



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 has 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 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 encouraged.

3.01.02 - League Rules

A) DH Rule - the Designated Hitter Rule will be in effect in the American League only. The DH rule will also be in effect for World Series games in which the American League team is the home team.

B) Intentional Walk With Bases Full - This in-game rule will be toggled on.

C) Bunt for a Hit - will be enabled.

D) Sacrifice with Two Outs - 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 evenly divided between games played at home and on the road. 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 you elect to have a domed stadium as your home stadium. All rainouts will be re-scheduled to a later date as the schedule permits. Any unplayed rainouts remaining at the end of the regular season will be scheduled for the break between before the start of the post-season.

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 six non-first-place teams with the best records in each league 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 qualifiers will be ranked from #3 to #8 in order of their record. See 3.03.06 for breaking ties.

3.03.03 League Playoffs

The league quarter final playoff matchups will have the #1 ranked team in each league facing the #8 ranked team, #2 facing #7, #3 versus #6, and #4 against #5 in a best-of-five series. Winners of each series advance to the league final. The higher ranked team will be the home team for games 1, 2, and 5.

The league semi-final will be a best-of-seven series between the four winning teams from the quarter finals with the highest ranked team facing the lowest and the remaining two teams squaring off one another. The higher ranked team in each series will be home team for games 1,2, 6, and 7 as necessary.

The winners of the semi-finals will advance to the AL and NL championship with the higher ranked team in each series as home team for games 1,2, 6, and 7 as necessary.

The winner of the American League and National League Championships will advance to face one another in a best-of-seven World Series. For the first season, the winner of the American League will have home field advantage (i.e., be

home team in games 1, 2, 6, and 7). In subsequent seasons, the winner of the all-star game will determine home field advantage.

3.03.04 - 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)

If two teams are tied for the final playoff spot a one-game playoff between the teams 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?

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, for example.

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.

3.04.04 A - FRANCHISE POINT OPTION – INJURY RATING

A team may spend from 2 Franchise Points to reduce the injury rating of a player by 1. Teams are limited to using this option with no more than five players and no player can have an injury reduction of more than 1. This benefit is temporary and does not extend beyond the current season.

3.04.04 B - FRANCHISE POINT OPTION – BASERUNNING RATING

A team may spend up to 2 Franchise Points per player to increase a player's baserunning speed. Each Franchise Point spent allows the team to increase a player's baserunning rating by 1 to a maximum of two. No more than three players per season may obtain this benefit. The effects expire at the end of the current season.

3.04.04 C - FRANCHISE POINT OPTION – PITCHER DURABILITY

A team may increase the durability of starting and relief pitchers through the use of Franchise Points. No pitcher may receive more than one upgrade to durability. The Durability rating of a starting pitcher can be increased by 1 at a cost of 3 Franchise Points and for a reliever at a cost of 2 Franchise Points. The effects expire at the end of the current season.

3.04.05 – Injuries

Injury ratings (J-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 / Adding Players

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. This will be done on an annual basis before player cards have been finalized for the coming season.

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.

Exception: if a two-way player is considered to be innocuous (i.e. pitching grade 5 or lower or OPS <.600) he will be treated as primarily a pitcher (if his hitting card is innocuous) or a hitter (if his pitching card is innocuous).

3.05 – Rosters

Rosters in LEG are subject to two limitations: a) number of players; and, 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. Three catchers are highly recommended.

Infielders - teams must have at least two players eligible at each position with total 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 or starting pitchers designated in a non-starting role.

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 **\$800 million**.

a) Current Season Cap - this is the total of all amounts players are paid in a current season only.

b) Combined or Total 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.

Teams can never exceed the annual salary cap of \$330 million.

Teams can never exceed the total salary cap of \$800 million, however, through the use of Franchise Points teams may acquire discounts to varying degrees on multi-year contracts.

3.05.02 A - FRANCHISE POINT OPTION

A team may spend from 2 to 6 franchise points to purchase a discount on multi-year contracts. The discount must be purchased annually prior to the start of the draft and affects contracts on all players signed in that year's draft and needs to be purchased only once per year.

