



1 Mission Statement

The League of Extraordinary Gentlemen is an immersion in and celebration of more than 120 years of the sport and history of baseball.

2 Overview

The League of Extraordinary Gentlemen (LEG) brings together 32 individuals who share a passion for baseball. In what we hope is a unique experience, team owners will have full control over baseball franchises: from what goes on in the front office, on the field and the field itself. While there are many facets to the league it is centered around APBA's Baseball for Windows.

3 League Structure

3.01 - Framework

LEG franchises are divided into two leagues - the American League and the National League. Each League will have two divisions - East and West - with eight teams in each division.

3.01.01 - Software

All franchise owners are required to have BBW 5.75. LEG owners are required at all times to ensure that BBW 5.75 is always updated to the latest version of the software available from the publisher, APBA. Software update notices will be circulated as they become available. While the software easily allows for remote play against preset micromanagers, playing head-to-head online using desktop-sharing software is recommended.

3.01.02 - League Rules

A) DH Rule - when the complement of 32 league owners is complete a vote will be held to determine whether the DH rule will be used. If less than 25% of the owners (that's 8 for you non-math wizards) vote in favor of the DH the DH will not be used. If 8-16 owners vote in favor of the DH rule then the DH rule will be used in the American league and those teams voting in favor will automatically be placed in that league. If more than 8 but fewer than 16 owners vote in favor of the DH rule then teams will be asked to volunteer to fill out the 16-team American League. Failure to find willing volunteers will result in some unfortunately being unwilling ones. If more than 75% of the league (25 or more) votes in favor of using the DH - not unforeseen given the number of great hitters available - then I will eat my left leg and then follow up with an announcement that the DH rule will be used league wide. If between 17 and 24 owners vote in favor of the DH then the National League will not use the DH rule. The vote on the DH rule will only be held at the leagues inception unless a rule change is to the effect is proposed.

B) Intentional Walk With Bases Full - if you wanna give your big scary opponent a free run then go for it. This in-game rule will be toggled on.

C) Bunt for a Hit - will be enabled

D) Sacrifice with Two Outs - is just stupid and will be disabled.

E) Allow Infield in With 3rd Base Empty - will be enabled.

F) Enable Ballpark Effects - will not be enabled. Ballpark effects will be built into your players' cards based upon the ballpark you are playing in and the ballparks of other owners in the league. More on that later.

3.01.03 - AIM Rules

- A) Interleague play - will not be used save for in the post-season.
- B) Games per Team - will be 162.
- C) Wildcard Teams - will be used.
- D) Bench Pitching Rotation - will be used only to assist in the management of pitching rotations. A team may un-Bench starting pitchers prior to the start of any game.
- E) Boxscores Not Saved - seriously? It will definitely not be used.
- F) Injury and Fatigue Rules - LEG will use "All Injuries and Fatigue".
- G) Pitcher Durability and Recovery - will be "Late 20th Century".
- H) Miscellaneous Rules - the following miscellaneous rules will be used:
 - Enforce Batters Faced Limits
 - Pregame AIM AutoSubstitutions

3.02 - Schedule Regular Season

The Schedule will be broken up into two parts: regular season and post-season.

3.02.01 - Regular Season

All teams will play a 162-game regular season. Each team will play 14 games against teams in its own division and 8 games against teams in the other division of the same league. For functional purposes, one series will be played each week. Intradivisional series (within a team's own division) will be seven games while interdivisional series (against teams from the other division) will be four games. Each team will play the same number of home and road games versus each other team.

3.02.02 - Rainouts

Rainouts will be enabled unless - and I curse you in advance for doing this - you elect to have a domed stadium as your home stadium. Rainouts will be re-scheduled to a later date as the schedule permits.

3.02.03 - Double-headers

I loved them as a child and love them now, but with only one home series against each team adding rainout games to already scheduled games to create a double-header is not possible without stopping and amending the schedule and resuming the series - which is not feasible.

3.03 - Schedule - Post-Season

There will be a two-day break between the final regular season game and the start of the post-season.

The post-season will consist of three series each following a 2-3-2 seven-game format.

3.03.01 Making It to the Post-Season

Barring any ties (discussed later), the winner of each division in each league will automatically earn a berth in the post-season. The two non-first-place teams with the best records will win wildcard berths.

3.03.02 Post-season Rankings

The first-place team with the best record will be ranked #1 followed by the first-place team with the 2nd best record #2, wildcard team with the best record #3, and the remaining wildcard #4.

3.03.03 Divisional Playoffs

The divisional playoff matchup will have the #1 ranked team in each league facing the #4 ranked team and #2 facing #3 in a best-of-seven series. Winners of each series advance to the league final. The higher ranked team will be the home team for games 1, 2, 6, and 7.

3.03.04 League Championships

The winner of the #1 vs #4 series will face the winner of the #2 vs #3 series in a best-of-seven series. The higher ranked team will be the home team in games 1, 2, 6 and 7.

3.03.05 LeG World Series

The winner of the American League and National League Championships will advance to face one another in a best-of-seven World Series with the team with the best record having home field advantage (i.e., be home team in games 1, 2, 6, and 7).

