

Deer Valley Game Company - House Rules for APBA Master Baseball

2021

Play Cards

Offense selects his play card (face down) after the defense sets his alignment but before the defense declares either a pitch or pitch-out (see base stealing house rules). Most offense cards are self-explanatory except 2;

- 1) "Play it Safe": no un-forced outs (batter out at 1st instead); runners hold position unless forced. Runners advance minimum bases on a hit. No extra base attempts on a hit or fly out, unless Chance # >36.
- 2) "Hold Runner at 3rd": only allowed when Infield is "IN", bases not loaded, and less than 2 outs. Same as "Safe" but only for the runner on 3rd (other runners are **not** "Playing it Safe"). The runner on 3rd may attempt to advance on a fly out.

NOTE: In either case, an error result on the board is applied as is..

Pitching Grade

Change the modifications to pitching grade changes as follows:

Innings Pitched Fatigue Levels

Starter: 8 - Qx Reliever: 5 - Qx* (e.g. Q3* = 2 innings)

- once a pitcher starts an inning after having reached his innings pitched Fatigue Limit (FL), his pitching grade is reduced as follows:
 - Q3*, Q4*; reduce 2 levels at the start of each inning past his FL.
 - Q1*-Q2* & Q2-Q4; reduced 1 level for first inning past his FL, reduce 2 levels each inning thereafter.
 - Q1, Q0; reduce 1 level for each inning past his fatigue limit
 - Qx* may not pitch > 2 innings past limit (except in extra innings)

Walks/Hits Allowed (WHA) Levels

WHA = 9 - Qx (same for starter & relievers)

- once a pitcher reaches his Walks/Hits limit, each hit or walk reduces his grade 1 level (intentional walks and hit batters do not count against pitcher's limit)

Innings Pitched without allowing an Earned Run Limits

Q4 = 5 Q3 = 6 Q2 = 7 Q1 = 8

- bonus points (+5) are only applied to starting pitchers (not cumulative; only applies once per pitcher)
- Innings pitched reductions apply even if the pitcher has not allowed an earned run during the game.

The following pitch count pitching grade modifications are in effect (in all situations and modifications are cumulative):

- 2 or more balls on the batter: Grade -2**
- 2 strikes on the batter: Grade+2**

In place of the existing "5 earned runs over 3 innings" rule, use the following:

Whenever a pitcher starts an inning having given up 5 or more earned runs over the past 3 innings (or partial innings), his MG is reduced by 1.

For example, if a pitcher gives up 5 earned runs in the first inning, his MG is reduced by 1 at the start of the 2nd, 3rd and 4th innings. If he gives up 2 in the 1st and 3 in the 2nd, his MG is reduced by 1 for each of the 3rd, and 4th innings only (assuming he gives up no other ERs).

NOTE: A relief pitcher's bonus MG of +5 to the first batter faced, only applies if there are runners on base.

Windup vs Stretch Pitch Delivery

If a pitcher is using the Wind-Up delivery (or the first baseman is NH), his MF is N/A (=0). A pitcher may use the Stretch position anytime there are runners on base. The Stretch position reduces the pitcher's MG by -2.

Pitching Around a Batter

The pitcher may elect to pitch around a batter if first base is open and there are runners on second and/or third base. "Pitching Around the Batter" has the following effects:

- all **0, 1, 6 and 13** results are converted to a **14** (w/o pitcher chart mods)
- the pitcher is assumed to be pitching in the Stretch position (MG -2)
- the pitcher's MG rating is reduced by an additional -5 (net decrease of -7)

Starting Pitcher Minimum Innings

Starting pitchers cannot be removed from the game (barring injury) until after the 5th inning or until their original pitching grade is reduced by 5 or more points.

Pitcher Q Rating Modifications

Starting pitchers with at least 25 starts, whose innings per game started average is more than 1 above their Innings Pitched Fatigue Level (i.e. Q rating), increase their Q rating by 1, up to a maximum rating of Q2. (e.g. Q4 → Q3). Subtract 1 inning from total innings for each relief appearance (G - GS) to determine IP per start.

Relief pitchers with at least 25 relief appearances, whose average IP per relief appearance (IP/RA) is less than 1, have their Q rating decreased by 1 down to a minimum of Q4*. Subtract 5 innings from a relief pitcher's total innings for each game started when calculating their IP/RA.