The three discount levels are as follows:

Option 1 – Discount of 5% for Season 2, discount of 10% for Season 3;

Option 2 – As Option 1 plus discount of 20% for Season 4; or,

Option 3 – As Option 2 plus discount of 30% for Season 5.

NOTE: (A) *Any player traded who is under a multi-year contract which has been discounted will keep his discounted salary even if traded to a team that did not purchase the discount regardless of whether the discount on the acquiring team is higher or lower.*

(B) *Multi-year contract extensions cannot be discounted. The discounts only apply to contracts of players when they are drafted.*

Detailed salary information for each team will be maintained by the commissioner and will be made readily accessible at all times to league members, but it is the responsibility of each team owner to stay within salary cap limits.

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 (or the first day of the 5th month) 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% (exceeded MBF by 6) must 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 (Exception: you may expend franchise points to intentionally put a player on the DL in the final two months of a season in order to meet usage requirements – see **8-Free Agency and Player Usage**).

3.05.06 A - FRANCHISE POINT OPTION – SINGLE INJURY REDUCTION

During the course of a season, a team may spend 1 Franchise Point to reduce by 50% the length of any injury. The injury reduction will be applied during the next break between series.

3.05.06 B - FRANCHISE POINT OPTION – TEAM INJURY REDUCTION

At any time, a team may spend 5 Franchise Points to reduce by 50% the length of all injuries in that year for a team. Player injuries will only be reduced during the break between series.

3.05.06 C - FRANCHISE POINT OPTION – INJURY PREVENTION

At any time, a team may spend 2-4 to Franchise Points to cancel an injury. Injury prevention costs are as follows: 2 FP for injuries less than 15 days; 3 FP for injuries 16-30 days; and, 4 FP for injuries longer than 30 days. Player injuries will only be cancelled during the break between series.

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. APBA's BBW ballpark effects are not used. The ballpark you and other owners choose as your home field will, however, directly impact the player cards of both batters and pitchers. Ballpark effects will be reflected on players' cards as both the frequency they hit and/or allow home runs to be hit.

3.06.01 - Inaugural Season

For the inaugural season, ballparks will be selected in the pre-season but will not affect player cards until the following season.

3.06.01 A - FRANCHISE POINT OPTION

The cost of a historical ballpark will be between 3 and 5 Franchise Points depending upon the ballpark (see <http://leg.straybaseball.com/Files/LEG-Historical-BALLPARKS.pdf> listing of ballparks and their costs). The cost of building a new ballpark or cloning an out-of-region ballpark is 5 franchise points.

NOTE: *The cost of the ballpark chosen/built will be deducted from the team's franchise point totals at the end of the season and applied against the opening balance for Season 2.*

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.

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. Once you have chosen your home field you must retain that ballpark for the next four seasons.

3.06.04 - Why Build Your Own Ballpark?

It's an option only ... kind of like heated seats. You may want to build your own park if no actual historical parks meet your needs and you intend to have it advantage hitters of a particular handedness such as having a short right field porch to favor left handed hitters.

3.06.05 - Dimensions

LEG's use of ballpark dimensions is limited to two factors: distances from home plate to the outfield walls (LF, LCF, CF, RCF, RF) and wall height. There are also practical limits in place. While you cannot build a ballpark exceeding specific dimensions as outlined in the guide (see <http://leg.straybaseball.com/Files/LEG-BALLPARKS-Build-Your-Own.pdf>) you are able to "clone" a historical ballpark. This can be done if you are in a region which you would otherwise be prohibited from having a ballpark (e.g. Yankee Stadium on the west coast). Cloning your own ballpark ... and yes, you get to name it too ... allows you to rebuild the Polo Grounds but you would not be able to alter the ballpark's dimensions (distance from home to walls and wall height). Btw the Polo Grounds initially had a home to centre field distance of 500 feet - only Luke Easter and Joe Adcock, Hank Aaron and Lou Brock ever hit homers out of the Polo Grounds to dead center.