3.03.06 - Breaking Ties

Ties will be broken as follows in order regardless of how many teams are tied:

- a) record against each other or, if more than two teams are tied, combined record against each other;
- b) record within the division
- c) run differential (scored versus allowed)
- d) Papal edict

Any team losing the tie-breaker automatically will become one of the two wildcard teams in the AL or NL unless more than three teams are tied or there are ties for first place in both divisions. In this case, a one-game playoff between the teams delegated to 2nd and 3rd place will be required with the winner advancing to the post-season as the wildcard. A single-game playoff will only be held when it determines if a team gets into the playoffs.

3.04 - The Players

Stock players "cards" from APBA's warehouse of historical seasons and teams will not be used. Player cards are unique to this league with their "cards" and statistics adjusted through a process called normalization.

3.04.01 - Normalization ... why?

Well why not? The purpose of normalization is to put all players on an equal playing field and as much as is possible simulate how the best players to ever hit the field would perform if they played against each other. Put simply, normalization enables us to answer the question what would Babe Ruth do if he came to the plate against Tom Seaver.

3.04.02 - Normalization ... what?

Normalization is essentially a mathematical exercise that eliminates from a player's statistics key factors that may have played a part in their numbers (when and where they played) and adjusts them based on all-time averages. Removing the impact of the year the player played in as well as the ballpark in which half of his games were played enables us to "purify" the player's statistics by eliminating a bias that allows players in Colorado to hit more home runs.

3.04.03 - Normalization ... How?

Although invisible to team owners normalization basically works like this:

Pepe Frias hit .248 for the Montreal Expos in 1976. In 1976, the average batting average of all NL players was .255. So poor Pepe hit 7 points below the league average which in relative terms is 0.9725 of the league average. If the all-time average of all seasons and all players is .245 then Pepe's normalized batting average for the 1976 season becomes .238 (which is $0.9725 \times .245$).

The same principle is applied to the bulk of pitching and hitting statistics with the additional wrinkle that ballpark factors are taken into account as is a player's handedness within that ballpark. Additionally, as teams played only about 142 games in 1901 player statistics are further adjusted to a 162-game schedule.

3.04.04 - Other Adjustments

Prior to the start of each season and once opening day rosters are set, player cards may be adjusted further as a result of the ballpark factors for the ballparks currently in use in this league and possibly as a result of the use by each team of Franchise Points (discussed later in detail but essentially these are a league "currency" that could be used to make minor tweaks to player cards). All players will have a Season Factor (SF) of 100 with the Play Rating (PR) determined according to plate appearances. E.g., if a player would normally be assigned a PR/SF of 1000/75 it will be converted to 750/100.

3.04.05 - Injuries

Sh!t happens. Injury ratings for players will be slightly modified for this league as compared to standard ratings handed out by APBA. An injury rating of 0 will not be given automatically to a player who has played all 162 games in a current season. A "0" rating will only be given out in very special situations - hello Misters Gehrig and Ripken Jr. As a rule of thumb where a player would normally be expected to have a "0" rating they are more likely to have a J-1 rating and the usual "1" rated players are more likely to have a J-2 rating. There will be no change in players who normally would receive a J-3 or J-4 rating. LEG will use Disabled Lists (discussed later).

3.04.06 - Player Database

While by no means perfect, the players added to the database had to meet certain criteria:

- a) be awesome; and,
- b) have a minimum of five years experience in MLB or the Negro Leagues; and,
- c) have a minimum of 2,000 plate appearances; or,
- d) have a minimum of 1,000 innings pitched as a starter; or,
- e) have a minimum of 500 innings pitched as a reliever; or,
- f) have played for 10 seasons.

If a player was elected as a player to Cooperstown then they were pretty much automatically included in the player database. Also, if their career was tragically cut short (e.g. Lyman Bostock) they may be included in the database.

3.04.07 - Players not in database

If you have a favorite player not in the current league database or simply think someone else is worthy of being included please feel free to nominate them and we can add him.

3.04.08 - Two-way Players

Players who qualify as full-time pitchers and non-pitchers will be treated as being a position player for the purposes of their playing card. As such, AIM will govern the use of these players as non-pitchers using the PR/SF ratings with Babe Ruth during his early career being the primary example. Usage of these players as pitchers will be subject to the following limitations:

- MBF will be calculated for these players using the standard AIM amount of 110% of actual MBF.
- MBF will be monitored offline by the commissioner with information provided to the team owner weekly as to the remaining amount of MBF.
- Once a two-way player has reached his MBF limit (up to -6 MBF) the player will have his pitching grade adjusted to 1 with a W- control rating and M home runs allowed rating.
- Any two-way player used as a starting rotation will not be able to be added to the standard pitching rotation, but can be set up to start games as part of a preset lineup vs lefties and/or righties. To be safe, it is recommended that prior to the start of your series on the road that you provide starting instructions to your opponent for any games in which you want a two-way player to be the starting pitcher.

3.05 - Rosters

Rosters in LEG are subject to two limitations:

- a) number of players
- b) salary caps

3.05.01 - Number of Players on a Roster

Each team must carry a roster of 40 players with no restriction on the number of pitchers versus position players. During the pre-season, all 40 players will be included on the active roster. Immediately prior to the start of the regular season, teams must reduce active rosters to 26 players with 14 relegated to the minors. Teams must meet certain minimum coverage requirements as follows by position:

Catchers - a team must have two catchers with combined PR/SF of at least 1300 or have three catchers with PR/SF of 1100

Infielders - teams must have at least two players eligible at each position with PR/SF of 1100.

