

Duane Mittelheuser founded Computers United Baseball League in October 1994. The inaugural season was played in 1995 with 14 teams using APBA Baseball for Windows and the 1994 season disk. Vince Priblo ran the league until 2015 (sadly passed last year 2023), George Glavas is now the CUBL Commissioner.

CUBL 2024 CONSTITUTION



1.0 LEAGUE MANAGEMENT

COMMISSIONER – George Glavas

- Resolves any disputes that may arise among team owners.
- Distributes commissioner files determined by the schedule or appointed file manager.
- Creates the season schedule
- Coordinates the Annual Rookie Draft (January) and the Waiver Draft
- Responsible for administration of CUBL website
- This is a NON-AIM League and there will be no voting of moving to AIM
- Charter proposals to begin after the end of the World Series, voting the last two weeks of November and trade period will open December 1st.

2.0 LEAGUE MANAGERS

- Must use the latest version of the APBA Computer Baseball , as well as the current season disk
- Must keep up to date with ‘C’ and ‘F’ files during the season
- If files are NOT received per the important dates and time TBA, results will be simmed by the league office
- Will be removed from the league if they fail to promptly submit files, adhere to league rules or otherwise act in a manner which is detrimental to the league
- Managers must act in a fair and considerate manner to other managers
- Must play every game to win

3.0 ROSTERS

IN-SEASON: shall consist of no more than 44 players during each CUBL season.

- No more than 22 **(NEW - 2024)** players PLUS the starting rotation may be ACTIVE for any series during April through August -
- Active rosters may be changed between series only
- During the month of September (or last 30 games), all players on the roster may be activated (unless they have exceeded their limitations – see below)
- **(2) Uncarded players WILL NOT COUNT toward roster totals (NEW - 2024)**

4.0 PLAYER LIMITATIONS

- Position players are limited to their actual number of games played
- Pitchers may not exceed their actual number of game starts or innings on the current disk except starting pitchers may exceed innings total if they have at least 1 inning remaining and can make a start, they are eligible to pitch 9 innings in that game.
- Pitchers rated 5 or less will have 30 starts, 200 innings limits. If Starting Pitcher rated 5 or less has MORE than 30 starts, 200 innings will be allowed to use those actual starts, innings
- Relief appearances are unlimited for any pitcher, including pitchers who did not appear in relief in real life (provided they have not exceeded their inning limit).
- Relief Pitchers rated 5 or less will have 75 innings, unlimited appearances. If a Relief Pitcher has MORE than 75 innings will be allowed to use those actual innings.
- Injured players are required to miss only the game in which they are injured
- Failure of managers to adhere to player limitations and the spirit of the rule, may result in “fines” of draft picks, and eventual removal from the league, to be determined by the commissioner
- 2018, Commissioner will decide all fines
- Players are limited to 125% of Steal Attempts; when the limit is reached, steal ratings will be altered automatically.

5.0 ANNUAL ROOKIE DRAFT

- Consists of (10) rounds
- Any player currently not on a CUBL roster, provided they are on the current season disk, is eligible to be drafted
- Shall be conducted at an announced time approximately 2 weeks after the APBA data disk is released (Feb. 3rd)
- Shall be conducted online or via email draft program
- Draft order will be the inverted order of finish in the previous season, based on winning percentage. In a case of any tie(s), the team with the better head-to-head season record will be awarded the higher pick. (Then a coin-flip)
- Trading during the draft is permitted, provided that trades are reported immediately to the commissioner
- Trading of draft picks for the following year are permitted, provided that trades are reported immediately to the commissioner
- New Managers, if draft picks are traded by a manager that is no longer with CUBL, there will be NO supplemental draft picks, or draft picks awarded back to the new team

6.0 MARCH WAIVER DRAFT

2023 - 2024 CUBL Calendar

JANUARY 1st, 2024	Trading Season Opens (Or Earlier - Determined by the League Office)
December 15th, 2023	Charter Proposal Due - Proposals to League
December 24th, 2023	Voting Ends
December 31st, 2023	Voting Results to League
January 1st, 2024	New Constitution to League
TBA	Trading reopens when rosters confirmed
TBA	Draft begins approximately 2 weeks after data disk available
February 4th, 2024	Email Draft Begins (Approx.)
One week after Draft ends	Roster cuts due, rosters cut to 50
March 1st, 2024	Roster cuts due, rosters cut to 44

