

AABA

All America Baseball Association

CONSTITUTION

(1-1-26)

I. PREAMBLE

The All America Baseball Association allows a group of baseball enthusiasts of different ages, personalities and geographic locations to form a tabletop/computer baseball league. The league uses the APBA Basic Baseball Game with realistic variations and Baseball for Windows computer game. Its purpose is to provide its members with a hobby for relaxation and enjoyment. Also, the league promotes friendship and stimulates competition through playing the APBA Basic Major League Baseball game or computer game by mail or in person. The league's goal is to simulate "real baseball" using a tabletop or computer game. The AABA has 20 members. These members are referred to as "managers" in the Constitution. Approval of this Constitution and any revision(s) requires an approval of 13 of the 20 managers. All managers are required to vote.

II. OFFICERS

The Commissioner will appoint officers of the AABA. These officers also may be managers. The following positions are officers of the AABA:

Commissioner. Will be responsible for enforcing the Constitution and running the league. He is also responsible for selecting managers, Constitutional interpretations, and will rule on anything not covered in the Constitution. While there is no election of the Commissioner, each year at the league draft, the Commissioner should ask for a voice vote as to whether or not he should continue for another year in the position. Commissioner Fred Woskoff.

League Administrator - will rule on any league issue requiring a quick response if Commissioner is not available. He also will be responsible for league administrative matters as specified by the Commissioner. The League Administrator is Jay McLaughlin.

Statistician/Historian - collects each team's monthly Series Reports (Form A) and Statistics Reports (Form B). He will compile stat leaders and standings each month of the regular season and provide Commissioner with a written update. Statistician will also keep track of Penalty Points. Fred Woskoff is Statistician/Historian.

Rules Committee – The Commissioner shall appoint a three member committee every other year to review and discuss new rules proposals. When needed the committee will call for a vote on proposals. New rules will only go into effect in

even numbered season. Should it be necessary to make changes in odd-numbered years, the Commissioner, the Administrative Assistant, and the current sitting Rules Committee can decide to hold a vote. Rules may be adopted for the coming season by vote of the league.

III. ORGANIZATION

Structure - 20-team league with five four-team divisions. The division names are Cobb, Johnson, Mathewson, Ruth, and Wagner. A goal of the league is to plan for future expansion to an eventual 24 team league.

Season/Schedule - Regular season will run from March to October. The league schedule will consist of 162 games. Teams will play two divisional opponents 12 games consisting of (2) 3-game home and away series. One divisional opponent will be a 10 game series of five home and five away games, this opponent based on the previous year's standings. There will be 8 games against each non-divisional opponent consisting of a 4-game home and 4-game away series.

Rosters – The current APBA Baseball Card set of 30 players per team will be used. **“XC” pitchers may be used.** Rosters will consist of a maximum of **42** players. Any number of un-carded players may be included in the overall total of **42**. Active Rosters must have a maximum of **27** players for each home and away series with the balance of players being on “Inactive Roster”.

Active and Inactive Rosters must be the same for each home and away series. Players may be transferred between Active and Inactive Rosters only between opponents. For the final month of the season (October), all players are eligible for Active Roster unless they have reached their limit restrictions.

The Active Rosters must always include a rated substitute at every defensive position. One player may serve as substitute at multiple positions.

Playoff Roster - The same **27**-player roster must be used for the duration of the playoffs. Farm Team Players are not eligible for the playoffs. Playoff teams must field a valid playoff roster or it will forfeit the playoff series. At least a four-man starting rotation is required.

Farm Team Players – In the AABA, Farm Team Players are similar to September call-ups in the majors. These players are not eligible for post-season AABA play. AABA teams can use these players during the course of the regular season. **Farm Team Players and XC pitchers may not appear in the playoffs.**

Playoffs - will begin in November following the completion of the regular season. The Five Division winners automatically qualify for the playoffs. There will be two additional “Wild Card” teams who qualify, and these two teams will have the best regular season records other than the division winners.

In case of a tie for any playoff berth, Commissioner will play a 1-game playoff to decide winner. No stats will count for regular season or playoffs. Home Field Advantage will be determined by:

1. **Penalty Points** – fewest gets home field advantage.
2. **Head-to-Head Record** – winner gets home field advantage.
3. **Previous Season's Draft** – team with lower draft position gets home field advantage.

In case of a tie between a Division Winner and a Wild Card team, the Division Winner shall get the home field advantage.