Outfielders - teams must have at least five players with outfield eligibility and a combined PR/SF of 3300

Starting Pitchers - a team must have a minimum of four starting pitchers with combined MBF of 4,500 and at least 162 real-life combined games started. Rotations must be a minimum of 4 pitchers,
Relief Pitchers - a team must have a minimum of 1,600 combined MBF for relief pitchers.

3.05.02 - Salary Caps

All teams will be required to operate within two salary caps - a current season salary cap of **\$330 million** and a combined contract cap of **\$1 billion.**

- a) Current Season Cap - this is the total of all amounts players are paid in a current season only.
- b) Combined Season Cap - this is the total of all amounts players are being paid over the entire life of their contract. For example, a player with an annual salary of \$5 million and a 4-year contract has a combined contract salary of \$20 million.

A team can only ever exceed a salary cap limit by spending Franchise Points. Player limits can never be exceeded.

Detailed salary information for each team will be maintained by the commissioner and will be made readily accessible at all times to league members.

3.05.03 - Player Movement Demotions and Promotions

Players can only be moved from the minors to the majors and vice versa in between series and never during a series. During the playoffs and during breaks (i.e. home team becomes visiting team) players may be promoted only as a result of injuries. Any player promoted under these circumstances must have positional eligibility at the position of the player whom he is replacing.

3.05.04 - September Callups

On September 1 of the league schedule all teams may promote to the major league roster all players who have not expended their seasonal usage. That is, you cannot promote a player to the major league roster if he has a Remaining Useful Value (RUSe) of 0%.

3.05.05 - RUSe 0% Players

Any player whose RUSe has been reduced to 0% should be demoted to the minors in between series.

3.05.06 - Injuries and Disabled Lists

LEG will employ standard MLB rules surrounding the use of Disabled Lists. Injured players can, at the option of their team owner, be placed on a DL of 7, 10, 15, or 60 days. Players placed on the DL cannot be demoted and must remain on the active roster, but they do not count towards a team's active roster limit. Players who are injured, but are not placed on the DL cannot be demoted and DO apply against the team's roster limit. A team can opt to make any addition to the DL retroactive to the date that the player was injured. You can always extend a player injury by selecting a DL period greater than the duration of the original injury, but it can never be reduced. Additionally, you can never voluntarily put a player on the DL if he has not been injured.

3.05.07 - Players Coming Off the DL Mid-series

As is often the case, a stint on the DL may end during a series. Since you cannot make mid-series roster changes this would temporarily exceed the active roster limit of 26 players. If you are the Home Team, when this occurs you must bench a player for the remainder of the current series. If you are the Visiting Team, well good for you - you get to break the rules for a few games.

3.06 - Ballparks

A key part of creating your team will be in selecting whether to "buy" an existing ballpark or to build your own customized stadium. BBW ballpark effects are not used. Instead, prior to the start of the season the character of your ballpark will determine whether there are tweaks to be made to your players. While not significant (playing at Coors Field may let Pepe hit a couple of more homers a season but will not turn him into a 20-homer threat ... although playing in 2019 might have) players and pitchers may see slight differences in the number of home runs hit and overall hits made.

3.06.01 - Inaugural Season

Normally building a ballpark isn't something done overnight and takes several years of hard work to get it up and running. Pah! Thanks to the miracle of LEG's pop-up ballpark construction crews you can have a ballpark up and running overnight.

3.06.02 - Actual Ballparks

Actual ballparks and their effects will be determined by historical averages rather than selecting a ballpark for a specific year. This means that if you choose Yankee Stadium you get the average Yankee Stadium and cannot choose the 1923 version which was 490 feet to dead center field. You don't have to worry about dimensions if you're choosing an actual ballpark as each comes with its own preset ballpark factors calculated by people much smarter than me impacting home runs and batting averages.

3.06.03 - Choosing Home Field

Availability of existing historical ballparks will be limited to actual regions. A team based in California, for example, cannot choose Fenway Park as their home field. What if I want Fenway Park anyway? Well then you can either build your own west coast Fenway Park, relocate to the Atlantic northeast or get therapy because you're a Red Sox fan.

3.06.04 - Why Build Your Own Ballpark?

It's an option only ... kind of like heated seats.

3.06.05 - Dimensions

LEG's use of ballpark dimensions is limited to two factors: distances from home plate to the outfield walls (LF, CF, RF) and wall height. Anything beyond this would probably trigger an aneurysm in yours truly so has not been factored into consideration. There are also practical limits in place so if you are building your own ballpark ... and yes, you get to name it too ... you cannot rebuild the Polo Grounds which initially had a home to centre field distance of 500 feet. *FYI only Negro Leaguer Luke Easter and major leaguers Joe Adcock, Hank Aaron and strangely Lou Brock ever hit homers out of the Polo Grounds to dead centre.*

3.06.06 - Effect of Dimensions

Put simply, as distance to the outfield wall increases the number of home runs hit/allowed decreases and as the outfield wall height increases the tendency to turn home runs into doubles increases. A detailed breakdown of the combined effects of ballpark dimensions is included in the appendix. Combined height and distance effects can never change the number of home runs hit by more than 25% (i.e., you cannot turn a 10 HR a year guy into anything more than a 12-13 HR a year guy).