CUBL WAIVER WIRE CALENDAR - 2024

George Glavas will be running Waiver Wire Draft - all picks (Unlimited), but only 3 players will be added to your roster, exception is that if your team is not at **44** you will be able to add as many players to get to **44**. Uncarded players cut are not available only players on the data disk. Waiver Wire email address is coopgiants@gmail.com. All cuts will go CUBL@groups.io and rosters must always be at **44** so if you make pick(s) you must make corresponding cuts. If you do NOT cut by the required date, you WILL lose your waiver wire picks from that week)

All Rosters MUST cut to **44** on March 1st, 2024 - I will send out a reminder about a week prior to the teams that must cut to **44**

March 1st - Picks sent to coopgiants@gmail.com - BY 9PM EST

March 4th - Results sent to league

March 5th - 7th - Roster cuts to **44** due and send to CUBL@groups.io

March 8th - Picks sent to coopgiants@gmail.com - BY 9PM EST

March 11th - Results sent to league

March 12th - 14th - Roster cuts to **44** due and send to CUBL@groups.io

March 15th - Picks sent to coopgiants@gmail.com - BY 9PM EST

March 18th - Results sent to league

March 19th - 21st - Roster cuts to **44** due and send to CUBL@groups.io

March 24th - Picks sent to coopgiants@gmail.com - BY 9PM EST

March 25th - Results sent to league CUBL@groups.io

FINAL CUTS TO 44 DUE ASAP, YOU MAY PICKUP ANY PLAYER ON A FIRST COME FIRST SERVED BASIS, FIRST F-FILE DUE BY MARCH 31, 2024

7.0 OWNERSHIP OF PLAYERS

- Continuous Ownership - teams do not lose a player unless they trade or release him from the roster
- Once a team releases a player, he is eligible for the next (or current) draft only. Teams may not “un-release” a player to include him in a trade or reinstate him to the roster

8.0 TRADING

- Permitted in the off-season starting after the conclusion of the CUBL World Series, and will cease briefly before the rookie draft
- Trading will open sometime after the CUBL World Series, approx. two weeks after the close of the season
- Trading during the rookie draft is permitted and will continue from the beginning of the NEW season until JULY 24TH. All Trades will be effective the NEXT c-file date.
- Players and rookie draft picks may be traded. No “players to be named later” or “future considerations” are permitted
- There may be short “black-out” periods, when no trades are allowed. These will be determined by the commissioner
- **Trades made during the season, rosters must always be at 44**
- Trading is permitted during the season. Trades may be conducted between scheduled league files at times designated times by the commissioner, with the following restrictions
 1. Teams must not exceed a **44** man roster at all times.
 2. Player usage and limits must be understood by and agreed to at the time of the trade

9.0 LEAGUE STRUCTURE

- Currently consists of four, 5-team divisions for a total of 20 teams

- Expansion will be voted on by each league member ONE YEAR in advance of the expansion date, provided that any league member proposes it
- The expansion draft format will be determined by the commissioner, but will involve players and draft picks
- Existing teams do not lose draft picks
- Expansion will necessitate re-alignment of divisions
- Games against each team in your division (18 games), games against each team in another division - 15 teams (6 games)

10.0 REGULAR SEASON

- Shall be 162 games and will be released before the start of the current season.
- Head to Head play is encouraged as much as possible
- Managers must submit a franchise file (f-file) for their team (setting roster, line-ups, rotation) and results files when due
- Rosters are allowed to have 22 (**NEW - 2024**) NON starting pitchers + plus the starting rotation (regardless of how many are in the rotation)
- Teams must maintain a minimum four man starting pitching rotation shall be used during the regular season. Starting pitchers **MUST** rest a minimum 3 games between starts.
- A minimum 5 man bullpen must be active
- The designated hitter will be used, and all major league designated hitter rules apply
- Players are eligible to start at any position for which they receive a rating on the current season disk. Each active roster must have eligible substitutes for every position. Any usage problems must be reported to commissioner immediately. Managers can make the best, logical corrections
- Teams may not remove a player from the game if there is no backup available for his defensive position. Pitchers may only bat if necessary
- Teams should make sure they have 243 games at catcher (50% over 162) to cover micro manager usage
- All games must be played in a domed stadium. No rainouts are allowed and any game that ends in a rainout must be replayed.