Player restrictions for tie breaker games shall be as follows. A **26** man “playoff” roster shall be used, with legal backups for each fielding position. This roster would carry on into any post-season series. Managers will indicate a four-man rotation, with that rotation to carry over into any post-season series. All relief pitchers shall be limited to ONE inning in each tie-breaker game. Pitchers who qualify as “starters” under AABA rules may be used for extra innings as needed in relief.

Playoff Seeding Clarification – “Higher” - #1, #2, #3, #4, #5, #6 #7– “Lower”

There will be 3 rounds to the playoffs. All playoff series will be the best of 7 games with the team with the better regular season record always having home field advantage (Games 1, 2, 6 & 7). Following is a breakdown of the playoff format:

- **Byes** - The Division Winner with the best regular season won/loss record will receive a bye in the 1st round of the playoffs as Seed #1.
- **Round 1** – Team seeded #2 will play team #7. Team #3 will play team #6 and Team #4 will play team #5. Higher Seed shall have home field advantage.
- **Round 2** - The division winner seeded #1 will play the surviving team from Round 1 with the lowest winning percentage in the regular season. #1 Seeded team will have Home Field Advantage. The other two winning teams from Round One will play each other, with the higher seed having Home Field Advantage.
- **Round 3** - The two winning teams from Round 2 meet in the World Series and the winning team is World Champion. The higher seeded team will have Home Field Advantage.

IV. TRADING

Trading period begins at the conclusion of the World Series or December 1st, whichever comes first. Trading ends at 12:00 noon Eastern on the last day of

February each year. Players and draft choices may be traded but draft choices will be limited to the current year and one (1) year in advance. Trades must be reported and confirmed by both managers to the Commissioner and League Administrator to be valid. There will be no trading during the regular season. Commissioner, in conjunction with the League Administrator, may nullify any trades not in the best interests of the AABA.

V. UNOWNED PLAYER DRAFT

The Unowned Player Draft will take place on the **3rd Saturday in February** each year. Managers may draft in person, by telephone or by written list. Any player listed on APBA's current 30 man carded player list and not on the roster of an AABA team is eligible for the draft. An official AABA Draft List will be provided annually. An uncarded player may not be drafted. (**draft will be Sat. 2/21/2026**)

The order of the draft will be determined by the order of finish the previous season. The team with the fewest wins (plus Penalty Points, if any) will pick 1st and so on. Playoff teams shall draft in the following order, based on their post-season performance and their seeding. The three teams that lose in the first round will pick #14, #15, and #16 (based on playoff seeding, lower picks #14), the two teams that lose in the second round will pick #17 and #18 (based on playoff seeding, lower picks #17), World Series runner-up will pick #19, and World Series Champion will pick #20 (last).

If there is a tie for any non-playoff teams draft position the tie-breaker will be:

1. **Regular Season Record** – lowest percentage selects first.
2. **Penalty Points** – fewest selects first.
3. **Head-to-Head Record** – winner selects first.
4. **Divisional Record** – team with better record within their division selects first.
5. **Previous Season's Draft** – team with higher draft position selects first.

Draft Position Clarification – “Higher” – 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th, 13th, 14th, 15th, 16th, 17th, 18th, 19th, 20th – “Lower”

There will be a total of 10 “regular” rounds to the draft. There will be additional picks in rounds after round 10. This is a voluntary portion of the draft designed to assist teams that have not reached 42 rostered players after round 10.

After drafting, teams will cut down to a final roster of 42 including no-cards. Final cut down time and date will be 12:00 noon eastern time on the final day of February each year.

VI. PENALTY POINTS

Whenever a deadline passes or there is a violation of the Constitution, Penalty Points may be given and, at the end of the season, these Penalty Points will be added to a team's "wins" possibly affecting a team's draft position. They will be given any time a deadline passes or there is a Constitutional violation. Examples of infractions include late instructions, late Form A or B, late dues, Constitutional violation and Commissioner using BBW to "sim" games due to lateness.

If a draft pick is traded, the Penalty Points, if any associated with that pick, are frozen at the time of the trade. Therefore, no future accumulation of Penalty Points by the team trading away the pick will negatively affect the location of that pick in the draft. If a manager accumulates 5 or more Penalty Points in a given season, he may be suspended or dismissed from the AABA.

