

2025 JERSEY CENTRAL LEAGUE CONSTITUTION

SECTION ONE: LEAGUE STRUCTURE

1. The Jersey Central League (JCL), a continuous-ownership, current season APBA baseball draft league, each of whom will have sole control over a team. Teams shall be organized in a format as decided in a league meeting previous to the start of a league year.
2. The JCL's annual dues will be \$40 per member, due at the Draft Meeting. No member shall draft players for his team unless he has paid his dues. Dues money shall be kept and disbursed by the Treasurer and shall be used for all league expenses determined by the membership at a league meeting or determined by the Commissioner for the good of the league.
3. There shall be 3 general meetings of the league membership annually. The Draft Meeting is held to conduct a draft of new players to restock the teams. The Supplemental Draft Meeting is held in order to conduct a one-round supplemental draft. The Rules Meeting is held in order to review decisions on rules for the upcoming season and for other matters that would involve decisions by the league membership. Meeting dates to be determined.
4. The officers of the JCL are: Commissioner, Assistant Commissioner, Website Coordinator, and Treasurer. The duties of the Commissioner shall be to insure the smooth operation of the league and to chair all league functions, to keep team rosters and recorded all player transactions. The duties of the Assistant Commissioner shall be to act in lieu of the Commissioner in his absence. The duties of the Website Coordinator will be to keep and maintain the league website. The duties of the Treasurer shall be to keep and disburse all league monies.
5. There shall be a 3-person Protest Committee appointed by the Commissioner from among the league officers to arbitrate protests in which they are not directly involved which concern game procedures or any other matters covered in this Constitution.
6. Each manager is encouraged to report news or highlights about his team to the news page of the JCL website. While this is not mandatory and carries no penalties for failure to do so, it is recommended.
7. Games are to be played by the following requirements: 40 games by May 31, 80 games by July 31, 120 games by September 30, and the regular season to be completed by October 31. **As an incentive to play games on time, if a team plays 80 games by July 31, it has the option to keep its 2nd supplemental draft pick for the following season. If it completes its full season by Oct. 31, it will have an extra roster spot for the following season. Depending on when the current season ends, the above dates may be adjusted.**
8. Any amendment to this Constitution must be approved by at least 2/3rds majority of the current league members present at a Meeting. However, this 2/3rds majority must total at least ½ of the league membership. Amendments which affect all teams equally may be implemented in the following season. However, any other rule changes may not be implemented for one full year following the amendment's passage.

SECTION TWO: OPERATING RULES

Basic APBA rules as outlined in APBA's "66!" game, published in 2013, will be used with such exceptions and additions as may be voted on by the membership of the league. The current list of exceptions and additions is as follows:

1. The Coxx Cards will be used to randomize pitching grades. The Coxx Card of the pitcher's grade is to be used in any situation where the result would be affected by the pitcher's grade. Pitcher's grades E and F are to be considered the same as grade D.
2. The Hit and Run results will be in accordance with the results in the Hit and Run section of APBA "66!". The Hit and Run cannot be used if the base runner is not eligible to steal based on the Steal Allowance Chart or if the base runner has no steal attempts remaining. Pitchers may not attempt the hit and run unless they have 2 or more red 31's on their hitting card. Once the hit and run is called by the offensive manager, the defensive manager may make no further moves. The following exceptions apply to the Hit and Run result board:
 - If the play result is a "13" then the result is: "Strikeout. Runner attempts to steal second base." The offensive manager rolls for the SB result using the runner's steal number less 7, the catcher's arm and pitcher's move to first base.
3. Certain pitchers will be designated Z+ pitchers. These pitchers will have given up no more than 2 (2.000) unintentional walks per 9 innings pitched in the season on which the current card set is based. A Z+ pitcher vs. play result 14, bases empty, will necessitate a roll of one die by the defensive manager. An even-numbered result will change the result from a walk to 2 balls; an odd-numbered roll will not change the result. NOTE: Any situation where a Z or Z+ pitcher changes a walk to a ball should be changed to read 2 balls.
4. The Pitcher's Hitting Card may be used in place of any pitcher's actual hitting card for that pitcher's at bat.
5. A manager may elect to coach his base runners by "playing it safe". By doing this, a runner will advance one base on a single, 2 bases on a double, and will NOT advance on a fly ball and CAN NOT steal a base. On a play where the batter reaches base by an error, runners may only advance as many bases as the batter.
6. Base stealing will be governed by the Steal Allowance Chart. The success of the attempt will be determined by the Base Stealing Chart. Steal attempts on hit and walk numbers (#10, 11, and 14) are to be disregarded. However, all other on-board steal attempts, unless the offensive manager is "playing it safe", will be determined by the runner's ability to steal as determined by his Steal Allowance Letter. Additionally, a runner who has successfully stolen a base may continue to an additional base due to an overthrow by the catcher. This situation is noted on the Base Stealing Chart. **Play result 22 with a runner on second base will no longer require the baserunner to attempt a steal of 3rd base even if the runner is eligible.**
7. The option of "pitching from the stretch/checking the runner on 3rd base" may be used by the defensive manager when there is a runner on third base. When "pitching from the stretch/checking the runner on 3rd base, the pitcher's grade is reduced by 5 points, and the runner's steal attempt number is reduced by 25 points. The defensive manager cannot have his pitcher pitch from the stretch after a steal attempt of home has been announced.
8. The "Infield In" Chart is to be used when the defensive manager elects to play the infield in. If play result 26 or 28 is rolled, the defensive manager will roll both dice and consult this chart to see if the play result is an out or a hit. If this is not addressed before EACH roll, it is assumed the infield is playing back. When the defensive manager calls "Infield In"

