

The New Retro League (TNRL)

1967 League Guide

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League Structure

Organization and Administration

The New Retro League (TNRL) is a companion league to The New League (TNL), which was created in 2012 during the beta testing of APBA Baseball Version 5.75. TNRL began play in 2015 with the 1964 season, and will continue to play seasons chronologically.

Starting in 1967, TNRL is structured as a Major League organization of two six-team leagues - the American League and the National League. There are no divisions. There is also a Farm organization that matches the structure of the Major League organization.

Teams play a 160-game schedule, consisting of 30 weekly series of five or six games. Every team plays 32 games against each team in its league. The schedule will be reversed in 1968.

Advanced Injury Management (AIM) is used to control player usage and availability.

There are three rounds of playoffs to determine the winner of the TNRL Championship. In the first round, the first-place team in each league plays the fourth-place team, and the second-place team plays the third-place team. The winners of the first round meet in the League Championship Series. The two League Champions meet in the TNRL World Series to determine the overall TNRL Champion.

League operations are managed by the Commissioner, who may in turn designate other individuals to handle specific league functions. League administrative procedures and other operational matters not specifically covered in this Guide are left to the Commissioner's judgment. Where appropriate, the Commissioner may choose to confer with one or more league members in order to make decisions in the best interest of the league.

TNRL maintains a web site at <http://www.tnl575.net/tnrl>. The web site contents include standings and statistics for the current season, trades, c-files, draft results, historical data, and this League Guide.

Manager Responsibilities

TNRL uses only APBA Baseball Version 5.75 computer software. Managers are required to own the Baseball 5.75 program and any version of the official APBA data disk for the season being played that year. The most recently-issued version of the official disk will be used to create the league data disk.

Every manager in the league is expected to carry out all of the responsibilities described in this Guide on a timely basis. Managers should inform the Commissioner as far in advance as possible if they will be unable to meet a scheduled deadline, such as to submit their franchise files or play home games for a particular week.

If a manager finds that he is unable to meet his league commitments for an extended period, he should discuss the problem with the Commissioner. If the problem is short-term, the Commissioner may be able to auto-play the manager's games during that period.

Rosters, Annual Draft, and Trades

Rosters

TNRL is a continuous-ownership league. Once a player has been drafted, he will remain with the drafting team, unless he is traded or released.

At the beginning of the season, each team will have a Full Roster of 40 players. If a team exceeds the 40-man maximum during the season by obtaining additional players in a trade, the manager must release the number of players necessary to get back to the 40-man limit. Full Rosters are unlimited in size from the completion of the TNRL World Series to the cut-down date for the Annual Draft.

During each series, teams will have an Active Major League Roster of 26 players. Active Rosters must include adequate position coverage - at least two rated players for each defensive position - and either ten or eleven pitchers, no more and no less, including enough starting pitchers for the number of games in that week's series.

Players may be transferred between the Active Roster and the Farm team prior to the beginning of any series. No roster changes are permitted during a series.

Players who become Worn Out with a Remaining Use (RUse) of 0% during a series must be removed from the Active Roster and placed on the Farm team starting with the next series, and remain there for the rest of the regular season.

Active Rosters will be expanded to 28 players beginning with Week 21, then 40 players beginning with Week 26. This is to help teams with roster management for the 6-game series that begin in Week 21. All players on the Farm team are eligible to be promoted to the Active Major League Roster if the manager chooses to do so, with the exception of any Worn Out RUse 0% players.

Unrated Players

Each team will be allowed to keep two unrated (formerly uncarded) players, subject to the limitations described below. These are players who were on the team's previous season roster, but who do not appear on the current data disk. An unrated player counts the same on the roster as a rated player, and he must remain on the Full Roster all season. He cannot be traded or cut during the season.

Teams must send requests to designate unrated players to the Commissioner no later than the date for roster cut-downs prior to the Annual Draft. The Commissioner reserves the right to determine if a team that wishes to designate an unrated player has adequate position coverage, and to require roster changes if there are potential issues. Unrated players will be added to the current TNRL data disk, but will be set to Injured for the entire season.

Annual Draft

Each year, an Annual Draft will be held to allow teams to draft unowned players. This draft includes all Rookies (players that have been rated on that season's APBA official data disk for the first time) and all Free Agents (unaffiliated players that received ratings on the disk).

The Commissioner, or a designated league member, will be the Draft Coordinator and will set up and run the Annual Draft.