VII. PLAYER USAGE

Non-Pitchers - will be limited to their actual number of MLB games played. These game appearances may be as a starter, pinch hitter, pinch runner or defensive replacement. Each appearance counts as a game. All non-pitchers may start at their primary position (1st on card) or any secondary positions listed on card as many games as the Constitution permits with the following exceptions:

1. Any non-pitcher who played 5 games or less at a secondary position graded *Fielding Three* shall be prohibited from starting a game in the field. They may be used as backups on the **27** man active roster, however he may not enter the game defensively or (if starting at his primary or Fielding One/Two secondary position) move to that Fielding 3 secondary position until the 7th inning or later unless by injury or ejection only if he becomes the last available active player rated at that position, including the DH.
2. Designated Hitters who did not play a position in MLB **may not play in the field in the AABA**. Their APBA carded fielding rating shall be ignored in this case. Any player with a "phantom" position printed on their card but did not play that position in MLB may not appear at that position.
3. A player who is the last rated at the defensive position he is currently playing may not be removed from the game, except by injury or ejection.
4. Non-pitchers may not play at positions not printed on their card unless by injury or ejection only and there is no other player on the Active Roster who is rated at the position. Player would then be rated according to APBA's current rules "Playing Out of Position" (see current APBA Playbook).

5. MLB players who are both pitcher and hitter in MLB play may be used as such in AABA play with the following limits. A two-way player shall be limited to his MLB pitching games as a starter per our current rules, as a “swing pitcher”, or as a reliever. Any games **only pitched** in MLB shall not be counted for as a hitter, fielder, DH, or runner. A “two way player must appear at six or more games at a fielding position other than pitcher to be eligible to start at that position. He may however be a DH or pinch hitter. All other AABA rules regarding fielding shall be in effect. Total game allowances as a hitter/fielder shall be his MLB games appeared total, minus any games where he appeared ONLY as a pitcher. We will use the MLB’s 2023 rule on the DH staying in the game if he was the starting pitcher and relieved. (Ohtani rule). **Pitchers who do not start the game as DH may not bat in AABA play. Hitter cards with pitching stats may not pitch in relief.**
6. **Steal Chart for BBW Play.** Managers may “call a steal” in BBW play in the situations listed in the chart below. Visiting managers should indicate which players they want to attempt steals with, and in which situations as allowed on the chart. Visiting managers must include the steal rating (A-F) of the players listed for attempts.

7. AABA Steal Chart

Steal Allowance	Stealing 2 nd	Stealing 3 rd
A	ANYTIME UNLESS BEHIND BY 4 OR MORE OR AHEAD BY 5 OR MORE	ONLY WITH 1 OR 2 OUTS AND BEHIND BY 1, TIED OR AHEAD BY 1 AFTER THE 6 TH INNING
B	ONLY WHEN BEHIND BY 1, TIED, OR AHEAD BY 4 OR LESS	ONLY WITH 1 OUT AND BEHIND BY 1, TIED OR AHEAD BY 1 AFTER THE 7 TH INNING
C	WITH 1 OR 2 OUTS WHEN BEHIND BY 1, TIED OR AHEAD BY 4 OR LESS	ONLY WITH 1 OUT AND BEHIND BY 1, TIED OR AHEAD BY 1 AFTER THE 8 TH INNING
D	WITH 1 OR 2 OUTS BEHIND, TIED OR AHEAD BY 1 OR 2 RUNS	NEVER
E	AFTER 6 TH INNING WHEN BEHIND BY 1, TIED OR AHEAD BY 1 OR 2 RUNS	NEVER
F through N	NEVER	NEVER

Starting Pitchers - are those pitchers who started 80% or more of their MLB game appearances. These pitchers will be limited to their actual number of their MLB starts, and the actual number of MLB innings, with the exception of grade D pitchers (1-4MG) as noted below. A “starting” pitcher as so defined may appear in relief. He may not start and relieve in the same continuous series. Each relief game would count against his allowed number of starting appearances and innings pitched. The following additional rules also apply to starters:

1. A starting pitcher must be removed from the game once he has given up 7 runs, earned or unearned.
2. At least a 5-man continuous starting rotation must be used during the regular season. Home and away series against one opponent is continuous.
3. Starting pitchers must remain in game a minimum of 4 innings or until they give up at least 4 runs and potential 5th run is on base.
4. Starting pitchers are reduced 1 full grade (5 MG points) when they give up 5 runs, earned or unearned.
5. Any pitcher who started a game must be relieved after pitching 9 innings.
6. Grade D pitchers (1-4) will have their actual number of MLB starts doubled up to a maximum of 30 starts and their actual number of MLB innings doubled up to a maximum of 180 innings.

