIZL will not use dice roll to *adjust* fatigue prior to games, pitcher batter fatigue (BF) numbers on cards

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will be used. [1964 rule proposal 1]

- 7.8. Starting pitchers must pitch at least 5 innings or until they have been injured, ejected, or has been proven to be ineffective by allowing 5 runs (earned or unearned).
- 7.9. The first team listed in the schedule is the home team for the first 2 games. If asked, the visiting team will identify their starting pitcher first (one game at a time).

8. Position Players Usage

- 8.1. Position players are limited to 32% of the games played in the MLB Season being used.
- 8.2. Once the maximum usage has been reached, that player will no longer be active during the season for any reason until the postseason.
- 8.3. A player may not play a position not listed on their card.
- 8.4. Furthermore, 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 SIZL. When constructing rosters, managers need to be vigilant to ensure they are prepared with eligible pitchers for possible extra-inning affairs.

9. Tie Breakers

- 9.1. For Playoff Position
 - 9.1.1. Season head-to-head games.
 - 9.1.2. Divisional record.
 - 9.1.3. Head-to-head 1 Game Playoff with the home field determined by a coin flip by the League Commissioner.
- 9.2. For Draft Position
 - 9.2.1. Season head-to-head games, with loser receiving the better draft position).
 - 9.2.2. Total runs differential.
 - 9.2.3. Total runs scored.
 - 9.2.4. If still tied, roll of the dice.

10. Annual Offseason Player Distribution Draft

- 10.1. Teams will be given the number of picks it will take to complete their roster, based on how many players they protect (up to 22 players). This will be known as the first phase of the draft.
- 10.2. Teams that do not have draft picks (due to trading them away without receiving any in return) will be given supplemental picks, to be used after the first phase of the draft has been completed. This will be known as the second phase of the draft.
- 10.3. All teams entering/needing the second phase of the draft to complete their rosters will be placed in reverse order of the previous season's standings until each team completes their roster of 28 players.

11. Draft Parameters

- 11.1. In subsequent seasons, the number of players on roster will not exceed 22 players.
- 11.2. A team's total number of draft picks will be determined by the number of open roster positions (minimum of 6). Therefore, each team must release at least 6 players prior to the draft (unless trades have resulted in roster of less than 28 players).

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- 11.3. All cut, carded players will be added to the next available draft. Only carded players may be drafted.
- 11.4. Uncarded players already on your roster may be kept as one of your 22 protected players.
- 11.5. Again, rosters may contain previously drafted, non-carded players but if a non-carded player is cut, the player may not be drafted until he is carded again. Non-carded players may be traded.
- 11.6. At the end of the rookie draft, all teams must have enough pitcher starts and innings (@32% or whatever the utilization % evolves to) to cover the full SIZL season [1964 rule proposal 4]. If any team does not have enough starts or innings, that team must return draft picks (starting at end of draft, i.e., last player(s) drafted) and replace drafted player(s) with pitchers needed to satisfy the 32% starts and innings requirement.

12. Draft Order

- 12.1. For the 1963 season, a draft lottery will take place between the 4 non-playoff teams. The lottery will be conducted by the league commissioner. If the commissioner's team is involved in the draft lottery, another league member will be present during the draft lottery. For the 1964 and subsequent seasons, this draft lottery will be expanded to the 6 non-playoff teams.
- 12.2. All draft rounds will be in the same order as the first round.
- 12.3. Once the commissioner has completed the lottery process, the remaining draft positions will be updated based on the final postseason results. For ties, refer to the tie breaker rules in section 9.

13. Trading Period and Free Agents

- 13.1. The trading period will begin following the end of the playoffs through the day before the league-wide Zoom meeting. If you are unable to attend the league-wide zoom meeting, it will be recorded and emailed to you. The trading period will at the commencement of the new season's drafting of players.
- 13.2. Opening day will be set by the Commissioner.
- 13.3. There is no Free Agent signing period. Players are either drafted or acquired via trade.
- 13.4. Trading future draft picks will be limited to the following two seasons only. A new season beginning is defined by the end of the SIZL World Series. Example: You can trade future draft picks for 1963 while in the 1962 trading period (which is after the 1962 season draft – before and during the 1962 draft, you may only trade draft picks from 1962 and 1963).
- 13.5. Uneven player trades are permitted [rule change 2]. Examples of uneven trades include three players for one player or one player for one draft pick. When making an uneven trade, the following rules apply:
 - 13.5.1. No team may play a game with a roster of more than 28 players. If a team enters a series with more than 28 players on its roster, players must be released until the target number of 28 players is reached.
 - 13.5.2. A team whose roster falls below 28 players, must play with the roster at that reduced number until the next rookie/ free agent draft.
 - 13.5.3. No team may play a game with a roster of fewer than 23 players. If a team enters a series with fewer than 23 players on its roster, the trade (or trades) that caused the reduced number will be rescinded.

14. Rules For Gameplay

- 14.1. The DH will always be used when a team from the Big Papi Division is the home team.
- 14.2. Pitchers are allowed to be used as pinch runners without recording it as a game appeared on the mound. Pitchers cannot be used as pinch hitters in either division.

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- 14.3. Injuries and ejections will only count for the remainder of the game.
- 14.4. If a game is rained out via the gameboard, disregard the rainout. It will be a strike on the batter and continue the game.
- 14.5. Hit and run can be used at any time with no limitations.
- 14.6. In-Game Defensive Rules
 - 14.6.1. Fielding One numbers 18, 19, and 20 will be outs when there are fewer than 2 out and the bases empty.
 - 14.6.2. Fielding One numbers 18, 19, and 20 will be one-base errors with two outs and the bases empty.
- 14.7. Statistics/Scoresheets will be used. Each manager is required to compile his team's utilization stats. Note that this is a minimal statistics league. Only required statistics are games played per series, games pitched for starting pitchers, and innings pitched for all pitchers. It is recommended that managers keep additional performance stats for establishing all-star teams.

15. Playoffs

- 15.1. Playoffs will begin immediately after the regular season ends.
- 15.2. Any ties between division ranking will fall under the tie breaker rules in section 9.
- 15.3. The announced playoff pitching rotation will be observed for each play-off game and follows into the next playoff round.
- 15.4. The team with the highest winning percentage in the league will be considered the home team for all playoff series.
- 15.5. The overall regular season divisional winner will automatically advance into the league's Division Series.
- 15.6. The teams that finish in 2nd and 3rd place in each division will be considered Wild Card teams. The two Wild Card teams will compete in a best of 5 game series (2-2-1).
- 15.7. The Division Championship Series and the World Series both will be best of seven (2-3-2).

16. Playoff Player Usage Rules

- 16.1. No J4 pitcher or position player can be used in a post season games.
- 16.2. No player in violation of the usage rules during the regular season can be used (i.e., if a player was overused during the season, he is considered injured and cannot play in play-offs).
- 16.3. At least a 4-man starting rotation will be used which must be announced prior to game 1.
- 16.4. Unless there are specified playoff rules, all rules governing position players, starting pitchers, relief pitchers, and starting pitchers working from the bullpen will follow the regular season rules.

17. Constitution Changes

- 17.1. Any rule modification or change proposal should be submitted to the commissioner. The issue will be aired with every member having an opportunity to state why or why not the change should be instituted. The league will then vote on the issue.
- 17.2. Changes to the constitution can be made with majority votes from the members of the league after the season in play has been completed.
- 17.3. In general, the commissioner will not vote on any change, which will ensure a majority vote if all managers participate. If a manager is unable to participate in voting, the commissioner may vote if needed for majority.