and the offensive manager coaches the runner on 3B, the “Infield In” chart is to be ignored as the infielder would check the runner and throw to 1B.

9. Advanced Fielding from the APBA basic game will be in effect. Team Defense will be calculated by adding all players’ defensive ratings together, with Infield Defense calculated by deducting the outfielder’s rating from Team Defense. For the following play results, the fielding rating to be used is as follows:

TEAM:	12, 23, 35-41
INFIELD:	21, 22, 24, 25, 29, 33, 34
LF:	15, 30
CF:	16, 31
RF:	17, 32
SS:	18, 28
3B:	19, 27
2B:	20, 26

10. The Error Number Safe/Hit Result Chart will be used with the bases empty on play results 15-21, 23, and 41. The defensive manager will roll to determine if and how the batter reaches base. Use the numbers in Sec 2-9 above to determine which player’s rating or group of players’ rating (team, or infield defense) will affect the result. **If an infielder with the grades of 1b-5, 2b-9, ss-9 or 3b-5 commits an error from the error card with bases empty, the defensive manager may re-roll a 2nd attempt to get the out.**

11. The Bunt for a Hit will be determined by a pre-game roll of one die by the defensive manager. A roll of 1, 2, or 3 will result in 0 bunts. A roll of 4 or 5 will result in 1 bunt. A roll of 6 will result in 2 bunts. The extra inning bunt is now eliminated.

12. Changes in the Sacrifice Booklet are as follows:

- a) With runners on 1st and 3rd, the offensive manager has the option of holding the runner at 3rd, and using the page headed “Runner on First”.
- b) With a runner on 2nd, the defensive manager has the option of calling for the sure out at first base, thus disregarding any play at third base on that runner.
- c) The Squeeze Play is limited to one per at bat per base situation.
- d) When the play result is a 14, the count is 2 balls for all pitchers attempting a bunt.

NOTE: Except for b) above, once the sacrifice is called, the defensive manager may make no further moves.

13. The HR Control Chart may affect the number of home runs hit. Pitchers with a G or H ratings will change play result 1 to 6 in certain situations, and pitchers with an L or M rating will change play result 6 to 1 in certain situations. These changes are also effective when the Hit and Run is used.

14. The Rare Play Charts will be used with play results 23, 37-41 in situations other than bases empty. The Rare Play Charts will not be used with the Hit and Run or Sacrifice. The results of the play will be determined by consulting rare play charts which will be provided separately.

15. Any position changes made within an inning must involve player substitution.

16. While all pitchers may advance 2 full grades (each advance = 5 points) a pitcher who starts with a grade of 5 or below may advance 3 full grades. After 10 innings, a starting pitcher is reduced 5 points for each full inning, but will not drop below a grade of 8.

Pitcher Grade Advancement Chart				
	5 Consecutive IP with no ER	6 Consecutive IP with no ER	7 Consecutive IP with no ER	8 Consecutive IP with no ER
Starting Grade 1 to 5	Increase grade +5	Increase grade +5	Increase grade +5	
Starting Grade 6 to 10		Increase grade +5	Increase grade +5	
Starting Grade 11 to 15			Increase grade +5	Increase grade +5
Starting Grade 16 to 19				Increase grade +5
*NOTE: Pitchers may not advance over a 20.				

17. Starting pitchers must pitch at least 4 innings to start a game unless he has given up 3 runs total. After a rain delay, the 4 inning requirement is waived. Usage of relief pitchers will be in accordance with the Q-fatigue ratings as follows: Pitchers may not be replaced until they face at least 3 batters or reach the end of the inning.

