

## 2026 SEASON

### WORLD BASEBALL ORGANIZATION RULEBOOK

#### I. BASIC LEAGUE STRUCTURE

- A. Fundamentally, the WBO is a traditional card & dice game league, using Ballstat/Ballscore for maintaining stats and game scorebooks, but games themselves are played with cards & dice, solitaire-style, using detailed instructions sent by opponents. Of course, managers have the option to play any number of games face-to-face (in-person or via Zoom, Teams, Facetime, etc.).
- B. The WBO uses the APBA basic game, with advanced modifications, along with additional modifications as detailed in this Rule Book under the Gameplay section.
- C. The league recognizes some managers may wish to use the Ballscore Randomized dice roller during the regular season for expediency in playing the games. In this event, the manager must use the same randomizer for both teams' dice rolls. Additionally, ***playoff games must be played face-to-face, (in-person or on-screen via Facetime, Zoom, Teams, etc.), and the use of any dice randomizer is strictly prohibited. Managers must roll real dice, and the roll must be verifiable by the opponent (i.e. you must have a camera on the dice).*** If for some reason (e.g., because of technical limitations at home, or privacy issues) a player does not wish to roll on-screen, they give up their right to play the games, and the games must be played face-to-face or on-screen with verified dice rolls by an impartial third party (the Commissioner or another league member appointed by the Commissioner).
- D. Subject to expansion, all owners may protect a maximum of 30 players, along with, at the owner's option, a maximum of one (1) additional protected "NO CARD" player per APBA's list of carded players for the upcoming season. The protected NO CARD player shall not count against the owner's maximum of 30 protected players. Owners may protect additional NO CARDS, but they will count against the roster maximum of 30. Teams may "temporarily" exceed 30 during trading, but owners must cut back down to a maximum of 30 before the rookie draft. The rookie draft will consist of eight (8) rounds. However, once a team roster gets to 34 players, owners must drop a player to draft a player (same format as waiver draft). Post-rookie draft, teams may have no more than thirty-four (34) players on the roster, subject to any time periods opened to trading by the Commissioner, in which case teams may "temporarily" exceed 34. We will have a waiver draft prior to the season starting and all teams will be required to cut rosters to a maximum of 34 prior to the waiver draft.
- E. Only 26 players may be on the active roster during the regular season for each three (3) or four (4) game series. The road team must show on their road instructions which 26 men are available for use during the series. Home teams must also use a 26-man active roster for their home series. The active roster may not be changed during a series, but may be different for each series, including each 3 or 4 game home/away part of the

same series. For the final block of games in the season, active rosters shall expand to 34.

- F. The season will consist of 162 games. Alignment will consist of two (2) leagues, the Rusty Kuntz League and the Pete LaCock League. The Rusty Kuntz League will consist of two (2) divisions, the Johnny Grubb Division and John Wockenfuss Division. The Pete LaCock League will consist of two (2) divisions, the Dickie Thon Division and the J.J. Putz Division. Teams play the 3 teams in their own division 22 games each for a total of 66 games. Teams will play the remaining 4 teams in their own league 12 games each for a total of 48 games, and the remaining 8 teams outside the league 6 games each for a total of 48 more games. Schedule will be published prior to each season.
- G. Realignment will be considered and determined by the Commissioner prior to the start of each season.
- H. A simple majority will decide all rule proposal voting. The Commissioner does not vote, except in the case of a tie, but does retain the right to mediate disputes.