3.06.07 - Highs, Lows and Middle Grounds

As far as current ballparks go, ranges from low to high for major league fields are 310 to 355 (LF), 390 to 436 (CF), and 302 to 353 (RF). Average dimensions for existing ballparks are 332 / 405 / 329 with outfield wall heights ranging from a high of 37 feet (Fenway) to a low of 3 feet (stupid - Coors Field). Of course, all of these numbers are as of 2019.

3.06.08 - League Ranges for New Parks

The minimum and maximum dimensions for ballparks is outlined in Appendix A as is their impact on pitching and hitting.

3.06.09 - Ballpark Construction a Step-by-Step Guide

- a) Name the ballpark.
- b) Select distance to LF, CF, RF.
- c) Select outfield wall height for LF, CF, RF. Yes, you can have different heights in each field which will affect batters hitting left or right differently.
- d) build your own scale replica as a diorama

4 *Trading*

Trading is not only permitted, it is encouraged.

Trades cannot be made that:

- a) cause a team to exceed to 40 player roster limit; or,
- b) cause a team to have less than 40 players on its roster; or,
- c) cause a team to exceed either the current season or combined season salary caps.

Teams cannot trade draft picks beyond the draft of the next season. E.g., prior to the 2020 draft you cannot trade 2021 draft picks. Players can be traded at any time up to September 1 of the league schedule. Players that have been traded will be eligible for the post-season.

Trading and Salary Caps

All teams are deemed to have paid each player salary at the start of a season.

In-season trades will not result in any changes in a team's total salary for that season, but will impact the total of all contracts for future years if the player acquired / traded away was on a multi-year contract.

You cannot trade salary cap room or cash. Trades must be reported to the commissioner and will be announced league-wide and come into effect only after both teams involved in the transaction have confirmed the details.

5 *Player Drafts*

5.01 - Inaugural Draft

The inaugural draft will consist of 40 rounds and be conducted between June 1 and July 31, 2020 with specific dates to be determined. The medium used to conduct the draft will be a combination of live draft using a chat room and possibly email. The submission of lists to a proxy for those unable to attend a live draft are permitted.

5.01.01 - Draft Order

Draft order will be determined randomly with each team having an equal chance of having first pick overall. The draft order may be modified by the expenditure of Franchise Points which would enable teams to increase their chances of having earlier picks. The draft picks will be serpentine with the team that picks last in odd numbered rounds having first pick in the even numbered ones.

5.01.02 - Salaries

All players in the inaugural draft will have a pre-determined or Base Salary. This is the amount any team owning rights to the player must pay in the coming season.

5.01.03 - Contracts Granted in the Inaugural Draft

At the time of drafting, the team must indicate the duration of the contract of from 1 to 5 years. With the completion of each draft pick the team will be advised of:

- (a) number of roster spots open to be drafted;
- (b) remaining salary cap room for the next season;
- (c) remaining total contract salary cap room.

5.02 - Annual Drafts

Annual drafts will be held between February 15 and March 31 at a mutually agreed upon date. Annual drafts will be done via chatroom for as much as possible, but may spill over into an email format.

5.02.01 - Draft Order First Round

The first 5 picks in any year following the inaugural season will have their draft order determined by draft lottery from the 8 non-playoff teams with the worst records. The likelihood of having the first pick will be impacted by regular season record from the season just completed. After the first five picks in the annual draft, draft order will be determined in the reverse order of winning percentage for non-playoff teams and for playoff teams by winning percentage with the winner of the World Series always drafting last.

Any ties are to be broken using the same format outlined in 3.03.06 Breaking Ties.

5.02.02 - Draft Order Subsequent Rounds

Following the completion of the first round, all draft picks will be made in order winning percentage with the team with the worst drafting first and best drafting last in any given round.

5.02.03 - Trading of Draft Picks

If one of the first eight picks in any given draft is traded, the traded pick will automatically be bumped behind all non-traded draft lottery picks. E.g., if one of the 8 teams in the draft lottery trades its first-round draft pick the earliest the owner of the new pick will draft is #6. If more than one of the teams involved in the draft lottery has traded its first round pick and both win a spot within the first five picks the earliest winning pick will be bumped to #6 and the next traded winning pick will become #7. So, the earliest any traded first round choice will actually pick is #6. The trading of first-round picks may subsequently actually move some teams up in the draft order (i.e., a team holding the #6 pick may become the #5 pick if one of the teams traded its pick and won a spot in the top five picks). Easy bo-breezy. Any draft picks which have been traded outside of the teams involved in the lottery will not be modified.

5.02.04 - Draft Pool

The pool of players eligible to be drafted annually will include (a) all players undrafted from the previous season; and, (b) all players who became free agents at the end of the previous season.

5.02.05 - Drafting and Roster Room

A team can never draft more players than it has open roster spots. Teams cannot cut players after the draft to bring them down to the 40-player roster limit. Any picks remaining once a team is at 40 players are lost.

5.02.06 - Salaries for Players in the Draft Pool

Other than in the inaugural draft the asking contract price for each player will be determined on their salary from the previous season as follows:

- 1) Free Agents - players who were owned by a team in the previous season, but became free agents will have a salary equal to 100% of their previous salary;
- 2) Undrafted players - players who were not owned in the previous season will have their base salary reduced to 80%. E.g. A \$10 million player becomes a \$8 million player. This effect carries forward from season to season so that a player undrafted for two consecutive seasons will have a base salary of 64%, for a maximum of three seasons to 50%.

6 *Roster Management*

A team must at all times maintain a roster limited by the roster size and salary cap rules.