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. Combined height and distance effects can never change the number of home runs hit by more than 30% (i.e., you cannot turn a 10 HR a year guy into anything more than a 13 HR a year guy or make him less than a 7 homer guy).

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.

3.06.07 - League Ranges for New Parks

The minimum and maximum dimensions for ballparks is outlined in the Guide to Ballparks.

3.06.08 - Ballpark Construction a Step-by-Step Guide

- a) Name the ballpark.
- b) Select distance to LF, LCF, CF, RCF, and RF.
- c) Select outfield wall height for LF, LCF, CF, RCF and RF. You can have different heights in each field which affects batters hitting left or right differently.

3.06.09 - Changing Ballparks

Owners are able to change ballparks.

Changing a ballpark costs the same amount as it would be to build a new park from scratch (5 FP) or to choose a different historical park (3 to 5 FP).

When announcing a change in ballparks, the change will only be effective in the next season and only if you have had your current ballpark for at least four years. The new owner of a franchise may reduce by half the requirement to continue to use his inherited ballpark.

4 Trading

Trading is not only permitted, it is encouraged. A trade can involve roster players and/or draft picks.

4.01 – Trade Restrictions

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.

You cannot trade franchise points nor salary cap money.

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 (1st day of the 5th month) of the league schedule. Players that have been traded will be eligible for the post-season.

4.02 - Trading and Salary Caps

All teams are deemed to have paid each player salary at the start of a season. Any trade made will be implemented in prior to the next unplayed series,

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.

No trades can be made during the contract finalization time. No draft picks can be traded during the draft, but players can be traded.

4.03 - Voided Trades

A trade will only be voided if it:

- a) results in a violation of the rules set out in 4.01 – Trade Restrictions;
- b) is considered to be detrimental to the league as a whole (e.g., a trade that results in a clear and significant imbalance such as Tim Lincecum for Babe Ruth);
- c) one of the two parties to the trade does not confirm the details

4.04 - Trading Draft Picks

Any trade involving draft picks does not need to have the same number of picks exchanged between teams. A team can trade, for example, three picks for one pick.

You cannot trade a draft pick later than Round 12.

As teams will enter the draft with a different number of roster spots open, situations may arise where a team has less than 12 draft picks available to them. If a team has included in a trade a draft pick which they cannot otherwise make, the draft pick will be moved up to the first pick after the roster is full for the team trading the pick.

Example: New York makes a trade in the season giving up its 11th round pick to Boston in the 2021 draft. At the start of the draft as a result of other trades and free agent re-signings New York finds itself with only nine roster spots available. The 11th round pick becomes a 10th round pick for Boston.

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 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

All contracts must be from 1 to 5 years in length. Contract decisions for players drafted one week of the end of the draft.

5.02 - Annual Drafts

Annual drafts will be held between March 31 and May 15 at a mutually agreed upon date, but may be subject to change. Annual drafts will be done via chatroom and may spill over into an online draft using Google Docs.

5.02.01 - Draft Order First Round

The first 8 picks in any year following the inaugural season will have their draft order determined by draft lottery from the 16 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 eight 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 **3.03.04 Breaking Ties**.

5.02.01 A - FRANCHISE POINT OPTION

A team can increase its' chance of winning an earlier pick in the draft lottery by spending Franchise Points. For each Franchise Point spent (up to a maximum of three franchise points) a team will double its chances of winning an earlier pick in the lottery.

5.02.02 - Draft Order of Round 2 and Subsequent Rounds

Following the completion of the first round, the order of the draft for the first eight picks will revert to being made in order of 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 untraded 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 #8. 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 eight picks the earliest winning pick will be bumped to #7 and the next

traded winning pick will become #8. So, the earliest any traded first round choice will actually pick is #7. The trading of first-round picks may subsequently actually move some teams up in the draft order (i.e., a team holding the #8 pick may become the #7 pick if one of the teams traded its pick and won a spot in the top eight picks). 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; and,
- (c) any newly nominated players added to the league

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 based 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 salary in the previous season (note that for players under discounted multi-year contracts the player may re-enter the draft pool at a salary lower than his base 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%, and 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.