Relief (*) Pitchers – Grade C* (5*) and above will be limited to their actual number of MLB innings. Relief pitchers may not start. Grade D* (1-4*) shall have their actual number of MLB innings doubled up to a maximum of 180 for AABA play.

1. All A (above 15)/B (10-14)/C (5-9) grade pitchers used in relief are limited to 3 innings in a 3-game series, 5 innings in a 4-game series and 6 innings in the five game series. **D (1-4) grade relief pitchers are limited to 4 innings in a 3 game series, 6 innings in a four-game series, and 7 innings in the five game series.**
2. Relief pitchers are reduced 1 full grade (5 MG points) when they give up 3 non-inherited runs, earned or unearned.
3. Relief pitchers must be removed from the game when they have given up 5 non-inherited runs, earned or unearned, unless he is the last relief pitcher remaining on the Active Roster.

Swing & Split Grade Pitchers – Pitchers who started less than 80% of their MLB appearances are considered Swing Pitchers. Swing and Split Grade Pitchers are limited to their number of MLB innings and are also limited to their number of MLB starts. These innings may be as a starter or reliever; however, they may not start and relieve in the same continuous series against an opponent. These pitchers must abide by rules and restrictions that apply to starters and relievers. Grade D (1-4) “swing” pitchers shall have their actual

number of MLB starts and MLB innings doubled up to 30 starts and 180 AABA innings.

AABA “split grade” pitchers where **both** the starting grade and relief grade are D (1-4) shall have their MLB starts and MLB innings doubled for AABA play. A “split grade” pitcher who has a D (1-4) starting grade, but C*(5*) or higher relief grade will not have his MLB totals doubled for AABA play.

Playoff Restrictions - Non-pitcher J-4’s may start 2 games in the playoffs but only at their primary position or DH. These players may enter games as a pinch hitter or pinch runner anytime but may not be inserted into the lineup or play in the field until after the 5th inning unless due to injury or ejection. In addition, all players restricted at a position during the regular season may not start at that position in the playoffs. They may enter the game after the 5th inning only after an injury or ejection.

Non-pitchers who appeared in 40 games or less, starting pitchers who had 10 or fewer starts and relievers who had 35 or fewer innings are considered Farm Team Players. These “Farm Team” Players and “XC” pitchers may not be part of any Playoff Roster. An exception is relievers who have fewer than 35 MLB innings but 50 or more MLB appearances shall be Playoff Eligible. A list of these players will be provided annually.

A minimum of a 4-man starting rotation must be used in each playoff round. Rotations shall be determined by calendar days. The playoff schedule shall be Day 1 play, Day 2 play, Day 3 off, Day 4 play, Day 5 play, Day 6 play, Day 7 off, Day 8 play, Day 9 play. There will be an “Off Day” between the final day of a series and the beginning of the next series. Pitchers must have 4 “calendar” days between starts either in one series, or the next series start.

The following pitchers can start in the playoffs:

- (a) **any pitcher who started 11 games or more AND pitched 81 innings or more can make two starts in each playoff series.**
- (b) **any pitcher who started in 11 games or more AND pitched less than 81 innings can make only one start in each playoff series.**

Playoff starters with 11 or more MLB starts are restricted according to the following chart:	Innings per each playoff series
Up to 80 MLB innings	5 innings per (1) playoff start
81 – 120 MLB innings	12 playoff innings
121 – 161 MLB innings	14 playoff innings
162 or more MLB innings	16 playoff innings

Any playoff starter may **NOT** be used as a reliever in the same playoff series. All pitchers not being used as playoff starters are restricted according to the following chart:

0 – 35 MLB innings	Not eligible for playoffs
0 – 35 MLB innings with 50+ appearances	2 innings per playoff series

36 – 50 MLB innings	3 innings per playoff series
51 – 65 MLB innings	5 innings per playoff series
66 – 80 MLB innings	6 innings per playoff series
81 or more MLB innings	7 innings per playoff series

VIII. PLAYING RULES

All games played are subject to the Official Rules of Baseball and the current APBA playing boards, rules and instruction sheet, subject to the following changes and refinements. **Note “Charts” are not used in BBW play.**