6.01 Contract Buyouts

A team can, during or at the end of a season, buy out the contract of any player that extends beyond the current season. Teams cannot buy out portions of contracts - it's all or nothing.

6.01.01 - Current Season Buyouts

As a result of a potential trade or merely on a whim a team owner can buy out the future years of a player's contract at a cost of 50% of the total remaining contract. A team can never buy out the current year contract of a player. The cost of the buyout is applied against any unused salary cap room of the team for the current season and the player remains on the roster until the end of the season or he is traded. If traded after his contract is bought out the team receiving the player only has the player until the end of his current season after which his contract is deemed to have expired and he may qualify for free agency.

6.01.02 - Pre- and Post-season Buyouts

Any player whose contract has been bought out during the off-season immediately becomes a free agent and is tossed into the draft pool for the next year. Players cannot be bought out during the annual draft nor can they ever drop a team below a 40-man roster or above the salary cap limits.

6.02 - Contract Expiration

At the end of a player's contract, he would normally automatically be eligible to file for free agency. When a contract is completed, his team has the following options:

- a) Do Nothing - the team says "Adios" to the player and he gets added to the player pool for the next season's annual draft;
- b) Re-sign - the team can attempt to re-sign the player to a contract extension of 1 to 3 years.

6.02.01 - Do Nothing

Why are you reading this? You did nothing so the player is a free agent.

6.02.02 - Re-signing

Player re-signings are not an automatic thing but are based on the duration and amount of the contract offer and in some cases the uses of Franchise Points. Generally speaking, the longer a contract extension is the more likely the offer will be accepted but the cost per season and overall also increases. Regardless of the offer, there is always a minimum 5% chance that the offer will be rejected. Contract extensions are as follows:

One-year Extension - If the salary of the previous season is increased by 25%, the player has a 90% chance of accepting the extension. For every 1% added to the offer, the likelihood of a player accepting the new contract is increased by 1%. So a 30% increase in salary would have a 95% chance of success. For every 1% deducted from the offer, the likelihood of acceptance goes down by 10%.

Two-year Extension - If the salary of the previous season is increased by 33%, the player has a 90% chance of accepting the extension. For every 1% added to the offer, the likelihood of a player accepting the new contract is increased by 1%. For every 1% deducted from the offer, the likelihood of acceptance goes down by 10%.

Three-year Extension - If the salary of the previous season is increased by 50%, the player has a 90% chance of accepting the extension. For every 1% added to the offer, the likelihood of a player accepting the new contract is increased by 1%. For every 1% deducted from the offer, the likelihood of acceptance goes down by 10%.

6.02.03 - Crashing and Burning - Re-sign Fails

If a player refuses to re-sign, the team does not get a second chance to change the terms of the extension. The player is added to the player draft pool for the upcoming annual draft and can be redrafted by his team or go on to a new one.

6.03 - Emergency Player Pickups

On the off chance that as a result of injuries a team finds itself short at a given position a team may claim an unowned player to fill the void. The team picking up the player will lose one Franchise Point and be required to pay 1/2 of the base salary of the acquired player. If the team has no Franchise Points remaining, the points will be deducted from the opening balance in the next season. If the team has no salary cap room in the current season to accommodate the new player the team will be penalized 1 Franchise Point which will also be carried forward to next season if no points remain. A player acquired as an Emergency Claim will:

- become a free agent at the end of the regular season;
- force the player he is replacing to be placed on the 15-, or 60-day DL
- always be the lowest cost player qualifying for the position where the manpower shortage exists
- be released when the player he replaced comes off the DL.

6.04 - Pinch Hitting and Designated Hitters

Any non-pitcher can be inserted into the role of designated hitter. A pitcher can never be used as a designated hitter. A player can only be used to pinch hit if in that year in professional baseball he had 50 or more plate appearances.

6.05 - R-Use 0%, Worn, Tired, and Bushed Players

Once a player reaches the status where his Remaining Usage (RUSE) is 0% he must be removed from the Active Roster and demoted to the Minor Leagues. This player can never subsequently be recalled to the Active Roster in the same season. Players with fatigue statuses of Worn, Tired, and Bushed should be used in games only with extreme caution as a last resort. Inserting a player with any of these statuses into a game substantially increases that player's chances of incurring an AIM-related injury (too tired after the game to step over the bar of soap in shower?).

6.06 - Maximum Number of Starts for Starting Pitchers and Rotations

No starting pitcher can start more than 45 games in a single regular season.

Rotations must consist of at least four pitchers in the regular season and three in the post-season.

6.07 - Using Players Out of Position

You can never use a player out of position unless forced to as a result of injury.

6.08 - Innocuous Player Rules

These should be minimal but in the event that a player is considered to be innocuous (i.e. sucks) his PR/SF or MBF will be adjusted as follows:

Starting Pitching Grade <4	MBF=800
Relief Pitching Grade <4	MBF=400
OBP+SLG < .600	PR/SF = 930

6.09 - Stealing Restrictions

Players will be limited to a total of attempted steals not to exceed 125% of the number of steal attempts that the player card for the season is based upon. E.g., a player who attempted 100 steals in real life can attempt 125 steals in LEG. Once a player has reached his steal limit, his Steal Success Rating will be reduced to 0.

7 Player Cards

Which season's player card used in LEG will be determined randomly on an annual basis and is impacted by a player's actual service time in the major leagues or Negro Leagues.