Pitchers with both reliever and starter MG ratings but a Q rating only for one, determine the missing Q rating based on:

Starter Qx = Reliever Q(x - 1)* (e.g. Q3 → Q2*, Q3* → Q4)

Outfield In

The defense may play the "Outfield In" as a defensive alignment under the following conditions (all must be true):

- after the 6th inning
- less than 2 outs
- man on 3rd base
- a difference in the score of less than 3 runs

When the outfield is playing "IN" the following results are changed as indicated (after pitcher chart conversions are applied):

1-6; HVN+20

7; HVN-10

8 converted to; 30 (RHB) HVN-10, 32 (LHB) HVN-10

9 converted to 31 HVN-10

7, 8 or 9 converted by pitcher result to 30-32; HVN-5

15-17 converted to triple (double for S batter); bases cleared.

30-32 (not from converted pitcher chart results); HVN+5

Secondary & Cut-Off Throws/Plays

Instead of the standard procedure for secondary throws (throws made after the primary throw from the outfield has been resolved), and Cut-Off plays, use the following procedure:

- **Chance # = HVN' + Speed - Arm**
 - use average arm strength for cut-off plays (round up)
 - use secondary thrower's arm strength for 2ndary throws
 - Speed is the speed of the new runner/batter
- For Secondary Throws HVN':
 - use Line III modifier under original Line II value
 - add the following modifiers to the Line III value:
 - **throw from 2nd to Home or Home to 2nd: +35**
 - **all other secondary throws: +25**
- For Cut-Off Throws HVN':
 - half the original play's HVN plus the following:
 - **RF to 3B: +15**
 - **CF to 3B: +10**
 - **all other cut-off throws: +5**

Use this new Chance # on the Base Advancement Chance Table as the new Line II value.

Runners may attempt to advance after the throw passes the cut-off man, in which case the defense may make a secondary throw against the runner with his Chance Number reduced by 5 (check for Dropped/Wild Throws - see Simplified version below).



Base Stealing

Base Stealing is played as a Play Card.

Defense may select a pitch or a pitch-out before the Play Card is revealed.

If the defense has called a pitch-out and one of the steal cards has been played by the offense, increase the catcher's throw rating according to the following:

2B: RHB; Th +5 3B: RHB; Th +3
LHB; Th +3 LHB; Th +5

(if the catcher is a left handed thrower, reverse the 2B throw numbers)

Resolve the steal attempt normally, however the pitch is considered a BALL on the batter. If there is a Hit & Run play on a pitch-out, treat it as a steal with no swing by the batter.

Offense may select "Take-A-Pitch" as one of their plays:

- "Take-A-Pitch" cannot be played with 2 strikes on the batter
- If there is no pitch-out, roll a die to determine whether the pitch was a Strike or a Ball (odd*=strike, even*=ball)
 - * Pitcher is ZZ: "2" & "4" = strike
 - * Pitcher is Z or 2+ ball count: "2" = strike
 - ** Pitcher is W: "1" = ball

For a runner on 1B if the defense is NH, or if the pitcher is using a Windup (for runners on 1B or 2B), the runner's SSN is increased by +2 and his SAL restrictions do not apply. Note that HO is not allowed if 2B is occupied, and SAL restrictions of "NEVER" always apply.

With a runner on 1B and 2nd base open and the defense is NH, the defense has the option of not covering 2nd base on a stolen base attempt. This option is announced after the offense selects their play card but before it is revealed. If the offense has selected a steal (of 2nd base), the base stealer automatically takes 2nd base with no throw. Roll for whether the pitch is a strike or ball as usual. Note that if the steal is a delayed steal with a runner on 3rd, there is no throw to 2B so the runner on 3B holds. If the offense has selected Hit & Run, and the defense is not covering 2B, then H&R play results for #26, #28 and #31 are nullified and converted to the regular chart results.

The option to Not Cover 2B is not available if the defence is playing HO. Note that Wind-Up and HO is not a normal combination; if the defense has selected this option, it is assumed to be a NH 1B position but the "Not Covering 2B" option is not allowed.

Base runners on 3rd may only attempt a steal of home if the pitcher is using the Windup delivery OR as part of a Delayed Double Steal. Other than for a Delayed Double Steal, any attempt to steal Home is resolved at Home (SSN-15) and not at any other base.

Base runners may attempt a steal of second or third base outside of their SAL allowances but their SSN is reduced as indicated on the DVGC Steal Allowance Chart (e.g. SAL = "C", reduce the runner's SSN by 6).