## **II. SEASON STRUCTURE**

- A. Default 162 game pitching rotations shall be sent to the Commissioner by a date to be established by the Commissioner. The season will not begin until this is complete for all teams.
- B. Series-specific instructions are to be e-mailed to your opponent no later than Sunday before the week in play begins. A manager may choose (and is ENCOURAGED but not required) to send block-specific instructions for multiple series at a time.
- C. If a manager does not receive timely instructions, he should call and send an email to the opposing manager concerning the lack of instructions with a copy to the Commissioner. If no instructions are received within 48 hours thereafter, the Commissioner may provide default instructions and pitching rotations to ensure the games are played on a timely basis.
- D. The league will use Ballstat/Ballscore for purposes of keeping game and series stats, as well as cumulative stats. The league statistician, Bob Mugler, will compile the league stats and standings on a regular basis and update the league accordingly.
- E. You must email completed scorebooks for each series to your opponent and the league statistician by no later than the Monday following the week in play, but preferably as soon as your series finishes.
- F. Each manager is responsible for maintaining these deadlines; managers should never let another manager's lateness or delay cause a series to be played or reported untimely.

Managers should notify the Commissioner immediately if an opponent is late in e-mailing instructions and/or scorebooks.

- G. If, in the Commissioner's discretion, a manager is continuously late with instructions and/or game-playing and/or e-mailing scorebooks during the season, the following penalty procedure will apply:
1. At the end of the off week(s) following each BLOCK, for each 3 game home series your team has not played, you will receive 1 point.
  2. At the end of the season, penalties MAY be assessed as follows:
    - (i) 3 points – loss of latest pick you own for next rookie draft
    - (ii) 4-6 points – loss of 3 latest picks you own
    - (iii) 7-9 points – loss of 5 latest picks you own
    - (iv) 10 or more points – loss of all draft picks and league-wide vote on continued ownership of franchise.
- H. Player Limits
1. Players are limited to actual games played.
  2. A player is not eligible to start at any position **unless rated by apba at that position for at least 6 games**. At the beginning of each season, managers shall be required to designate on default pitching rotations any position player who played less than 6 games at any position for which he received a rating by APBA at that position.
  3. Statistics count in an official tie game, but do not count against a player's season allowance.
  4. Unless otherwise excepted below, no pitcher may exceed their total number of actual starts made.
  5. Unless otherwise excepted below, no pitcher may exceed their total number of actual innings pitched.
  6. Partial innings are always rounded up.
  7. Teams may use starting pitchers in relief only as follows:
    - (i) A and B graded starters may be used in relief IF AND ONLY IF their actual number of games exceeded their actual number of games started; however, in no case may that starter exceed 80 relief innings.

- a. EXAMPLE: Clay Holmes is rated as a BG starter. He appeared in 33 games, starting 31, and pitching a total of 166 innings. He may be used in relief. In no case may he exceed 166 innings. Moreover, he may not exceed 80 relief innings. So, let's say he starts 20 games and pitches 100 innings total in those starts. He may pitch 66 innings in relief.
- (ii) C graded starters may be used in relief but may not exceed 80 relief innings pitched.
- (iii) Teams may use "D" starters for the greater of 25 starts or actual games started, with a 200-inning maximum, and "D" relievers for the greater of 80 innings relief innings or actual innings pitched.
- (iv) If pitchers are split-rated as starter/reliever, they may be used exclusively in relief or partially in relief, subject to above restrictions (may not exceed 80 relief innings unless D rated as per above (iii)).
  - a. EXAMPLE: Jacob Latz is rated as a ByG starter *and* reliever. He appeared in 33 games, starting 8, and pitching a total of 86 innings. He may be used exclusively in relief but may not exceed 80 innings. In no case may he exceed 86 innings. So, let's say he starts all 8 allowed and pitches 40 innings total in those starts. He may pitch 46 innings in relief.
- (v) A non-pitcher may be used in relief only. A non-pitcher may never be used as a starter. Any non-pitcher will have a pitching grade of D(1)w. Further, any non-pitcher shall be limited to 3 innings per appearance and may only pitch up to and include 9 innings on the season.

#### I. Mistakes

1. Accidental use of a pitcher who was not supposed to be eligible is allowed, but once discovered, the pitcher must be removed immediately.
2. Mistakes by a manager, such as forgetting to follow instructions or simply making mistakes in game play, are accepted as part of the game as would an umpire's bad call. However, in the event of a fundamental error, the game may be replayed from the point of the error with entirely new dice rolls – at the option of the opposing manager.
3. If the Commissioner feels an overuse situation or game-playing/instructional mistakes have significantly altered an outcome, he can order a replay of a series or the forfeiture of a title. Intentional overuse for any reason is not allowed.