Starting in 1967, roster cuts will be optional. Teams can release players that they do not want or need prior to the Annual Draft. The released players are then considered to be Free Agents, and therefore will be available in the Annual Draft. The number of players that a team chooses to keep on their Full Roster will determine the number of rounds in which they will select in the Annual Draft.

Trading of draft picks will not be allowed during any draft.

The order of selection for all rounds of the Annual Draft will be won/lost percentage, lowest to highest. When teams have the same won/lost percentage, the following tiebreakers will be used, in this order, to determine the team that picks first:

- Loser of season series between the teams, if in the same league
- Poorer road record
- Lower team batting average
- Higher team ERA

The following are general guidelines for the Annual Draft. The details will differ from year to year.

Annual Draft rounds will be completed using e-mail picks and daily player preference lists. The daily deadline for submitting lists will be 9 PM Pacific Time. Each round will be scheduled as follows:

The first day will begin with individual picks via e-mail announcements to all league members, as many as possible. However, picks 1 through 6 for the current round must be completed on Day 1. For any picks not completed by the deadline, managers must submit lists to the Draft Coordinator.

The second day will continue with e-mail picks. On Day 2, only picks 7 through 12 will remain, though some of those picks may have already been made on Day 1. If the current round has not been completed by 9 PM Pacific Time on Day 2, managers must submit lists for any unmade picks to the Draft Coordinator by the deadline.

If all picks for the current round are completed prior to the Day 2 deadline, managers may begin e-mail picks for the next round. The daily schedule will be adjusted as necessary.

If a manager fails to submit a list by the daily deadline, the Draft Coordinator will attempt to select a player by using that manager's lists from previous rounds. If necessary, the Draft Coordinator will make a selection for that team using a custom Scout and General Manager in Advanced Draft.

Free Agent Claiming Period

After the Annual Draft is completed, there may be a Free Agent claiming period if it appears to be necessary. The purpose of this period is to allow teams to adjust their rosters for position coverage and adequate pitching MaxBF.

The process for claiming will vary from year to year. Details will be provided after the Annual Draft.

All teams are required to have sufficient coverage at all defensive positions, at least 5000 MaxBF in starting pitching, and at least 2000 MaxBF in relief pitching at the start of the regular season.

During this period, teams will be allowed to replace up to 4 players on their Full Roster with players from the unowned pool. Claims will be made via lists. If necessary, teams will be allowed to make additional replacements if adequate coverage has still not been achieved after four picks. Teams that already have proper coverage will not be required to participate.

Trades

Trades may consist of any combination of players and/or draft picks for the following season. Trades may be uneven in the number of players given and received (two for one, three for two, etc.). However, in-season trades should be even wherever possible, since teams must remain within the 40-man limit. It makes sense to include players that would otherwise be cut as part of such a trade. Similarly, whenever a draft pick is obtained in a trade, another draft pick should be given in return.

Trading will be allowed at all times during the off-season and during the first 25 weeks of the regular season. However, in-season trading will be closed from Week 26 through the completion of the TNRL World Series.

Trading of draft picks will not be allowed during any draft.

For a trade to be considered official, both managers involved in the trade must report the trade to the Commissioner, who will then confirm the trade. The Commissioner may, at his discretion, suggest modifications to any trade that appears to be significantly unbalanced.

For trades made during the season, all managers involved must report the final version of the trade to the Commissioner by 9 PM Pacific Time on Sunday, when the current week's results are due. Players will be transferred to their new teams in the weekly results c-file, and will be available for the next week's series of games.

League Play

Disk Modifications

The most recent version of the official APBA data disk for the season being played will be used to create the TNRL data disk. Ratings on that disk (or calculated from that disk) will not be altered, except as described below.

MaxBF Changes:

Low-grade pitchers will have their MaxBF (Maximum Batters Faced) rating increased, as follows:

- Starting pitchers Grades 1 through 5 will have their MaxBF increased to 1000.
- Split-grade pitchers with both Grades being 5 or less will have their MaxBF increased to 800.
- Relief pitchers Grades 1 through 5 will have their MaxBF increased to 400.

Starting with 1967, the listed increases will only be applied to pitchers with original MaxBF of at least 200. Pitchers with MaxBF of less than 200 will receive half of the increase listed above.

Pitchers whose MaxBF already exceeds the values shown above will keep their existing MaxBF.