The maximum unmodified SSN rating is 21 for runners with an SAL of "R", 27 for "G" and "F" runners, and 30 for all others. Modifications to SSN may exceed these given maximum values.

Delayed Double Steals

There are 2 options for a Delayed Double Steal; Lead Runner Delays (1st & 3rd only), or Lag Runner Delays (1st & 2nd only). For a Lag Runner Delay Double Steal, if the defense does not make a throw on the lead runner, the delaying runner does not attempt a steal. If the defense makes a play on the lead base stealer, the delaying base runner will safely steal 2nd with no play on him.

For a Lead Runner Delay Double Steal (steal of Home), the defense may either Not Throw, in which case the runner on 3rd HOLDS and the runner is safe at 2nd, or throw towards 2nd. If the defense throws towards 2nd he may attempt a regular steal resolution at 2nd (runner at home is safe unless play at 2nd is 3rd out), or throw back to the catcher to get the runner stealing Home with SSN - 13 (2nd base stealer is safe).

Simplified Dropped/Wild Throws

If doubles rolled on a throw resolution, re-roll dice:

- **runner out:** dropped throw if RED + WHITE > Bag Def Rating !
 - base runner/stealer safe (2B Steal Def: LHB - SS, RHB - 2B)
- **runner safe:** wild throw if RED - WHITE > Throw Rating !!
 - all runners advance 1 base

! Bag Def: 3B Def Rating + 4, 2nd (non-steal) = SS or 2B (check cut-off pos)

!! Throw Rating for non-C = Arm - 32 (min = -4, max = +4)

Rules for Pitchers used in a Series

Use the following rules when playing a series of games (typically 3 games between 2 teams) or a schedule of games. These rules modify a pitcher's fatigue levels based on the days of rest between appearances.

For every inning pitched in a pitcher's last appearance, reduce the following accordingly:

- Innings Pitched Fatigue Level : -1
- Walks/Hits Fatigue Level: - 1/2 (round up)
- Pitching Grade (MG):
 - 2 for first inning pitched
 - 1 for second inning pitched
 - 1/2 for every inning past 2nd inning pitched up to pitcher's IP fatigue limit (round up)
 - 1 for every inning past the pitcher's IP fatigue limit

Reductions are in effect if the pitcher appears in a game the day after his last appearance (i.e. 0 days rest).

For example: Pitcher A is a Q2 with a MG=12 and pitches 7 innings in a game on Monday. His levels are reduced as follows if he appears in a game on Tuesday Innings Pitched Fatigue Level goes from 6 down to -1 Walks/Hits Fatigue Level goes from 7 down to 3 Pitching Grade goes from a 12 down to 6, which is further reduced to 3 because of the excess IP Fatigue Level reduction**

* for zero or negative Innings Pitched Fatigue Levels, the pitcher is assumed to already be past his IP Fatigue level and his MG is reduced accordingly, in this case an additional -3 is applied to his Pitching Grade reduction. Pitching Grade (MG) is never reduced below 1.

For every day of rest the pitcher receives between appearances he recovers 2 levels on each category (IP Fatigue, Walks/Hits Fatigue, Pitching Grade). Q0, Q1, and Q1* pitchers recover 3 levels after their 3rd day of rest. All pitchers are fully recovered to normal levels after 4 days of rest. All reductions are cumulative when a pitcher appears in a game before fully recovered.

Starting Pitchers used in Relief

Starting pitchers without relief pitcher ratings may be used in a relief role with the following stipulations:

- If MG rating is 6 or more, then their MG rating is reduced by half (round up). Fatigue ratings from previous games are applied after this reduction. This reduction is **NOT** applied if they have appeared in at least 10 games in relief.
- If they have appeared in more games as a starter than as a reliever their Q rating is reduced by 2 (to a minimum of Q4*)
- Whether or not their Q rating is reduced, it is automatically translated to a relief pitcher's Q rating (asterisk)
- Starting pitchers with no saves credited to them for the year, may not be brought into a game between the start of the 7th inning and the end of the ninth inning. Such pitchers may be used in extra innings and may pitch beyond the start of the 7th inning if brought into the game prior to that point. This rule may be ignored if the game is the final game of a playoff series, or if injuries/ejections or excessive fatigue result in no other pitchers being available. Excessive fatigue is defined as a pitcher's MG rating being reduced below 1.