#### J. Player usage will be reviewed at the conclusion of the season, according to Ballstat reports. To the extent any team has abused the above-referenced usage limits, draft picks may be forfeited and/or the manager may be dismissed from the league. All of this will be subject to league vote, with recommendation from the Commissioner.

### **III. GAMEPLAY**

#### **A. Pitching Modifications**

1. All pitchers used in relief are subject to the following fatigue rules:
  - (i) Grade A or better pitchers are reduced to B after 2 IP
  - (ii) Grade A or better pitchers are reduced to D after 3 IP
  - (iii) Grade B pitchers are reduced to C after 2 IP
  - (iv) Grade B pitchers are reduced to D after 3 IP
  - (v) Grade C pitchers are reduced to D after 2 IP
2. Minimum Innings for Starting Pitchers
  - (i) Starting pitchers must go at least 3 full innings, unless they are downgraded. Starting pitchers may be replaced after 3 innings, IF AND ONLY the men on base and runs scored (MOBAR) equals 5 or more (starting in the 4th inning).
  - (ii) Pitchers who are assigned both a starter and reliever grade by APBA may be used as an “opener” but must pitch at least one full inning, unless downgraded. Such pitchers then can be replaced after 1 inning (i.e. starting in the 2nd inning). When using such pitchers as openers, the starter grade must be used.
3. Starting pitchers may start ONLY one game per 3-game series.
4. Any pitcher rated as both starter and reliever may not pitch in relief the day after any start made in a 3 or 4 game series. For clarity, if such a pitcher starts game 2 of the series, he would not be able to pitch in relief until game 4, if applicable; if he starts game 1, he could pitch in relief in game 3 and 4, if applicable.
5. Grade Reductions
  - (i) If a starting pitcher allows 5 EARNED runs in any 3 CONSECUTIVE innings, or less, his grade is reduced by one immediately after the 5th earned run is scored. A starting pitcher’s grade can continue to be reduced by one for every 5 EARNED runs scored within a CONSECUTIVE nine- out period. In the case of a D pitcher, no reduction is affected, but the D pitcher would lose eligibility in subsequent innings for the grade advancement described below. An A&B pitcher is first reduced to A&C, then to A, etc. An A&C pitcher is first reduced to an A.

- (ii) If a relief pitcher allows 3 EARNED runs in any 2 CONSECUTIVE innings, or less, his grade is reduced by one immediately after the 3rd earned run is scored. A relief pitcher's grade can continue to be reduced by one for every EARNED run scored within a CONSECUTIVE three- out period.

#### 6. Grade Advancements

- (i) If a D pitcher allows no EARNED runs in any 5 CONSECUTIVE innings, his grade is advanced to a C.
  - (ii) If a C pitcher allows no EARNED runs in any 6 CONSECUTIVE innings, his grade is advanced to a B.
  - (iii) If a B pitcher allows no EARNED runs in any 7 CONSECUTIVE innings, his grade is advanced to an A.
  - (iv) If an A pitcher allows no EARNED runs in any 8 CONSECUTIVE innings, he will not be affected by grade reduction in subsequent innings.
  - (v) No A, A&C, or A&B pitcher can increase his grade.
  - (vi) These grade advances are cumulative. For example, if a C pitcher goes 6 consecutive innings without allowing an EARNED run, he is a B pitcher at the start of the next inning and can advance to an A pitcher by pitching one more inning (7 consecutive) without allowing an EARNED run. The grade advance calculation is only for complete innings. In other words, if a pitcher gives up a leadoff home run in the first inning but retires the next 3 batters, his consecutive innings without giving up an EARNED run begins in the next inning, not the first inning.
  - (vii) Do not count UNEARNED runs in any of these grade advancement or reduction calculations.
7. When a relief pitcher enters a game, **regardless of whether he starts an inning or comes in during the middle of an inning**, raise his letter one grade (unless he is an A, A&C, or A&B) against the first batter he faces ONLY IF the batter bats from the same side as the pitcher throws. The upgrade will remain in place until a runner reaches base via hit, walk, or HBP, at which time he reverts to his carded grade for the remainder of the inning, regardless of batter. The upgrade does not carry over to any subsequent inning.
8. A&B and A&C pitchers are treated as an A pitcher unless the roll result is a hit against the A pitcher. If the A pitcher column shows a hit, the play result is then taken from the column for the second applicable letter, B or C, and stands for that play.