Saves Adjustment:

Certain Micromanagers use actual save statistics to select closers. For this reason, managers will be permitted to declare specific relief pitchers as that team's primary closer and secondary closer. The Commissioner will change the actual save statistics on the league data disk for each team that chooses to adjust its closers. The primary closer will be given 50 saves. The secondary closer will be given 40 saves. Any other relievers on that team who had 31 or more actual saves will have their actual saves reduced to 30.

Ballparks

Any Ballpark that has been issued by APBA may be used in TNRL as a home field backdrop. Ballpark effects will not be used in TNRL.

Managers are required to designate their home field as Domed in order to avoid rain delays and rainouts (and the related rescheduling problems). This is done on the manager's own PC by checking the Domed box in Options - Select Ballpark within the Baseball 5.75 program. This will remain in effect for the entire season, including playoffs.

If any rainouts do occur due to a home manager not setting his ballpark as Domed, the rescheduled games will be auto-played by the Commissioner.

Micromanagers

Visiting teams will specify the Micromanager to be used in their weekly Lineups Franchise file.

Only AIM-enabled Micromanagers designed for draft leagues can be used in TNRL.

Because of differences in the handling of pitching staffs, micromanagers designed for seasons from the 1950s through the 1970s should be used in TNRL. The five Buck Miller managers and Alexander Cartwright I. are being permitted for convenience, but they are not well suited for 1960s baseball.

The Micromanagers listed below are pre-approved for TNRL use, since most of them include strategies appropriate for 1960s draft leagues. All TNRL teams must install these Micromanagers, so that their opponents are able to use any of them.

The most recent versions of these micromanagers are available on the TNRL web site at <http://tnl575.com/tnrl/tnrl-micromanagers/>.

- Doc Gordon
- Doc Gordon II
- Hack Gilbert 2015
- Hack Gilbert II 2015
- Juice Rogers
- Judge Griffith
- Walt Alston
- Buck Miller I through V
- Alexander Cartwright I.
- Duke Robinson, Jr. (included with 5.75)

Schedule

TNRL uses a schedule of 5- and 6-game series. The schedule is alternated each year by reversing home and away teams for every series.

Franchise and Commissioner Files

Submission of lineups, results, and statistics each week is accomplished using 5.75 Franchise files. Each f-file **must** have a file name that includes the team, the week, and an identifier such as "lineups" or "results." Example: F-BAL Week 12 lineups.LPF

Each manager will provide lineups, rotation, active roster, and default Micromanager in the weekly Lineups Franchise file, which must be sent to the Commissioner by a specified day and time each week. **Managers must submit a lineups f-file if they are making any changes to roster, rotation, or lineups, even if they are at home that week.** Teams are encouraged to submit a Lineups Franchise file to the Commissioner every week, even if no changes are needed, or to send the Commissioner a note advising him that no changes are needed that week.

Once the Commissioner has loaded all Lineups Franchise files, he will create the Play Ball Commissioner file for that week and will send it to all teams. When the Play Ball Commissioner file is distributed, all home teams must load it before playing that week's games. Road teams should also load the Play Ball file to verify that their Lineups file was correctly processed, and should notify both the Commissioner and their opponent that week of any problems.

At the completion of the series, the home manager creates the Results Franchise file, which contains results for that series. Once all Results Franchise files are received by the Commissioner, he will create a new Results Commissioner file and will send it to all league managers. This file contains all results for the week, updated statistics, and current AIM player status. Managers then will modify their roster, lineups, rotation, and choice of Micromanager for the next series, and create the next week's Lineups Franchise file. This cycle repeats each week.

Any series not reported to the Commissioner by the published deadline each week will be auto-played by the Commissioner, using the two teams' designated Micromanagers, immediately following the deadline for game results.

If an away manager believes that his opponent has played a series using the wrong c-file, causing the wrong roster, lineups, and rotation to be used, he should report it to the Commissioner, who may determine that the series should be replayed, or auto-played, using the correct c-file for that week.

Player Usage

Home team managers are free to use their players as they wish, within reasonable limits. All non-pitchers can be used at all positions for which they have a defensive rating. Players may only be used at positions for which they are not rated if injuries and/or ejections during a game deplete all rated players at a position. Pitchers may not be used as pinch hitters before all position players have been used, unless that pitcher was normally used as a pinch hitter in real life.

