

Iowa Baseball Confederacy

Established 2018

The IBC is a Strat-O-Matic league that will create an alternate reality in which the number of franchises is reduced. Franchises are combined (best and worst in each league) based on points given for winning percentage from 1957-2018:

.650 to .749 = 2
.550 to .649 = 1
.450 to .549 = 0
.350 to .449 = -1
.250 to .349 = -2

Yanks (32) + Cubs (-11) > Des Moines Scarlets
Dodgers (25) + Min (-5) > Cedar Rapids Saints
Cards (16) + Tigers (-3) > Davenport Knights
Reds (12) + Indians (0) > Sioux City Crusaders
Red Sox (16) + Phl (-6) > Iowa City Regals
ChiSox (2) + Atl (7) > Waterloo Sailors
Giants (8) + A's (1) > Council Bluffs Falcons
Orioles (8) + Pit (-1) > Ames Little Cyclones

LAA (-2) + NYM (-14) > West Metro Maroons
Hou (-7) + Tex (-12) > Dubuque Golden Eagles

Mtl (-6) + Royals (-8) + > Ankeny Hawks
Brewers (-7) + SD (-17) > Urbandale Lions

Blue Jays (-4) + Marlins (-9) > Cedar Falls Tigers
Rockies (-4) + Mariners (-10) > Marion Indians

Diamondbacks (51) > Bettendorf Bulldogs
Rays (34) > Marshalltown Bobcats

Follow these steps for each draft:

1. Combine best and worst teams across the two leagues (for instance, best AL and worst NL). In years when AL has more teams their two worst teams stand as-is (that do not combine).
2. Each combined team must cut down to 17 batters using WAR as a general guide. 600+ ABs are needed at every position and only keep players with 120 AB or more. 6,000 ABs total is the bare minimum.
3. Each combined team must cut down 13 pitchers using WAR as a general guide. Only keep players with 40 IP or more.
 - a. Six of the top 8 pitchers by IP must be kept, and the other 2 must be cut.
 - b. Three with a Closer Rating of '3' or more must be kept (if possible).
4. In years with two uncombined teams, before making roster decisions for these teams...
 - a. Conduct a draft of the cut hitters. Each drafts two of the top-4 players at each position by WAR (either 1&4 or 2&3, my subjective choice). If the pool is large enough, skip over hitters with under 200 ABs.

- b. Conduct a draft of the cut pitchers. Each can draft two of the top-4 pitchers by WAR (either 1&4 or 2&3, my subjective choice for which go to which team) in these four groupings: 160+ IP, 80-159 IP, and 40-79 IP, and finally the remaining pitchers with a Closer Rating of '2' or more.
 - c. Note there are no mandatory cuts/keeps of pitchers for the uncombined teams!
5. Generate computer managers...
 - a. Set relief usage to Aggressive. Set SB% to 60.
 - b. Set rotation by WAR, including a 6th starter set to Use Sometimes in relief. Give all the pure starters not in the rotation (slots 1-5) a relief rating (divide Endurance by 2, round down).
 - c. Populate Closer slots with pitchers with Closer Rating of '3' or more — highest must be closer (if tie make one vL, other vR).
 - d. Limit IP to '1-2' if Relief is 1-3, '2-3' if 4-5, and no limits if 6+. Shift up one setting if 100+ IP and two settings if 200+ IP.
 - e. Set hitters to "avoid" weak side if Balance > AB * 2% (round normally). Do same for pitchers if Balance > IP * 6%.

Game Settings

Use the "super advanced" set of rules. Turn on ballparks/clutch, but not weather. All 30 players are available all the time. Use DH for all games. Turn off Trade-O-Matic.

Playing

Play a 162-game season with World Series. Use one division if league has 8 or 10 teams, use two divisions if league has 12 or 14 teams, and have two separate leagues if there are 16 teams.

Let HAL manage both teams. Before every game, do the following for each team: Check starting pitchers and lineups, and rest players above 95% usage. Make other changes as desired.

Play notes:

- On the first of every week, deactivate any reliever who is over 95%.
- Check to make 1 defensive sub with lead late.