9. All hits, including extra base hits, stand against A&B and A&C relievers (memorialize elimination of former rule requiring re-roll to determine whether extra base hit stands.

10. **In bases empty situations only:**

- (i) If pitcher has a G or H and the result is a 1, a re-roll of one die shall occur. If the re-roll result is 1-4, the home run stands; 5-6 changes the result to a double.
- (ii) If pitcher has an L or M and the result is a 6, a re-roll of one die shall occur. If the re-roll result is 1-4, the double stands; 5-6 changes the result to a home run.
- (iii) SINGLE COLUMN RESULTS ONLY (In other words, if the roll is a zero on a double column card, the second column result will be the result no matter what. However, if the roll is a 1 or 6 on the first column of a double column card, the results will change under this rule if the situation applies, and the pitcher has the letter. Note this rule shall not apply to any batter who does not have any 1s on his card; a roll of 6 in this situation will remain a 6.

11. ZZ pitchers. A pitcher with a (ZZ) rating is treated like a Z pitcher EXCEPT as noted on the boards.

12. The WBO formally adopts the MLB rule that relievers must face a minimum of 3 batters before being replaced (does not carry over to subsequent inning).

B. Fielding Modifications

1. Individual Fielding Modifications – All Situations

Board #	Pos	Fielding 3	Fielding 2	Fielding 1
15 & 30	LF	1	2	3
16 & 31	CF	1	2	3
17 & 32	RF	1	2	3
20 & 26	2B	4,5,6	7	8,9
19 & 27	3B	2,3	4	5,6
18 & 28	SS	5,6,7	8	9,10

2. For board numbers 21, 22, 24, 25, 29, 33, & 34 (all situations) determine the total fielding points of your 4 infielders, catcher, & pitcher (6 players only). If the total is:
- (i) Less than 30 points, use Fielding 3
  - (ii) 30 to 34 points inclusive, use Fielding 2

- (iii) 35 points or more, use Fielding 1
- 3. For all other board numbers 12, 13, 14, 23, 35-42 (all situations), determine the total fielding points of your team (all 9 players). If the total is:
  - (i) Less than 36 points, use Fielding 3
  - (ii) 36 to 40 points inclusive, use Fielding 2
  - (iii) 41 points or more, use Fielding 1
- 4. Fielder Chart – BASES EMPTY SITUATION ONLY – if the play result is 15, 16, 17, 18, 19, 20 or 21, the fielding team will roll one die to determine the outcome as follows:

POS	ROLL	RESULT	POS	ROLL	RESULT
2B-9	1,2,3,4,5	OUT	1B-5	1,2,3,4	OUT
2B-9	6	ERR	1B-5	5,6	SINGLE
2B-8	1,2,3,4	OUT	1B-4	1,2,3	OUT
2B-8	5,6	ERR	1B-4	4,5,6	SINGLE
SS-9+	1,2,3,4,5	OUT	3B-5+	1,2,3,4,5	OUT
SS-9+	6	ERR	3B-5+	6	ERR
SS-8	1,2,3,4	OUT	3B-4	1,2,3,4	OUT
SS-8	5,6	ERR	3B-4	5,6	ERR
OF-3	1,2,3,4,5	OUT	OF-2	1,2,3	OUT
OF-3	6	SINGLE	OF-2	4,5,6	SINGLE

- 5. Moving outfielders around to defend a result of 15, 16, 17, 30, 31 or 32 is not allowed.

