A Veterans Day Tournament (In Honor of CAPT John Scalzo)

General Rules

Any American League or National League team from 1946-1991 is eligible to participate in the tournament. Each team is limited to no more than 25 players and a roster of your players is required before play begins. Statistics for your team are requested to ensure that your players meet the minimum criteria. https://www.baseball-reference.com or what is printed on the card will be used for official statistics. (See batting and pitching for minimum criteria.)

A franchise may have one Veteran on their roster from any year. A veteran will be defined by https://www.baseball-reference.com/bullpen/Category:Veterans or if you can show proof of service. You may not have two of the same player on your roster. The franchise will be defined by baseball-reference.com

Veteran definition - a person who served in the active military, naval, or air service and who was discharged or released under conditions other than dishonorable."

Registration fee is $20 per entrant and is requested to be paid at least one month in advance of the tournament to ensure your entry. Team selection is guaranteed upon receipt of the registration fee.

Play-Off Criteria

There will be eight Play-Off teams. Each Division winner and the second place team in each Division will advance to the Play-Offs and will play each other in the Division Championship round. The best record will determine the Division Champion. The second-best record determines second place. In the event of a tie: head-to-head record will be used. If head-to-head record is a tie, run disparity will between the two teams will decide. If run disparity between the two teams does not determine a winner, then overall runs scored will be used. If these criteria are exhausted, a 3-inning game between the two teams will be used to settle the matter. (Should a 3-inning game be necessary, each pitcher will be an unmodified "D" and the home team will be determined by dice roll with the higher number being the home team.) Note: subject to change depending on number of teams.

Boards

The home team manager will decide which boards will be used for each game. The same rule applies for dice.

Batting

Home team manager will decide whether Designated Hitter will be used. A starting player (non-pitcher) must have a minimum of 120 Plate Appearances to be eligible to start. A Pinch-Hitter must have a minimum of 60 Plate Appearances to be eligible to pinch hit. Pitchers may not pinch-hit unless they have a position other than pitcher listed on their card and meet the minimum Plate Appearance requirement. No limit on the use of Hit & Run in games.

Pitching

Starters

A Three-man rotation will be used in the League Round of play. Rotation must be set before League Round begins and maintained for that round. Rotations reset to a 1-2-3 at the start of the Playoff Round through the Championship Round and maintained consecutively through those two rounds. A Starting Pitcher must throw at least five innings in a game unless his grade is affected by grade reduction. A Starting Pitcher must have started a minimum of 10 games and amassed a minimum of 60 Innings Pitched to be eligible to be in the starting rotation for any of the rounds of play. Grade advancement and reduction will be used as specified by the Basic Game Rules.

Relief Pitchers

A Relief Pitcher with asterisk must have pitched at least 15 innings to be eligible to enter a game.
A Relief Pitcher with asterisk may pitch a maximum of three innings in a 3 game span; no more than two innings a game. Any Picher with a starter and reliever grade may pitch a maximum of five innings in a three game span; no more than three innings in a game. However, no pitcher from your designated starting rotation may be used as a Relief Pitcher in any round of the tournament. Relief Pitchers entering a game in mid-inning receive an upgrade of one grade with the first batter that they face in a L/L or R/R matchup. 12th Inning Rule In Extra Inning games, pitchers will maintain their grade (advancement & reduction still apply) until the 12th inning. Beginning with the top of the 12th inning, pitchers will be reduced to a "D" grade. Any modifiers to his grade will still apply. This "D" pitcher may finish the game regardless of how many innings the game goes.

Injuries

Any injury that occurs during a game affects the player(s) for that game only. A player with less than the required number of pinch-hit Plate Appearances (60) may replace an injured player only if he is the last available player who can fill that specific position. Infielders should replace infielders; outfielders replace outfielders; catchers replace catchers unless your roster is depleted of those position players. If you must use a player "out-of-position" he assumes the lowest grade for that position. Players with less than 60 Plate Appearances are the last resort in all cases.

Pinch-Runners

A player does not have to meet the minimum Plate Appearance number (60) to pinch run.

Fielding

Basic Fielding is the default rule of the tournament. Optional: Advanced Fielding rules included with the Basic Game may be used if mutually agreed upon by both managers prior to a game. The home team manager may propose the Advanced fielding rules but the visiting team manager must be in complete agreement before they are implemented for game play.

Replacements

Any player who meets the 120 Plate Appearances starters threshold can be inserted into the lineup at any time. A player who does not meet the starters threshold, but has amassed a minimum of 60 Plate Appearances may be inserted into the lineup in the 7th inning or later.

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Bean Ball

After a team hits three batters (Hit By Pitch) the pitcher who hit the third batter will be thrown out of the game. Any pitcher who hits a batter after the third HBP will be thrown out of the game.

Intentional Walks

The player announces that he is walking a batter intentionally prior to the dice roll.

Rainouts

A dice roll that results in a Rainout will be ignored and re-rolled.