The Advanced Injury Management (AIM) system is used to monitor and regulate player usage. Each TNRL manager will need to use his players carefully, and to watch the status, RUse, MaxBF, and assigned role of each player as determined by the AIM system. This is especially true with Regular players who have a Season Factor of less than 100, and pitchers with low Recovery Factors. Position players who are Tired or Worn Out after a series should be replaced on the Active Roster for the following week.

Starting pitchers must have at least three days of rest between starts. Off days between series are counted as rest days.

Starting pitchers with more than 30 actual starts are limited to actual games started. This will require careful rotation management. They must have three days of rest, must have unused MaxBF remaining (not RUse 0%), and must not be in status Tired (League Manager will normally keep a Tired starter from being used, so this should not be an issue).

Starting pitchers with 30 or fewer actual starts are limited to 30 games started. Most of those pitchers will not have enough MaxBF available to start 30 games, so they must be removed from the Active Roster once they reach RUse of 0%.

TNRL stolen base attempts will be monitored, and the Commissioner may choose to downgrade the steal rating of a Regular player who significantly exceeds his real-life attempts. 125% or more of actual steals by a Regular player will be considered excessive. Any downgrading of steal ratings will be reset for the post-season.

Random/Rare Play game injuries will not be used. This is the "Fatigue Only" option in AIM.

Certain Micromanagers do not bench a team's starting rotation. For that reason, managers are strongly advised to use the Bench function in their lineups, in order to keep starting rotation pitchers from being used in relief by their Micromanager during away games. For 1960s seasons, many split-grade pitchers have high starting grades. If a manager wishes to use such a pitcher only as a starter, that pitcher needs to be benched at all times, so that he will not be used in relief at all.

A home manager is not permitted to change his starting pitcher to a pitcher who throws from the other side during pre-game lineup selection, after the visiting lineup has already been selected based on the throwing hand of the scheduled home pitcher. Any changes to the home rotation must be made before the series begins. A visiting manager who discovers a violation of this policy during a completed road series may choose to report it to the Commissioner, who will assess an appropriate penalty if necessary.

Post-Season Play

Playoff Structure

All post-season series will be a best-four-of-seven format.

The first round of the post-season will be the League Playoffs, which will have the first-place team from each league playing the fourth-place team, and the second-place team playing the third-place team.

If there is a tie for any position, the tie will be broken using the same tiebreaker rules as are used for the Annual Draft. These rules, in the following order, will determine the higher-ranked team:

- Winner of season series between the teams
- Better road record
- Higher team batting average
- Lower team ERA

Winning teams from the League Playoff series will move on to the League Championship Series. The two League Champions will then meet in the TNRL World Series.

Player Restrictions for Post-Season Play

Playoff managers will determine the 26-man roster they will use in each playoff series. This roster may not be changed during the series.

Starting pitchers must have at least three days of rest between starts and must be in AIM Fatigue status Ready or Rested. Travel days are counted as rest days.

Starting pitchers with fewer than 16 TNRL starts for that season will be limited to one start per post-season series.

AIM will determine player availability for the post-season games. Adjustments are made automatically by AIM to give players an appropriate amount of additional availability for each post-season series.

Post-Season Schedule

The post-season series will be scheduled using a 31-day calendar.

There will be 2 rest days before the League Playoff series begins.

The League Playoff series and the League Championship Series will be in the format of 2-3-2, with the team with the home field advantage hosting games 1, 2, 6, and 7 (as needed). Home field advantage in the first two rounds goes to the team with the better record.

The World Series will use a 2-2-1-1-1 format. The American League will have the home field advantage in odd-numbered years, and the National League will have the home field advantage in even-numbered years.

The schedule for each post-season series will be as follows:

League Playoffs

day 3 - game 1
day 4 - game 2
day 5 - travel
day 6 - game 3
day 7 - game 4
day 8 - game 5 (if necessary)
day 9 - travel
day 10 - game 6 (if necessary)
day 11 - game 7 (if necessary)
day 12 - rest

Championship Series

day 13 - game 1
day 14 - game 2
day 15 - travel
day 16 - game 3
day 17 - game 4
day 18 - game 5 (if necessary)
day 19 - travel
day 20 - game 6 (if necessary)
day 21 - game 7 (if necessary)
day 22 - rest

TNRL World Series

day 23 - game 1
day 24 - game 2
day 25 - travel
day 26 - game 3
day 27 - game 4
day 28 - game 5 (if necessary)
day 29 - travel
day 30 - game 6 (if necessary)
day 31 - game 7 (if necessary)