#### C. Baserunning/Coaching Modifications

1. Managers may “play it safe” by limiting slow runners to one base at a time. However, should a slow runner make it to base, the call on playing it safe must be made before the next pitch. Also, the **ONLY** option is to hold the runner, not to avoid conditional circumstances on the call. Additionally, when “playing it safe”, while the slow runner may avoid being thrown out as a result of “playing it safe”, please also remember to advance the slow runner no more than the number of bases represented by a subsequent hit, notwithstanding any board result to the contrary (i.e. 1 base on a single, 2 bases on a double, etc.)
2. The WBO formally rejects MLB rule regarding placement of runner on 2B to start extra innings and this rule shall not be used.
3. With a runner on first **only**, if the roll results in a “rare play” stolen base, caught stealing or pickoff:



- (i) If the baserunner's speed rating is S (slow), then the runner simply remains at first (holds) and there is no stolen base, caught stealing, or pickoff. Otherwise, if the baserunner's speed rating is F (fast) or average (neither S nor F), re-roll to determine the result, using one of the following applicable charts (again, runner on first base only):

vs. Catchers Rated 8 or 9:

11 SB	31 SB	51 SB
12 PO	32 CS	52 CS
13 CS	33 SB	53 CS
14 STAYS	34 CS	54 STAYS
15 SB	35 SB	55 SB
16 CS	36 STAYS	56 CS
22 SB	42 SB	62 SB
23 PO	43 PO	63 STAYS
24 CS	44 SB	64 CS
25 SB	45 STAYS	65 PO
26 STAYS	46 CS	66 SB

vs. Catchers Rated 5, 6, or 7:

11 SB	31 SB	51 SB
12 PO	32 CS	52 CS
13 CS	33 SB	53 STAYS
14 SB	34 STAYS	54 SB
15 SB	35 SB	55 SB
16 CS	36 STAYS	56 CS
22 SB	42 SB	62 SB
23 STAYS	43 PO	63 STAYS
24 CS	44 SB	64 STAYS
25 SB	45 SB	65 PO
26 STAYS	46 CS	66 SB

\*SB – Stolen Base

\*CS – Caught Stealing

\*PO – Picked Off

#### D. Batting Modifications

1. Major League DH rules apply. WBO pitchers may only bat if they are in the game as a pitcher or if they have a fielding rating at a fielding position.

2. A batter is eligible for the Hit & Run play only if he has at least two (2) 31's on his card. Batters with only one 31 are not allowed to Hit & Run.
3. **With Bases Empty Only**, the play result 23 shall be scored as an infield hit; ignore error results.
4. LH/RH "35" Rule –If the play result "35" occurs, including when the SAC and H&R are in use (*i.e.*, dice roll of 65), and the batter hits from the same side as the pitcher throws, then the normal board result is in effect (*i.e.*, foul out (subject to "W" changing result to a walk, if applicable)). This is in effect from the first pitch (*i.e.*, versus starting pitchers and relievers). However, if the hitter hits from the opposite side as the pitcher throws, re-roll to determine the result. If the re-roll is a 1-4, the opposite sided batter shall be credited with an infield single and all base runners will safely advance *one* base; if the re-roll is a 5-6, then the normal board result is in effect (*i.e.*, foul out (subject to "W" changing result to a walk, if applicable)).
5. As of the 2026 season, rare play results shall no longer require a re-roll and the rare play result as indicated on the player's card shall control the result. Note, with runners on first, a re-roll may still be necessary to determine the result of stolen base, caught stealing, or picked off.

#### E. Miscellaneous

1. Regardless of j-rating, all injury results shall be ignored (player(s) remain in game unless ejected).
2. Rainouts. If a rainout result occurs after the top of the 5th inning, call the game. If one occurs earlier in the game, consider it a rain delay only, and remove both starting pitchers immediately. Rainouts do not apply in the playoffs.
3. When scoring, all managers are requested to use the Ballscore comment function to explain or comment upon any unusual play results that are not otherwise obvious.