Q1:	reduce grade by 2 points after each full inning
Q2:	reduce grade by 5 points after each full inning
Q3:	reduce grade by 8 points after each full inning
Q4:	Same as Q3

NOTE: no relief pitcher's grade will drop below a grade of 8 due to fatigue. No relief pitcher can pitch on 3 consecutive days.

18. Certain Master Game Symbols will also be used which affect certain situations. The batting characteristic of a batter will be that used by the computer game, and will be added to the pitcher's grade when facing a pitcher throwing from

the same side. (e.g. left handed batter facing left handed pitcher). The Steal Allowance Letter as determined by the game company will be used, as well as Master Game Ratings WPO, HBO, BKO, and PBO.

19. There will be one division consisting of 11 teams.

20. There will be a 160 game schedule. Teams will play all other teams 16 games (two 4-game series at home and two 4-game series away). The DH will be used in all games.

21. In extra innings a ghost runner will be used. The runner placed on second base at the start of each half-inning shall be the player (or a substitute for such player) in the batting order immediately preceding that half-inning's leadoff hitter.

SECTION THREE: PLAYER USAGE

1. Pitchers are limited to 100% of actual innings pitched during the season on which the current card set is based. Any pitcher with more starts than relief appearances, and a grade of at least 10, must rest at least 4 days. Each game counts as 1 day. There is also 1 day counted for rest purposes between each series. A pitcher with more relief appearances than starts will have his rest period determined by how he was used in his last appearance. If he started, he rests 4 days; if he relieved, he must rest 1 day before starting again, none before relieving again. If a pitcher with a grade of 9 or below (all of whom may relieve regardless of how that pitcher was actually used) pitches in relief, he must rest at least 1 day before he starts a game.

2. All batters are limited to 100% of total at bats during the season on which the current card set is based. Once a player's total of allowable at bats is reached, he is no longer eligible to be used. Once a pitcher's number of allowable at bats is reached, the Pitchers Hitting Card must be used for his at bats. Stolen base attempts are also limited to 100%.

3. In order to be eligible for play, a drafted player must meet the following requirements:

a) Batters must have at least 100 AB in which the current card set is based.

b) Starting pitchers must have 15 starts or 80 IP, relievers must have 25 G or 40 IP in which the current card set is based. Split grade pitchers are eligible if they meet one of the SP or RP requirements.

4. Each team must begin a game with at least 2 players rated at each position, barring injury. No player may be removed from a game unless a rated defensive substitute is available to replace him. If a manager unknowingly makes this illegal substitution, the opposing manager will choose the defensive substitute from the team's remaining position players. If no position players are available, a pitcher may be selected. Any player being used in a position not on his card is to use the Pitcher's Hitting Card when batting. In case of ejection or injury, that team's manager may choose a replacement on his team if there are no available players at that position.

5. Each team must designate to the opposing manager the 26 players that will comprise his active roster for any series and must notify the opposing manager of the remaining players on his roster as being inactive and ineligible for participation in any series.

6. Players whose season eligibility runs out cannot be replaced during a series.

SECTION FOUR: INJURY RULES

1. The Advanced Injury System (e.g. J-0, J-1, etc.) will be used, with all injuries counting in sequence of total games played by that team, plus “days off” between series (1 day off between each regular season series). Use the Injury Chart on the JCL Cards chart.
2. A substitute may be “called up” from a team’s inactive list for the balance of the series, but the call up prevents the injured player from returning to the roster for the remainder of that series.

SECTION FIVE: PLAYOFF FORMAT

1. The playoffs are to be conducted as follows:

- a) All series are best of seven with the home team (higher seeded team) hosting games 1, 2, 6, and 7.
- b) The gap between the regular season and the playoffs counts as 4 days, with the gap between each round of the playoffs as 1 day. If there is a “Play-In” game, there will be a rest day before this game.
- c) Top five teams make the playoffs.
 - ◆ Round 1: Seed 4 plays Seed 5.
 - ◆ Round 2: Seed 1 plays Winner of Round 1 and Seed 2 plays seed 3.
 - ◆ Round 3: Winners of Round 2 play for the championship
- d) If teams have the same regular season record, the following tie breakers are to be used:
 - 1) Head-to-head results between the 2 teams
 - 2) Record versus all playoff teams
 - 3) Coin flip by the Commissioner

2. In case of a regular season tie between two playoff teams, a one-game playoff will determine which team gets the higher seeding. The home team will be determined by the above tiebreakers (Section 5.1.d). The only exception to this rule is when there is a tie between the two teams in the First Round Series (4th and 5th place teams) or in the Second Round Series (2nd and 3rd place teams) – in this situation a one-game playoff is not needed and the tiebreakers (Section 5.1.d) will be used to determine the higher seeded team.