You can never have more or less than 40 players or exceed the annual salary cap (\$330 M) or total contract cap (\$800 M).

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. A team can only buy out a player contract if they have the funds available in the current season.

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 until 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. His new team may attempt to renegotiate a contract extension as per normal free agent rules.

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

If you did nothing the player becomes 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. A contract extension can be made on any previous contract whether it was for one year or five.

Regardless of the offer, there is always a minimum 5% chance that the offer will be rejected.

Contract extensions are as follows and based on the player's salary in the final year of his contract with any discount included:

One-year Extension - If the salary of the previous season is increased by 20%, the player has a 50% chance of accepting the extension. For every 1% added to the offer, the likelihood of a player accepting the new contract is increased by 2%. So a 30% increase in salary would have a 70% chance of success. For every 1%

deducted (to a maximum of 10%) from the offer, the likelihood of acceptance goes down by 3%.

Two-year Extension - If the salary of the previous season is increased by a base of 33%, the player has a 75% chance of accepting the extension. For every 1% added to the offer, the likelihood of a player accepting the new contract is increased by 2%. For every 1% deducted from the base offer (to a maximum of 10%), the likelihood of acceptance goes down by 3%.

Three-year Extension - If the salary of the previous season is increased by 50%, the player has a 95% chance of accepting the extension. For every 1% deducted from the offer (to a minimum of 20%), the likelihood of a player accepting the new contract is decreased by 3%.

You can never change the offer once it is set. There is no second chance to go back to the negotiating table. The player either accepts the extension offer or becomes a free agent.

6.02.02 A - FRANCHISE POINT OPTION

A team can increase its' chance of signing a player to a contract extension by spending Franchise Points. For every 2 franchise points spent the likelihood of acceptance is increased by 5%. This Franchise Point Option may be used along with increasing the base offer amount or instead of it.

For example, you can spend 2 FP and increase the base chance of a 1-year contract extension from 50% to 55% (you still have to increase the player's salary by the base 20%). You can also spend 4 FP as well as increase the salary from 20% to 25% which would increase the likelihood of acceptance from 50% base to 70% (50% base + 10% for 4 FP used + 10% for the increased salary from base of 20% to 25%).

***NOTE:** Teams must announce that they intend to pad the offer using Franchise Points before the final offer is made and cannot add the Franchise Point to turn a rejection into acceptance.*

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 be required to pay 1/2 of the base salary of the acquired player regardless of the point in the season at which the player is acquired.

6.03 A - FRANCHISE POINT OPTION

A team can make an Emergency Player Pickup at a cost of one Franchise Point.

***NOTE:** If the team has no franchise points available, the franchise point will be deducted from the amount awarded to the team at the conclusion of the season.*

6.03.01 – No Salary Cap Room Available

A team must try and fill the vacancy using the most economical option available. However, if the team is destitute and has no salary cap room remaining 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.

6.03.02 – Emergency Player Pickup Additional Info

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 and as a last resort (or if you wanna fast track someone to the DL). 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.

Relievers should never start games unless they are rated as a starting pitcher as well as a relief pitcher. A starting pitcher may, however, be used in relief. Note that some micromanagers may not use starting pitchers as relievers so choose wisely.

6.07 - Using Players Out of Position

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

6.07 A - FRANCHISE POINT OPTION

A team can, before the start of a season, spend 3 Franchise Points to enable a player to be eligible for a position not shown on his current season player card ONLY if he has played that position during his career. The defensive ratings that will be assigned to the player will be those on the first previous season in which he played that position. If he did not play that position previously the first year in the future in which he was carded at that position will be used.

