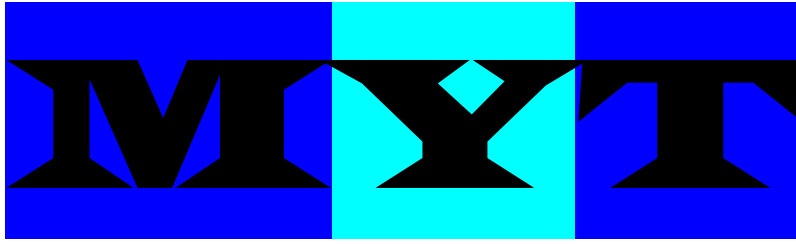


A DT Events League



Manage Your Team League

MYTs is a 12-team league divided into two 6 team divisions, playing an aggressive schedule of 111 games per season plus playoffs.

STANDINGS:

<https://docs.google.com/spreadsheets/d/16IsKTXxbMV43JayQvs7dkhCWKK0uXn3dWHI92ysrY3o/edit#gid=216181774>

WEBSITE:

<http://myt.drafthammer.com/index.asp>

The goal is to play a minimum of 2 series per week, meaning we should finish a regular season in 3 months and a season in 4-5 months.

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

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



Expansion is planned for 1 team in 1961, 1 team in 1962 and 2 teams in 1969.

DRAFT

The draft is 10 rounds. Non-playoff teams go by record, playoff teams go by 1st round losers by record, 2nd round loser by record, WS loser, WS winner. Tie breaker 1st FTF, 2nd vs division, 3rd vs other division.

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

CONTRACTS

Each team has 100 contracts available for each season. You may not go over 100 anytime during the season. You must spend at least 75 years each season. Unused years do not carry forward to the next season but can be used to add players during the trading period.

You determine how many years each player signs for after the draft. IE you Draft Ty Cobb and want him for the next 7 season. He would count as 7 years against your 100 contract years for each of the next 7 years, and you would have 93 left for each of the next 7 years.

Contract goes with the player if traded.

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

3+ years contracts. Once the contract expires those player Free Agents.

A Free Agent (RFA) is a player whose contract was 3+ years and has expired. A list of all RFA will be sent out and EVERY manager and each manager may offer any RFA a contract, RFA's always sign with the team with the most years. If there is multiple offers for the same number of years he will resign with his last team if they were one of the highest offers, unless the finale year of his contract is included then it will go to draft picks to determine who he sings with. If multiple teams offer the same and the players last team is not involved teams will have 1 chance to add a draft pick in the upcoming draft, The highest draft pick is where the player signs and the pick is forfeited. You may only bid up to a player's final year in the MLB.

Any player cut still under contract still counts toward your 100 years until the contract expires.

WAVIERS

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

Rosters minimum of 20 players during the season.



Pitching

Starters are limited to 10 innings in a start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 2 games off before and after each start.

Pitchers with only a starting grade get 72% of GS or IP whichever is greater.

Relievers and starters who will pitch in relief get 50% of IP

Split grade pitchers get 72% of IP

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

Relievers may pitch 2 2/3 innings per game with a maximum of 5 IP per 3 game series. They may pitch 2 2/3 innings in 1 game of a double header.

Starters and split grades may pitch up to 4 innings in a game but must sit for the next 2 games after pitching 3 or more innings in a single game.

Pitchers may pitch run without it counting as a game played but if the pitch hit, they must pitch to at least 1 batter the next inning.

Offensive Players

No Designated Hitter for now maybe in 1973.

J0-3 hitters can use 72% of the MLB total plate appearances or games played whichever is greater.

J4 hitters get 72% PA

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

SET UP

Rosters maximum of 31 players during the season.

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

GLITCHES are to be replayed as if the game never happened

NO DH EVER

Advanced Fielding should be ON.

Pitchers Fatigue should be ON.

Optional Pitching Rule OFF

Manual Dice Roll OFF

Ghost Runner Rule OFF

Re-roll Rainouts ON

3D Dice OFF

Three Batter Rule OFF

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

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



OVERUSAGE

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

TRADING

Draft picks may only be traded 1 year out. After the 1930 WS the 1932 picks will be released.
Starts after the World Series and ends right before the season begins (date TBD). There will also be a mid-season trading period between games 28 and 54.
No Conditional picks trades allowed.
FREE AGENTS
Any free agent may be signed to a 1-year deal for the rest of the current season.
Free Agents can NOT be added after the trading deadline.



PLAYOFFS
3 teams from each division 2v3 play 5 games 2-2-1, W23v1 play 7 games 2-2-1-1-1 and a 7 game World Series 2-2-1-1-1.
When rounding anything .1 or higher gets rounded up. (EXP if your player gets 57.3 GP it goes to 58)
In a 5-game series for pitchers (MLB actual X .09 = innings allowed) for the playoff series, for hitters (MLB Plate appearances X .04 = plate appearances allowed) for the series. If you win your series in three or four games, no rest days are required (rotation resets); if you win in five, one day of rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2 of the next series). Games 123 is a series and games 45 is a series.
In a 7-game series for pitchers (MLB actual X .135 = innings allowed) for the playoff series, for hitters (MLB Plate appearances X .05 = plate appearances allowed) for the series. If you win your series in four, five or 6 games, no rest days are required (rotation resets); if you win in seven, one day's rest is required (ie the pitcher who pitched the last game of the previous series cannot pitch again until Game 2) Games 123 is a series and games 456 is a series.
No carry over from one series to another. In the event of a tie there is a 1 game playoff. If a tie for the final playoff spot it is a 1 game playoff, otherwise ties are determined by best record H2H, vs division, vs other division, coin flip.

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