3. In case of a regular season tie between 3 teams, 2 one-game playoffs will be played. The dominant team of the 3, by virtue of the tiebreakers (Section 5.1.d) will receive a bye and will play the winner of a one-game playoff between the other 2 teams. The dominant team between the 2 remaining teams will be the home team for the 1 game playoff. The team with the bye will be the visiting team in facing the winner of the first one-game playoff.

4. Player usage in the playoffs is as follows: All players are limited to 10% of their actual at bats, steals and innings pitched per each series for use in the playoffs. Fractions are to be rounded down at .49 and up at .50 or above. Starting

pitchers must rest 4 days between starts, and fatigue ratings will affect relief pitchers as in the regular season. All teams must use a four-man starting rotation. There is one day of rest after game 2 and game 5 during the seven-game series.

5. Players whose playoff eligibility has expired may not be replaced until that series has ended. In a tie-breaking game (see Sections 5-2 and 5-3) to determine playoff seeding, all usage limits are to be determined from remaining regular season eligibility.

6. During the playoffs, no game shall end in less than 9 innings due to rain. If this occurs, disregard the play result and continue the game.

7. During the playoffs, there will be no ghost runner in extra innings.

SECTION SIX: DRAFT FORMAT

1. At the Draft Meeting, a draft of unclaimed players will be held. All players who appeared in a major league game in which the card set is based, and are not currently on a JCL roster, are eligible to be drafted. The draft will consist of a sufficient number of rounds so that each team will control 40 players.

2. Teams will draft in reverse order of won-lost record from the previous year. In the first round only, the draft order of all non-playoff teams will be determined by lottery. In the lottery, no team will drop more than 3 spots. In case of ties, the WINNER of the season series between the tied teams will choose first. If that is also a tie, the team with the better record in its division will pick first, and, if still tied, a coin flip will decide.

3. Each team will cut its roster to 27 (or less) players 3 weeks before the draft.

4. Supplemental draft will be a 2-round snake draft. Anyone chosen in the 2nd round of this draft cannot be moved and must be dropped at the end of the year. Participation in this draft is optional. In order to participate, a manager must have at least one open spot on his roster. This will likely result in cutting a player from the current roster before the supplemental draft begins. Players who are cut to make room on a roster will be eligible to be drafted in the supplemental draft. After determining the draft order for the Supplemental Draft, a team may recall the player it cut before the draft begins. If a team is not present at the supplemental draft meeting, it may make a selection after all present teams have made selections if there is an opening on its roster, and it has communicated to the commissioner its choice prior to the draft.

SECTION SEVEN: TRADING RULES

1. The trading of players will be limited to 2 trading periods:

a) between September 1 previous to the final day of the season on which the current card set is based, and 3 weeks prior to the Draft Meeting.

b) between the end of the Draft Meeting and the trading teams' 120th game of its regular season.

However, when either team involved in the trade has played its 91st game, or after July 15th (whichever comes first) all players involved in the trade are ineligible for that season's playoffs. No trades can be made after August 1.

2. Trades may not be made between 2 teams as a "reciprocal agreement". A reciprocal agreement is defined as an agreement which would return the traded players to their original teams at a future date, completely reversing the original trade.

3. All trades must be reported to the Commissioner by BOTH parties to the trade. No players involved in a trade may be used until BOTH teams have notified the Commissioner of the trade.

4. Future draft choices may be a consideration in trades. These draft choices must be able to be chosen within the next two draft meetings (excluding Supplemental Drafts). While trades of uneven numbers of players are permitted, at no time during the regular season can a team, have an active roster of greater than 40, or less than 30 players.

SECTION EIGHT: EXPANSION

1. The plan to stock 2 new expansion teams is as follows: All current teams are to cut to 20 players. This will include ALL players under the control of a team. The new teams will pick from the remaining players. Once a player is selected from an existing team, that team may remove 1 of its eligible players from those available to the expansion teams. No team may lose more than 3 players to the expansion teams. The expansion teams will pick until they have 21 players each.

2. In a year of expansion, the expansion teams will each pick at the beginning and end of each of the first 2 rounds of the draft. In the first round, the expansion teams will join the 2 teams with the worst regular season won-lost records in the lottery to determine the first 4 picks in the 1st round of the draft. They will be slotted as if they finished with the 3rd and 4th worst regular season won-lost records in the previous season. After the second round, they will choose at the beginning of each round until they have 40 players.