Example: Tim Foli's current player card is for the 1978 season with the Mets in which he only played shortstop. New York, which has Foli on its roster, is going into the season with several shortstops but no 2nd basemen. Foli also played 2nd base in 1971-1973, 1975, 1977, 1982 and 1984. Foli will use his 1977 defensive ratings at 2nd base as the first year previous to 1978 in which he played that position. If New York wanted extra depth at 1st base as well, Foli did not play 1st base in any season other than 1984 so that season would be used for his 1st base grade.

NOTE: *The positional eligibility does not extend beyond the current season. A player may have more than one additional position added to his cards subject to the conditions above but the cost is 3 FP per position.*

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; and, Relief Pitching Grade <4 MBF=400; and, 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 Ratings will be reduced to N-0.

6.10 - Reliever Adjustments

Each team can request an adjustment of up to two relievers in efforts to dictate to the Micromanager how they are used (i.e. Closer, setup).

Allowable adjustments are to the ACTUAL Save totals. Most Micromanagers use the pitcher with the highest Actual Saves totals as the primary closer.

(Make sure you understand this when picking a Micro-Manager)

If you prefer someone else close for you, you can request that up to two relievers ACTUAL Save totals be raised or lowered. The amount a pitcher's save total can be raised can be no greater than the actual number of relief appearances the pitcher made minus his W/L record.

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. Player cards for the next season will be determined during the annual All-Star Break.

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).

Selecting a player's season card is done by making two rolls:

- (1) Preliminary roll – this roll determines whether the player's next season card will be the next in chronological sequence or a randomly determined season from throughout his career;
- (2) Random roll – this roll will determine which of the eligible seasons in a player's career will be selected for the card in the next season.

Prior to determining the player season cards, each team is required to provide the order in which players 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**) or the player had a down season and the team owner may decide to spend Franchise Points to re-roll the result. Once all franchise points have been spent no re-rolling can be done.

7.02.01 – Preliminary Roll

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. See below **7.02.03 A**.

7.02.02 - 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 **7.02.04**.
- 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 **7.02.06**.
- 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 7.02.07.

7.02.03 - Randomly Determined Season Result

Randomly determined season results will be resolved in one of two ways depending upon service time with either outcome potentially impacted by spending Franchise Points:

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.

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 7.7% (100% divided by 13 non-military years of service).

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 uncarded 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:

100% divided by number of non-military service years played and Top-up Years not played

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/uncarded 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 10% (100% divided by 7 played seasons and 3 Top-up seasons). 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 A - FRANCHISE POINT OPTION – Preliminary Roll

BEFORE THE PRELIMINARY ROLL IS MADE ... a team can spend Franchise Points to add 10%-20% to either the likelihood of the Chronological Order result or the Random Season result. The cost of the boost is 1 Franchise Point per 10% increase with a maximum of two Franchise Points to be spent on a single player.

7.02.03 B - FRANCHISE POINT OPTION – Random Roll

BEFORE THE RANDOM ROLL IS MADE ... a team can spend up to two Franchise Points per player to increase the chances of one or two specific seasons being selected from a player's career. For each 1 FP spent (up to 2 per player), a team can add 10% to a specific season's chances of being selected. For a player for which there are 10 eligible seasons to be selected from, if two FP are spent this can increase the odds of one season being selected to 20%-30% or increase two seasons chances to 20%. Any increase in the likelihood of one season being determined will decrease the likelihood of other seasons being chosen on a proportional basis.

***NOTE:** As it is possible to spend up to 4 Franchise Points on a single player's card this can be quite an expensive endeavor.*

7.02.03 C - FRANCHISE POINT OPTION – Reroll Player Card

AFTER A PLAYER CARD ROLL IS MADE ... a team can spend Franchise Points to trigger a reroll of the player's season card. This can be done up to three times per player at a cost of 1 FP per reroll and could potentially be a cheaper option than the two preceding items.

***NOTE:** Choosing to reroll the result will not eliminate the possibility of the previous roll being repeated.*

Spend Franchise Points in this area wisely. Ensure that your highest priority carded players are rolled for first as you may not have any franchise points left at the end of the season card rolls to prevent your favorite player to be saddled with a lousy season card.