11.0 POST SEASON

- The four divisional winners and 4 wild card teams (teams NOT divisional winners with the best records) make the playoffs. This will be a (5) five game series
- All other series will be a 7 game format
- The playoff format will be highest seed vs the lowest seed in all rounds
- 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5. We will reseed after the first round and move to round 2 with the highest seed against the lowest seed and continue that format until we reach the World Series.
- All playoff ties will be broken with - Head to Head matchup
- If the event of a tie, a one game playoff will be held to determine seedings
- Game format in the 5 game series will be 2-2-1 and in the 7 game series it will be 2-3-2
- **We strongly recommend TeamViewer or similar platform for face to face playoff games**
- Post Season Restrictions
- **26 (NEW 2024)** -man rosters are NOT frozen during the entire post-season.
- Teams must carry a minimum of 4 starting pitchers and 5 relievers
- 2 Days off will be added to the schedule after each series
- Starting pitchers must rest a minimum of 2 games between starts - **See below for Restrictions**
- Rotations will be allowed to reset after each playoff series
- Starting pitchers may not exceed 1 game and 3 innings of relief per series.
- Post season playoff teams may designate a starting pitcher(s) to be used as relievers(s) during the post season, with the same restrictions as relievers. However they can NOT be used as a starter unless there are multiple injuries to the starting rotations. This is different from the run allowing a starter to be used as a reliever in each playoff series.
- Relief pitchers may not exceed 8 innings pitched per series.
- Position players are limited in each series to the following guidelines:
- Players must have 2X the Plate Appearances: Games Played in order to start; otherwise, they can be used as a Pinch Hitter/Runner or Defensive substitution based on the restrictions below:
 - Players who played in 40-79 games in the previous major league season, may play in 3 games during each series.
 - Players who played in 80-110 games in the previous major league season, may play in 5 games during each series
 - Players who played in 110 or more games during the previous major league season, may play in all games of each series
 - Players MUST have 40 games minimum to be eligible for playoffs
 - Players - Steal Restrictions are limited to 25%, based on games played
 - Starting Pitchers are limited in each series to the following guidelines:
 - Plus 25 regular season starts - 3 playoff game starts - no limit on innings
 - 15-24 regular season starts - 2 playoff game starts
 - 8-15 regular season starts - 1 playoff game starts
 - 0-7 regular season starts - 0 playoff game starts
 - Pitchers must have 2X the Innings Pitched: Game in order to start; otherwise, they can be used as a Reliever based on the restrictions below:
 - Relief Pitchers are limited in each series to the following guidelines:
 - Relief Pitchers who had under 40 innings pitched in the previous major league season, may relieve 4 innings during each series
 - Relief Pitchers who had over 40 innings pitched in the previous major league season, may relieve 8 innings during each series
 - Relief Pitchers must have 20 innings pitched in the previous major league season, will NOT be eligible for the playoffs

12.0 CHANGES TO LEAGUE CONSTITUTION

- As voted on by all league members, any rule change to the CUBL constitution must be voted on and approved by three-quarters of the number of managers who submitted votes
- There will be a specified period immediately following the conclusion of each regular season, in which any manager may submit a proposal for rule changes
- Minor changes may be made by the commissioner based on general consensus

CUBL - Important Dates (2024)			
Set/Game Numbers	New f-files due by 5PM EST	Playball C-file sent	Results f-files due by 5pm EST
Set 1 - Thru Game 12 (12 Games)	Friday, April 5th	Friday, April 5th	Sunday, April 14th
Set 2 - Thru Game 24 (12 Games)	Friday, April 19th	Friday, April 19th	Sunday, April 28th
Set 3 - Thru Game 36 (12 Games)	Friday, May 3rd	Friday, May 3rd	Sunday, May 12th
Set 4 - Thru Game 48 (12 Games)	Friday, May 17th	Friday, May 17th	Sunday, May 26st
Set 5 - Thru Game 60 (12 Games)	Friday, May 31st	Friday, May 31st	Sunday, June 9th
Set 6 - Thru Game 72 (12 Games)	Friday, June 14th	Friday, June 14th	Sunday, June 23rd
Set 7 - Thru Game 84 (12 Games)	Friday, June 28th	Friday, June 28th	Sunday, July 7th
Set 8 - Thru Game 96 (12 Games)	Friday, July 12th	Friday, July 12th	Sunday, July 21st
Set 9 - Thru game 108 (12 Games)	Friday, July 26th	Friday, July 26th	Sunday, August 4th
Set 10 - Thru Game 120 (12 Games)	Friday, August 9th	Friday, August 9th	Sunday, August 18th
Set 11 - Thru Game 132 (12 Games)	Friday, August 23rd	Friday, August 23rd	Sunday, September 1st
Set 12 - Thru Game 144 (12 Games)	Friday, September 6th	Friday, September 6th	Sunday, September 15th
Set 13 - Thru Game 156 (12 Games)	Friday, September 20th	Friday, September 20th	Sunday, September 29th
Set 14 - Thru Game 162 (6 Games) set)	Friday, October 4th	Friday, October 4th	Sunday, October 13th