- A) **Advanced Options** – APBA Basic Game with all advanced options is utilized, unless superseded in the Constitution.
- B) **MG Pitching Chart** - Master Grade pitching ratings will be utilized. Please refer to Rules section listed on the Master Grade Pitching Chart.
- C) **Randomization Chart** – randomizes all results 15-23 (except PRN 22) and 36-41; the lower section of the chart contains results for Bases Empty Board for PRN’s 18, 19, 20 21, 22 and 41. Re-rolls for PRN’s 36-41 with the bases empty are not necessary. **Not applicable in BBW play.**
- D) **Injuries** – last for the duration of that game only.
- E) **Ball/Strike** – Anytime the board result is (1) ball or (1) strike, always count as (2) balls or (2) strikes. **(Not applicable to BBW play)**
- F) **Hit & Run** – The Hit & Run option may not be used when there are 2 outs.
- G) **Designated Hitter** – DH will be in effect. Pitchers may bat only if there are no other non-pitchers remaining on Active Roster.
- H) **Base Running** – The APBA base coaching options shall not be used. Instead, managers, prior to each season, must choose between the following two options. Whatever option is chosen will be in effect for the entire regular season and post-season. **Not applicable in BBW play. BBW managers use best baseball judgement, taking speed and arm factors into play.**
- I) **Steal Chart:** (see rule and chart above). **Only used in games played in BBW**

- J) **Red Light/Green Light**
Green Light (Going) – Runners shall be governed at all times by the results on the APBA Boards.
Red Light (Playing It Safe) - Unless the hit and run play is on, **all slow runners** play it safe on hits that result from numbers 3 through 11 regardless of the number of outs. All slow runners also play it safe on all steal attempts without regard to the number of outs unless the hit and run play is on; at all other times, runners shall be governed by the APBA board results.

- K) **Grade Advancement** – No pitcher, starter or reliever, can advance beyond a MG grade of 19. (Not applicable in BBW play as game adjusts.)

Starters – grade advancement is based on consecutive outs recorded and not necessarily on full shutout innings. *A starter advanced to an “A” grade (15 MG) cannot be advanced again.* (BBW not applicable)

Relievers – If a reliever enters the game during an inning with a runner or runners on base, his grade is advanced 5 MG points with a cap of 19* MG grade points for the first batter only provided it’s a righty/righty or lefty/lefty matchup. Not applicable in BBW as game adjusts.

L) Rainouts – There are no rainouts. Change the result to *Rain Delay*. Reduce each pitcher’s grade 5 MG points. Pitchers are eligible to be removed from the game if there is a rainout. ***Computer managers should always “Dome” their stadiums to prevent rainouts.***

M) Infield In – Whenever a manager plays the infield in, use the overall infield rating of the defensive team to determine the result instead of individual fielding.

N) Pinch Run – Pitchers may pinch run but it does not count as a pitching appearance. Runs scored by pitchers should appear on a team’s Form A and Form B reports.

IX. MANAGERS REQUIREMENTS

Games - Managers are required to play 3 or 4 series per month during the regular season. Each series will be 3, 4 or 5 games in length.

Series Report (Form A) - After completing each home series, home managers must prepare a Series Report (Form A) and e-mail it to the away manager with a copy to the League Statistician. Series Reports must be received by the 25th of the month. Players must be listed in alphabetical order. Form A reports must be sent electronically. Excel files are preferred, using the league provided base form. **Note please use the 2026 versions of the Form A and Form B only.**

Statistics Report (Form B) - When all games are completed and Series Reports furnished for the current month, each manager must prepare a year-to-date Statistics Report (Form B) for his team. It is also required to attach a Page 2 tab to your Form B showing a year-to-date breakdown of your home and away record. The Form B shall then be sent via e-mail to the League Statistician to reach him by the last day of the month. Players must also be listed in alphabetical order. Names should be listed as **“Last name, First name”**. Rostered “Uncarded players” **must** be included on each team’s Form B report. **Please double check spelling for your players names.**

Away Series Instructions - For each series, the visiting team must send a separate set of playing instructions and team roster for that series to the home

manager. These instructions must reach your opponent by the 1st day of the month that the games are to be played. All information used in instructions must make sense as baseball strategy. These instructions must include:

- **Active Roster** – list **27** players that are inactive for both home and away series. All 42 players can be active for October series.
- **Lineups** – list fielding grades for all players in your starting lineup
- **Backups** – list which active players will back up, by position, in case of injury.
- **Starting Pitchers** – list numerical grades, letters, and fielding grade; strategy for when to go to bullpen.
- **Relief Pitchers** – list numerical MG grades, letters and fielding grade; strategy for use of bullpen.
- **Fielding Rating** – Overall as well as Infield fielding points total for each lineup.
- **Base Running** – **Red Light** or **Green Light**
- **Pinch Hitters, Pinch Runners and Defensive Replacements** – when to utilize.
- **Hit & Run, Sacrifice, Squeeze, Infield Depth, Intentional Walks and Steals for home BBW games** – strategy for each option and when to utilize.
- **Instructions** - must be easy to read and follow. Instructions must be sent electronically. The League provided Instruction Form in Excel is the preferred method to be used. Maximum length of instructions should be listed on two 8 ½ X 11 pages, one side each.

Home Managers - must keep a play-by-play scoresheet for each game and the original must be sent to the visiting manager if requested. If the visiting manager uses ambiguous or illegal instructions, the home manager may ignore the offending parts and substitute reasonable baseball judgment for them. He must notify the visiting manager that he has done so. Illegal instructions are not grounds for protest.

If a home manager has a problem and does not play his home games on time, Commissioner may elect to sim the games using BBW or select another manager to play the games. The Form A will be sent to both the home and away managers. If and when this occurs, the home team will receive 1 Penalty Point for each series simmed or played by another manager. Managers may not contact an opposing manager or any other manager to play his games for him. Managers must notify the Commissioner or League Administrative Assistant of any anticipated lateness.

Default Instructions - must be sent to the Commissioner by **March 5th** each year. During the regular season, if a home manager does not receive instructions by the 7th of the month, he should notify the Commissioner. The Commissioner will issue playing instructions from the team's Default Instructions

so that the games can be played on schedule. One Penalty Point will be assessed against the away manager each time Default Instructions are issued.

Face-to-Face Play - With the consent of the home and away managers, any scheduled games may be played face-to-face. Written instructions may be waived if both parties agree. **Series Reports (Form A) are to be sent as usual to the Commissioner**, although one Form A including both teams is permitted. Results of the home and away series records must be reported to the Statistician on Tab 2 of Form B. Managers may play “Face to Face” using technology such as Zoom, or similar services if they choose to do so.

Computer Managers - are designated by the Commissioner and only they have the option of playing their home games using the **APBA BBW 6.0** computer game with all current BBW updates. **Computer managers will play their games using “manual play” instead of micro managers.** Away managers should send written instructions for computer play. BBW may be used in the playoffs or World Series. Computer managers will be noted on the league schedule. Teams may play “face to face” with BBW via “Team Viewer” or similar technology.

X. PROTESTS

Visiting Manager - may protest any loss that he feels resulted from the home manager’s negligence, error, or misinterpretation of the rules. This would include violations of Major League Baseball, APBA or AABA rules, or failure to follow the visiting instructions without good reason.

Home Manager - may protest only if he learns after a series has been played that a visiting player was used illegally.

Face-to-Face Play - The home or visiting manager may protest a rule violation that occurs in a series played in person.

Protest Procedure - Protests must be made within 10 days after the month that the games were played. Protesting managers must:

- 1.** Send the score sheet(s) of the protested game(s) and an explanation of the grounds for protest back to the home manager; also, send a copy to the Commissioner unless he is involved. If so, send your protest to the Administrative Assistant.
- 2.** The manager, against whom the protest has been lodged, if he disagrees with the reason for the protest, should send a statement why the protest should not be allowed. This statement must be sent to the Commissioner, unless he is involved. If so, the protest should be sent to the Administrative Assistant.

3. The Commissioner or Administrative Assistant will decide favorably if and only if the other manager committed a mistake or violation that could have cost the protesting team the game.
4. A game in which a protest has been upheld shall count as a tie. All statistics count except win, loss and save. Any replay made necessary will be from the beginning of the game. Game or games do not necessarily have to be made up.

XI. DUES

Annual Dues will be \$10, payable on or before February 1st each year.

XII. CONCLUSION

All managers should comply with both the letter and the spirit of this Constitution, major league baseball, APBA and AABA rules and regulations. Good sportsmanship and honesty should always be observed.