7.02.04 - 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.

7.02.05 - 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.

7.02.06 - 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.

7.02.07 - 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.

7.03 - Player Careers

Players may not repeat player cards for any season until all seasons of their career have been carded. An owner may temporarily reset the player's career for purposes of card selection by expending the appropriate amount of Franchise Points (see **7.02.08 A**).

7.03 A - FRANCHISE POINT OPTION

BEFORE THE RANDOM ROLL IS MADE ... a team can spend two Franchise Points to reset for the coming season only the eligibility of all seasons in his career to be selected from in determining his player season card regardless of whether the season has been used in LEG previously.

7.04 - Defensive Ratings

Wherever possible fielding grades assigned by APBA will be used. Where it is not possible defensive ratings assigned by the Wizard utility will be used.

8 Free Agency

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

- 1) The expiration of a player's contract;
- 2) A player not meeting playing time requirements;
- 3) 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 a Contract Extension Option (see **6.02**).

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 batters faced (BF) must be at least 50% of actual batters faced for a given season. For the purposes of this test, a pitcher's batters faced will be deemed to be the lesser of actual batters faced and 1500. Batters faced by pitcher will be calculated as follows: $IP \times 3 + H + BB + HB$;

b) a non-pitcher's LEG plate appearances must be at least 50% 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 batters faced were 200 and he faced 20 batters in LEG he would have failed to meet the Playing Time Minimum which in his case was 100 batters faced. The shortfall was 80 batters faced which is 40% of the actual batters faced. His chances of filing for free agency are 90% (50% minimum plus 40% on the shortfall).

8.02.01 - Players Failing to Meet Usage Requirements

Any player failing to meet the usage requirements set out in **8.02** cannot have his contract extended nor renegotiated. The player will be removed from the team's roster at the end of the post-season and will have been considered to have had his remaining contract bought out at 50% of the normal buyout cost (see **8.02.02**). This is to prevent owners from deliberately getting out of a player's contract for free by not playing him.

8.02.02- Players Failing to Meet Usage Requirements and the Next Draft

A team losing a player as a result of not meeting usage/roster requirements cannot redraft the player in the next pre-season draft. The team must also carry 25% of the players' remaining contract cost if he was under a multi-year contract (i.e. ½ of the buyout cost) unless the entire cost of the buyout is absorbed in the next season. For example, Tim Foli becomes a free agent as a result of not meeting usage requirements in 2020. He was under a contract through to 2024 that had him getting \$2 million per season. With four seasons remaining on his contract the normal buyout cost would be $\$2 \text{ million} \times 4 \times 50\% = \4 million , but for a player entering free agency due to usage it is half that or \$2 million. Foli's former team will have the option of absorbing the full \$2 million in 2021 or \$500,000 in each of 2021, 2022, 2023 and 2024.

8.02.02 A - FRANCHISE POINT OPTION A

A team can spend 4 Franchise Points to cancel the penalty of a single player not meeting a usage requirement. This applies to the current season only.

8.02.02 B - FRANCHISE POINT OPTION A

IN THE FINAL TWO MONTHS OF A SEASON, a team can spend 3 Franchise Points to place an uninjured player on the 60-day DL. The player will be credited with 50% of the plate appearances or batters he has faced to date during the two months he is on the DL. For example, assume Tim Foli has 200 plate appearances at the

time he is voluntarily place on the DL. At the end of the season, Foli will come off the DL and be credited with an additional 100 plate appearances. This is one means of meeting the usage requirements for a player without having to play him at a key time of the season when you may be making a drive at the playoffs.

8.03 - Player Contract Bought Out

See **6.01**.

9 Tracking Salaries and Player Usage

Salary information and player usage will be tracked using the LEG website as well as Google Sheets.

9.01 – Salaries

Tracking salary information and team finances will be the responsibility of the commissioner's office. Salary information will be made readily available to teams at all times via Google Sheets as well as on each individual team's page on the league website.

