Pete & Allan League (PAL)
Est. 2022

Introduction:
The Pete & Allan League (referred to here as PAL) was established to create competitive competition and enjoyability. This constitution is set up to allow for an even playing field.

Overview:
The PAL is a continuous ownership draft league and will consist of 2 owners. It will be a 15 keeper league. All PAL games will be played head-to-head, via the internet, using the latest version of the Strat-O-Matic CD-ROM computer baseball game, in conjunction with the netplay component add-on. The playoffs and World Series will be played head-to-head, via the internet, using the latest version of the Strat-O-Matic CD-ROM computer baseball game.

Ownership Requirement:
All owners must be approved by the commissioners.
Once approved, each member will be required to own the latest version of Strat-O-Matic's CD-ROM computer baseball game & access to high speed internet connection.
Each owner will be required to have an active e-mail account. Owners will announce name of team once approved. The league uses Discord to chat during games.
If an owner takes over a team and any of the first three picks have been traded, then that new owner will be given a supplemental pick at the end of the round where the pick was traded.

League Composition:
The PAL will consist of 8 teams.
The PAL will have 2 leagues, Heilig and Kaufman. Each league will have 4 teams, with the winner of the leagues playing each other for the World Series.

Annual Draft:
Allan Kaufman will be running the annual draft every year. The draft will take place after the completion of the previous year's World Series. Draft position will be determined by the worst records from last year and 7th and 8th will be determined by the loser of WS (7th) and winner of WS (8th). If tie between two teams 1-6, coin flip will decide who drafts first. Each team will be able to keep 15 players. Roster size will be between 35-40.
not this draft, but starting in 1950, we alternate drafting, so neither one of us ever get 2 picks in a row. so like 1951 one of us get Mays the other Mantle or vice versa. So if yo pick 1st , next pick is my worst team, then your next worst team and so on,

League Season:
Teams in PAL will play a 96 game season.

Rosters:
Teams will be allowed to carry up to 35-40 players on their roster. Only 25 players will be allowed to be active during any game from opening day game 125. All teams pitching rotations are to be monitored by owner. * Pitchers can pitch after 3 days rest and all others must have 4 days rest.

Player Usage:
Starting pitchers can only start.

Relief pitchers cannot start.

S/R pitchers can start or relieve. Each series the S/R can only start if rested or relieve.

Injuries are for only day.

We will utilize Strat SADV outfield mobility.

A player may not be pinch hit for if he is the only player available to play that position except extra innings.

Pitchers unless known to PH can only bunt when PH unless its just for usage late in a blow out

Playing Rules:
1. All teams are required to have a back-up at every position on their 25-man active roster.
2. A player may not be removed voluntarily from the game if he is the last player eligible to play his position on the active roster.
3. You cannot pinch hit after a pitch has been thrown. A pitch thrown is considered a sacrifice, squeeze or steal attempt. If it comes up with a 1&2 count and do you want to proceed, you cannot then pinch hit.

Usage Penalties-NO Exceptions & Not playing on time Penalties

There will be a tiered penalty chart for overuse of players. Usage is based on PA and IP.

1) 1-5 PA or 1-2 IP over limit-Team loses 5th Round Pick, player(s) or decision committee decision.
2) 6 PA + or 3 IP +, the decision committee will determine penalty to team.
3) By vote, there will be NO reduction in roster size as a penalty for overuse.
4) Repeat offenders will come under the scrutiny of the decision committee which could lead to owner being asked to leave.

Rule Settings:

      Main Rules – Maximum Level

      Ball Park Effects – Yes

      Weather Effects – Yes

      Clutch Hitting – Yes

      Stealing – Super Advance

      Miscellaneous – Use Miscellaneous Rules

      Injuries – None

      Groundball A – Allow Groundball A on pitcher's card

      Strategy – Super Advanced Strategy Charts

      Closer – Use Closer Rule

      Pitcher Fatigue – Use SADV Fatigue Rules

Max Rule Settings:

      Improve Statistical Accuracy – No

      Bunt for Base Hit – Yes

      Improve Out Distribution – Yes

      Improve base running realism – Yes

      Home Field Advantage – No

      Starting pitching clutch – No

      More baserunning decisions – Yes

      Double/Triple Option – Yes

      Force Daily injuries – No

      Realistic Throwing errors – Yes

      Allow extra pre-1920 errors – No

      Pitch around option – Yes

      Robbing HR Rule – Yes

      Correct Board excesses – No

      Allow errors on Bunts – Yes

      Allow errors on Pickoffs – Yes

      Blocking Plate – No

      Extreme Matchup – No

      Allow errors not shown on SADV X-Chart – No

      Throttle back 'Monster' cards – No

Game Preference Menu:

      Entry Mode – None

      Play by Play level – No play by play

All other settings are set by commissioner as a default.

At the completion of each series, the hosting manager is responsible for pushing the game files to the cloud.

Playoff Rules:
The 2 league winners will play for the World Series (WS). Each team will have 2 days off after the season. The World Series will play a 7 game series with the best record home. Home team home games 1, 2, 6, 7. Day off after games 2 & 5. A 25 man roster set for World Series. SP may be declared a RP for series. Rotations will be dictated by use of pitchers. Pitchers with * can pitch on 3 day rest and others on 4 day rest. For the World Series, all rested starting pitchers will be allowed to relieve. Injuries yes, and can replace the player, but like MLB once replaced they are done