7.01 - Service Time

Every year in which a player appeared in at least one major league or Negro League game will count as one year of service time. A player will also be considered to have one year of service time for each year he did not appear in a game due to military service or was disabled. A player will not be considered to have a year of service time for any seasons played exclusively in any league other than the major leagues or Negro Leagues. Service time is only relevant in determining whether a player qualifies for the league.

7.02 - Determining Player Cards for LEG Seasons

Each player eligible to be drafted each year will have his player card determined in advance of the draft. The card used will be determined as follows in LEG's inaugural season:

- a) Players with at least 10 years in the majors will have an equal chance of their card being based on any given season. E.g., a player with 10 seasons will have a 10% chance that any one season is chosen.
- b) Players with less than 10 seasons will be deemed to have 10 years of experience with every year they did not appear in a game treated as a year that they were Injured and Did Not Play (See Below).

The base chance for determination of a player card for a season following the inaugural season will be as follows:

Next season in chronological order	25%
Randomly determined season	75%

The chance of a given season being used for a player card may only be adjusted as a result of using Franchise Points.

Prior to determining the player season cards, each team is required to provide the order in which player cards are to be randomized. This becomes important when a team gets players whose card is based on a season where they were injured the entire season and did not play (see 7.02.04).

7.02.01 - Next Season in Chronological Order Result

The next season in chronological order may result in one of four results:

- 1) Active Season - the player played in the season. His card will be generated as normal.
- 2) Injured and Did Not Play - the player is treated as Uncarded. See below.
- 3) Did not Play Due to Military Service - these years are skipped and the next season in which the player was either actively playing or did not play due to injury will be used. See below.
- 4) End of the Road - if the player card in the previous season was based on the last season in a player's career. See below.

7.02.02 - Randomly Determined Season Result

Randomly determined season results will be resolved in one of two ways depending upon service time:

- 1) Service Time 10 or more years - each year played excluding years of military service will have an equal chance of being used as the base year for the player card with each year having a chance determined as follows:

99% divided by number of non-military service years played

1% player card based on prior year LEG season statistics

For example, Joe Dimaggio (yay) played in the majors from 1936 to 1951 including three years lost to military service (1943-1945). Joltin' Joe's chance of any given season being selected from 1936-1942, 1946 to 1951 is 7.6% (99% divided by 13 non-military years of service).

There is always a 1% chance reserved that a player card will be based on prior season LEG statistics.

- 2) Service Time Less than 10 years - any player with fewer than 10 years of service time will be considered to have 10 years of service time for purposes of determining the player card to be used. If a player has less than 10 years of service time including military service years these additional years not actually played are considered to be Top-up Years with no statistics and are included as possible years on which the player's card is based. The chance of a given year being chosen is determined as follows:

99% divided by number of non-military service years played and Top-up Years not played

1% player card based on prior year LEG season statistics

For example, Nolan Arenado has played from 2013 to 2019 - seven seasons. As anyone with fewer than 10 years of service time is treated as having 10 years of service, Arenado is deemed to have three unplayed Top-up seasons and the chance of any actual played seasons or Top-up seasons being used as a base for a player card would be 9.9% (99% divided by 7 played seasons and 3 Top-up seasons) with a 1% chance reserved for having the card based on actual prior year LEG stats.

NOTE: if a player card is based on an actual prior year LEG season and the player was uncarded in the season then the player will remain uncarded for the subsequent season.

So ... in a nutshell, while active and historical players with short, but brilliant careers may seem attractive you may find yourself carrying uncarded luggage for several seasons since in Arenado's case there is about a 30% likelihood in any given year that he is uncarded.

7.02.03 - Injured and Did Not Play Years

When determining the year on which to base the player card it is possible to have the card based on a year where the player actually did not appear in a game due to injury (if they have 10+ years of experience) or deemed to have been injured as a result of not having played in 10 seasons. Players whose card is based on an Injured and Did Not Play Season cannot be used in the upcoming LEG season and are treated as uncarded players.

7.02.04 - Limitation of Players Lost for the Year due to Injury

Obviously having a player's season based on a year in which he was on the DL the whole year is a little less than ideal. To safeguard against a run of bad luck, no team may have more than 3 players whose random season results in "Injured-Did Not Play". Any subsequent DL year "roll" will be re-rolled until a year in which the player was not on the DL is the result.

7.02.05 - Military Service

Any year a player missed a season as a result of military service time (e.g. World War 2) will not have the year that was lost included in the possible seasons on which the player card is based. E.g., if a player has 10 years of service time from 1936 to 1946, but 1942 to 1945 were lost due to Military Service then the player card will be based on one of the 7 years of non-military service time.

7.02.06 - End of the Road - Final Career Seasons

In LEG, a player's career is never over. If a player card is based on the final actual season played in the player's career then the next season in chronological order will be deemed to be:

- a) if 10+ years of service time, the player career resets to his first season
- b) if < 10 years of service time, the player is considered to be uncarded for the season. The player career will reset to his first season in the next season of LEG - basically a year off on the DL.

7.02.07 - Defensive Ratings

For the purposes of this league, players will not have their fielding statistics normalized. Wherever possible fielding grades assigned by APBA will be used.