### IV. **POSTSEASON**

- A. The divisional winners and two (2) wild cards from each league will make up the eight (8) teams to play in the playoffs. All playoffs will be intra-league until the World Series. The first round will be best 3 of 5, with the highest seeded division winner taking on the lowest seeded wild card, in a 2-2-1 (home-away-home) format (with the higher seeded wild card having home field advantage). The winner will advance to the second round against the other divisional winner. The second round will be best 4 of 7, in a 2-3-2 (home-away-home) format, with the highest seeded team receiving home field advantage. The winners of the second round (League Champion) will advance to the World Series in a best 4 of 7 series, in a 2-3-2 (home-away-home) format, with the best record receiving home field advantage.

B. **PLAYOFF TIE BREAKER:** If two or three teams are tied for a playoff spot, we eliminate the one game playoff and go to a tie breaker method.

1. **Head-to-head record.** The first and simplest tiebreaker is the result of the season series between the tied teams. If Team X and Team Y tied for the top spot in the division and Team X went 10-8 against Team Y, then Team X will be the division champion.
2. In the event of three-team ties, if the three clubs DO NOT all have identical records against one another and Team X has a better record against Teams Y and Z, then Team X is the qualifier. If Team X and Y have identical records against one another and each has a better record against Team Z, then Teams X and Y follow the two-club tiebreaker rules to determine the qualifier. Otherwise, the three clubs are ranked by their overall winning percentage against one another, and the club with the highest overall winning percentage is the qualifier. If two of the clubs have identical winning percentages in this scenario, then they would follow the two-club tiebreaker procedure. If the three clubs have identical records against one another, then the team with the best intra-division record (see below) is the qualifier.
3. If the three teams are tied for a division championship plus one Wild Card spot, then, once the above is used to determine the division champ, the remaining two teams revert to the two-team tiebreaker procedure to determine the Wild Card.
4. The above tiebreaker rules also apply to situations in which two teams tie for two spots and three teams tie for three spots and the exact seeding for those teams must be resolved.
5. **Intra-division Record.** If the head-to-head record is also a tie, then the clubs involved' records within their division will break the tie. This applies even if the tie is for a Wild Card spot between two teams that do not reside in the same division. The team with the superior intra-division record would win the tiebreaker.
6. **Inter-division Record** In the event of a head-to-head and intra-division record tie for the involved teams, then the tie would be settled based on how they fared against teams within their league but outside of their division. So, for example, for a Dickie Thon team, it would be the record against teams from the JJ Putz division.

C. Each team must declare and use a 4-man rotation before the start of each playoff series (5 and 7 game series).

D. Starters not part of the 4-man playoff rotation can pitch in relief in the playoffs if they are on the 26-Man roster, subject to the following limitations:

1. Starters with less than 99 innings pitched are limited to a maximum of 3 relief innings per series.

2. Starters with 100-149 innings pitched are limited to a maximum of 5 relief innings per series.
3. Starters with 150 plus innings pitched are limited to a maximum of 7 relief innings per series.
4. Additionally, any such starter must rest one game in between relief outings.
5. In elimination games only (Game 5 or 7), a starter who is part of the 4-man rotation is eligible to pitch, but only if he did not pitch the game before and will be limited to two innings in the elimination game. If the starter's team advances to the next round that starter who pitched in the elimination game will not be allowed to pitch until game 3 of the next series.
6. Subject to the above rule, pitcher usage is limited as follows:
  - (i) APBA J-rating system is not used.
  - (ii) For each playoff round/series (5 and 7 game series), starting pitchers may pitch up to 10% of their games started and innings pitched during the applicable MLB season, rounded up to the nearest games started/innings pitched during the season. Relievers are limited to 10% of their innings pitched during the applicable MLB season, rounded up to the nearest innings pitched and may not pitch more than four (4) innings in a game.
7. Position player usage is limited as follows:
  - (i) APBA J-rating system is not used.
  - (ii) Position players are limited in the postseason by the same percentage as in the regular season. That is, if a player played 40 regular season games, he may play no more than 25% of playoff games, rounded up. If a player played 136 games in the regular season, that is 83.9 %, or, rounded up, 84%; the player is eligible to play in four (4) games of a five (5) game series (4.2), and six (6) games of a seven (7) game series (5.88)