8 *Free Agency*

Players can become free agents and are added to the annual draft pool in any one of four situations:

- 1) The expiration of a player's contract;
- 2) A player not meeting playing time requirements;
- 3) A player spending too much time in the minors
- 4) A team has bought out the player's contract

8.01 - Player Contract Completed

At the end of a player's contract, he automatically becomes a free agent unless his team has exercised and been successful in extending a player contract through use of an Option.

8.02 - Player Disgruntled as a Result of Not Getting Enough Playing Time

Players under multi-year contracts may still file for free agency under playing time minimum clauses in their contracts regardless of the number of years remaining under the following circumstances:

- a) a pitcher's LEG innings pitched must be at least 40% of actual innings pitched for a given season;
- b) a non-pitcher's LEG plate appearances must be at least 40% of actual plate appearances for a given season.

The likelihood a player will file for free agency in either situation will be a minimum of 50% plus an amount proportionate to the shortfall in innings pitched or plate appearances.

For example, if a pitcher's actual innings pitched were 200 and he pitched 20 innings he would have failed to meet the Playing Time Minimum which in his case was 80 innings. The shortfall was 60 innings which is 30% of the actual innings pitched. His chances of filing for free agency are 80% (50% minimum plus 30% on the shortfall).

8.03 - Player Stuck in the Minors ... the Bull Durham Syndrome

Any player not on the active roster for at least 50% of the actual games he played in the season on which his card is based will have a chance of evoking an Opt-Out Clause in his contract at the end of a season and terminate his multi-season contract. The odds of Opting Out are proportionate to the shortfall in time spent with the big league club with a minimum chance of 25% plus the shortfall.

For non-pitchers, the minimum will be based on actual games played.

For pitchers, the minimum will be based on 4 times the number of games started plus the number of games in relief. E.g., a pitcher with 30 starts and 10 relief appearances will be assumed to have been on a major league roster for $30 \times 4 + 10 = 130$ games.

For example, if a pitcher's actual games started were 35 and in LEG he was in the majors for 40 games he would have failed to meet the Active Roster Minimum which in his case was 70 games ($50\% \times 35 \times 4 + 0$). The shortfall was 30 games or 21% of calculated major league league roster time so his chances of Opting Out are 46% (25% minimum plus 21% shortfall).

NOTE: Players on the DL are considered to have been on the major league active roster for purposes of meeting this requirement.

8.04 - Epic Fail ... not meeting Usage or Active Roster Minimums

A player who fails to meet both the Usage and Active Roster Minimums will only be tested once to see if he files for free agency with the Usage Requirement always taking precedent.

8.05 - If a Player Files for Free Agency as a Result of Not Meeting a Minimum ...

His team will not have the option of renegotiating or extending that player's contract. The player will be removed from the team's roster at the end of the post-season and any total contract cost for future years will be added back to the team's cap room at 100%.

A team losing a player as a result of not meeting usage/roster requirements cannot redraft the player in the next pre-season draft.

9 TRACKING SALARIES & USAGE

While tracking this information is not theoretical physics it is a pain in the keyster. Just as with salary cap reporting for each team, team owners will not have to do this themselves and up to date information will always be readily available after the end of each series showing where each player is relative to thresholds.

10 *Inaugural Season Checklist*

- 1 *Decide team location*
- 2 *Decide team nickname*
- 3 *Decide if existing ballpark will be used*
- 4 *Decide if new ballpark will be built*
- 5 *If new ballpark, build it*
- 6 *Decide if any pre-draft FP will be spent*
- 7 *Determine draft order*
- 8 *Draft*
 - a) *player*
 - b) *number of years on contract (1-5)*
- 9 *Post-draft/Pre-season FP spent*

11 *Administrative Stuff*

11.01 - Rule Changes

11.01.01 - Proposing Rule Changes

At the conclusion of a season, league members will be given the idea of proposing new rules, changes to existing rules or the deletion of rules. Any changes to league guidelines must always be made with the spirit and intent of the league in mind. That said, anyone can propose a rule change.

11.01.02 - Rule Change Vote

The creation or any new rules or modification or removal of any existing rules must be accompanied by a league-wide vote in which 75% majority is required for the change to pass.

11.01.03 - Application of Rule Changes

Generally speaking, rule changes will be implemented for the next season, but may be deferred depending upon circumstances.

11.02 - Team Ownership Changes

It is a fact of life that personal circumstances and preferences change and as a result the league may have owners leave the league. A replacement owner will have certain options available to them at the time that they take over or in the case of mid-season turnover at the start of the next season.

11.02.01 - Contract Renegotiations

A new owner will be given the option to renegotiate within salary cap limits up to five player contracts. The owner can extend a contract so that the original contract signed can be extended to five years or he can reduce the number of years on a multi-year contract so that only the next season remains. So for a player going into season 3 of a 4-year contract a new owner can change that contract to 5-year deal with three years remaining or reduce it to a 3-year deal with the coming season being the last in the contract.

11.02.02 - Contract Buyouts

A new owner will be able to have three free contract buyouts without restriction.

11.02.03 - Name and Location Changes

A new owner can relocate his team prior to the start of the following season.

11.02.04 - Ballpark Changes

The new owner may select a new home park for his team, but in fact this may become a necessity if there is a change of region (e.g., West Coast to Central or East).

11.02.05 - Traded Draft Picks

A new owner will be required to honor any trades of draft picks made by a predecessor.

11.02.06 - Multiple Vacancies

In the event there are three or more teams in one year that see ownership turnover a dispersal draft will be held in the off-season prior to the start of the next season. Players drafted in a dispersal draft will carry with them their existing contracts. If there are two team changes in a season, the new owners will be given their choice of available teams on a first-come, first-serve basis.

11.03 - Off-season checklist

Following the end of the World Championship Parade and consumption of many beers, the off-season will begin.

During the off-season the following activities will be held:

- 1) *Next Season Player Card Determination for All Players whether owned or unowned*
- 2) *Free Agency - due to end of contract or usage shortfalls*
- 3) *Team Contract Decisions - Buyouts and Extensions*
- 4) *Off-season trading opens*
- 5) *Pre-draft Window for Using Franchise Points opens*
- 6) *Annual Draft*
- 7) *Post-draft Preseason Window for Franchise Points opens*
- 8) *Next season starts*

11.04 - League Committees

The league will have 13 committees required to meet biweekly via video conference. Not. Meetings being the single greatest time-sucking event in the world, the league will have one committee consisting of four members.

Committee membership will be on a volunteer basis and tasked with three roles:

- 1) Nomination of players for Awards - Gold Glove, Cy Young, MVP, All-Star Teams
- 2) Consultation with respect to league membership admittance if people are fighting to get in
- 3) Review of Rule Changes prior to submission to a league vote

The commissioner will be chair of the committee but only have a vote in the event of a tie.

11.05 - Owner Responsibilities

Team owners will be expected to be active and conduct themselves in a an atmosphere of mutual respect.

Owner responsibilities include:

- 1) participating in drafts either by attending live or submitting lists or promptly sending in emailed picks;
- 2) Revising and monitoring team rosters for things like player fatigue and injury;
- 3) submitting on time weekly results and as part of the results selecting a series MVP for both teams;
- 4) responding within a reasonable timeframe to owner trade offers - active does not mean turning your entire team overally via trade, but rather that you do respond to other owner offers in this regard.
- 5) Participating in league votes
- 6) Having fun

11.06 - League Files

Preparation of league files on a seasonal and weekly basis are the ultimately the joint responsibility of the team owners and the league commissioner. Prior to the inaugural/annual draft, the commissioner will provide a c-file detailing all owned and available players in the upcoming draft. The c-file will be updated at the completion of the draft for purposes of providing player ownership detail and then a period will be provided for customization in which teams may use Franchise Points to make small changes to players on their rosters. An updated c-file will be issued at the completion of this phase with a call to owners to provide Opening Day Lineups. On a weekly basis on a schedule to be determined later the following process will be followed:

- commissioner sends out league default c-file
- teams submit roster/lineup changes via f-file according to deadlines
- commissioner sends out a play ball c-file
- teams play their games and send in results f-files together with writeups
- commissioner sends out league results/default c-fie

12 *Franchise Points*

Franchise Points are special "awards" earned by players and teams that enable a team to acquire perks at various points in a season. Franise Points (FP) can be awarded based on individual player or team accomplishments during a season. FP can be used to help teams at a global level or individual players at the discretion of the team. FP are of four types:

- 1) Team Front Office - impacts inaugural draft position and contract negotiation
- 2) Team Onfield - impacts ballpark selection and how injuries are handled
- 3) Player Group - allows for small tweaks to player performance for a group of players
- 4) Player Individual - allows for small tweaks to individual players

Franchise Points can be used at specific times in the season (e.g. inaugural draft) or may be general purpose and used at any time. A maximum of five unused FP can be carried from one season to the next. For purposes of Franchise Point end of season occurs when the Pre-season Trading Window opens.

A team can NEVER have more than 30 Franchise Points. Once a team has reached 30 FP any awarded FP will be lost.

12.01 - Inaugural Season FP

At the start of the inaugural season, each team will be awarded 20 FP.

12.02 - FP Awards

Franchise Points will be rewarded throughout the season under the following circumstances:

1 FP	Team award for having a Player of the Week
1 FP	Team award for each player named to the All-star Team
1 FP	Team award for each player awarded a Gold Glove
3 FP	Team awarded League MVP
1 FP	Team awarded player on League MVP Ballot
3 FP	Team awarded League Cy Young (becomes Bob Gibson Award if Cy Young wins it) Team awarded player on League Cy Young Award Ballot
3 FP	Team wins League Championship
3 FP	Team wins World Series
5 FP	Team Qualifies for Playoffs
5 FP	Team award for player that wins Triple Crown
2 FP	Team award for individual leaders in Batting Average, Home Runs, RBIs, Runs Scored, Stolen Bases
2 FP	Team award for individual leaders in Saves, Shutouts, ERA, Wins, Strikeouts
5 FP	Team finish in 1st place in Division
7 FP	Team finish in 2nd place in Division
9 FP	Team finish in 3rd place in Division
12 FP	Team finish in 4th place in Division
15 FP	Team finish in 5th place in Division
17 FP	Team finish in 6th place in Division
20 FP	Team finish in 7th place in Division
22 FP	Team finish in 8th place in Division

12.03 - Penalties

Hopefully never to be used ... any team that fails to submit results of its series without notifying the commissioner in advance will be given a warning. Oh No!! A Warning. Yes - a warning. Given the effort it takes to send an email saying "Hey - life is happening. No chance of me playing my series." one warning is generous. Two warnings and a team will lose two Franchise Points, three warnings and another two FP go bye-bye. At 4 missed submissions it is time to bring out the whips and chains and continuing league involvement will have to be discussed.