## V. OFFSEASON

- A. Following the regular season, teams will vote on the following league awards:
  - (i) Manager of the Year
  - (ii) Most Valuable Player
  - (iii) Cy Young Award Winner
  - (iv) All-Star Team (c-1b-2b-ss-3b-of-of-of-dh-sp-rp)

A. Trading

- (i) Trading begins and ends with the Commissioner set deadlines. There are brief no-trade periods prior to the rookie/waiver drafts to facilitate the drafts.
- (ii) Managers may trade any player on his roster and draft picks owned for the upcoming rookie draft as well as the following year's rookie draft.
- (iii) Either manager may cancel a trade within 24 hours of the announcement of the trade, after which the trade is considered final.

B. Rookie and Waiver Drafts

- (i) A player is a rookie if he is carded by the APBA Game Company and is not on a team's protected WBO roster.
- (ii) There shall be a Rookie Draft prior to each season, consisting of eight (8) rounds, followed by a Waiver Draft, consisting of three (3) rounds.
- (iii) The draft order shall be determined solely by the final regular season standings, minus the two World Series teams, who will draft 15 & 16 regardless of record.
- (iv) Following the 2026 regular season, the league shall vote to determine the 13-team rookie draft pool for 2027. Following the 2027 regular season, limited to the 17 teams that were not part of the 2027 pool, the league shall vote to determine the 13-team rookie draft pool for 2028. In 2029, the 4 teams not included in the draft the past two years shall automatically be included in the rookie draft pool for 2029 and the league will then vote on the remaining 9 teams from the 13 teams used in 2027, and so on, per the Commissioner's instructions. The intent of this rule is to create a rolling draft pool.
- (v) Beginning with the 2027 Rookie Draft, and for the first round only, we will add two additional teams to the pool, consisting of the two teams that were next closest in terms of the league vote.
- (vi) The Rookie Draft will be conducted per the Commissioner's instructions.

C. The league shall try to play a Zoom (or like) All-Star Game between the LaCock and Kuntz divisions in the offseason. The Commissioner and Statistician shall facilitate same. Each Division's Champion will select a manager to manage the game for his respective division.

## **APPENDIX A – WBO INSTRUCTION REQUIREMENTS**

1. Batting Lineup - Position, defensive rating and speed rating at each position must be included.
2. Starting Pitching Rotation - List for each game of the series. Fielding rating, grade and any letters must also be included. Due to the WBO being a league employing the DH, inclusion of full pitcher details is sufficient without pulling each pitcher's card.
3. Substitutions - a list for a substitute for each position must be included.
4. Pitching – List the number of innings each starter is expected to go.
5. Additional information in this section should also include what to do in the event a pitcher advances or is reduced in grade
6. A relief schedule should also be included telling in some detail who, when and how relievers should be utilized.
7. Other Instructions – Generally this includes, but is not limited to the following:
  - Use of the Hit and Run.
  - Holding or not holding Slow runners.
  - Positioning of the infield, in or deep, with a runner on third base.
  - Defensive substitutions and when to use.
8. ACTIVE Team Roster:
  - a. Pitchers should be listed alphabetically with defensive rating, grades, and all letters. Whether the pitcher pitches from the left or right side must also be included for relievers as this is a function of game playing and strategy.
  - b. Batters should also be listed with MLB team to facilitate pulling of player cards from envelopes. The players speed, side of plate from which they bat, and defensive positions may also be included but is not required. Players should be listed alphabetically or alphabetically by team and then alphabetically by player to ease in pulling of cards.
  - c. IDENTIFICATION OF 26 MAN ACTIVE ROSTER FOR THE SERIES