9.02 – Player Usage

While the commissioner's office will provide usage information, tracking tools and periodic reporting on the progress players are making towards their usage requirements it will be the responsibility of the individual team owners to ensure that their players usage is being tracked.

10 League Administration

10.01 - Rule Changes

10.01.01 - Proposing Rule Changes

At the conclusion of a season, league members will be given the opportunity to propose new rules, make changes to existing rules or delete 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. The commissioner's office reserves the right to veto any rule proposal that would be contrary to the underlying founding principles, spirit and intent of the league.

10.01.02 - 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.

10.01.03 - Application of Rule Changes

Generally speaking, rule changes will be implemented for the next season, but may be deferred depending upon circumstances and/or teams may be grandfathered in. For example, if it is decided that no contract should be more than three years in length, existing contracts greater than three years would not be affected.

10.02 - 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 him at the time that they take over or in the case of mid-season turnover at the start of the next season.

10.02.01 - 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 up to five years from the date it was signed or he can reduce the number of years on a multi-year contract so that only the next season remains. Any contract that is extended may be discounted to the extent that a discount had been purchased in a given year. 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.

10.02.02 - Contract Buyouts

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

10.02.03 - Name and Location Changes

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

10.02.04 - 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).

10.02.05 - Traded Draft Picks

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

10.02.06 - 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.

10.03 - 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) Free Agency - due to end of contract or usage shortfalls
- 2) Team Contract Decisions - Buyouts and Extensions
- 3) Off-season trading opens
- 4) Pre-draft Window for Using Franchise Points opens
- 5) Annual Draft
- 6) Post-draft Preseason Window for Franchise Points opens

10.04 - League Committees

The league will have one committee consisting of four members with one from each division. 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.

10.05 - Owner Responsibilities

Team owners will be expected to be active and conduct themselves in 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 over via trade, but rather that you do respond to other owner offers in this regard.
- 5) Participating in league votes

10.06 - 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 drafts, 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, the following process will be followed:

- Tuesday morning – the commissioner sends out league default c-file with a call for roster/lineup changes;
- Tuesday through Thursday - teams submit roster/lineup changes via f-file to be used in the coming series;

- Friday morning - commissioner sends out a play ball c-file;
- Friday through to 9 pm Eastern on Monday - teams play their games and send in results f-files together with writeups as per the League Results sheets;

11 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. Franchise Points (FP) can be awarded based on individual player or team accomplishments during a season and used to help teams at an overall level or individual players at the discretion of the team.

11.01 – Spending Franchise Points

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. 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 Points, the end of season occurs when team re-signings, extensions and free agents have all been determined.

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

In terms of timing of use, Franchise Points can be divided into three groups:

- 1) Pre-season
- 2) In-season
- 3) Post-season

11.01.01- Pre-season Franchise Points

Pre-season Franchise Point spending consists of two types: (a) Pre-draft; and, (b) post-draft

11.01.01.01- Pre-draft

- (a) BALLPARK ACQUISITION - Acquire a ballpark: Historical ballparks come with pre-set ratings and have a cost of 3-5 FP depending on the ballpark. Building or cloning a ballpark costs 5 FP. See **3.06.01 A**
- (b) DISCOUNT MULTI-YEAR CONTRACTS - you can spend 2-6 FP to reduce the amount that you have to pay for multi-year contracts. See **3.05.02 A**.
- (c) ADVANCE DRAFT LOTTERY POSITION - you can spend 1-3 FP to improve your chances of drafting in a higher position in the annual draft lottery. See **5.02.01 A**.

11.01.01.01- Post-draft

- (a) INJURY RATING MANAGEMENT - you can reduce the injury rating of up to five players by spending 2 FP per player. Nice for valuable, but high-risk guys. See **3.04.04 A**.
- (b) UPGRADE BASERUNNING - you can upgrade up to three players' baserunning speeds by up to two points. A one-point upgrade costs 1 FP/player while a two-point upgrade costs 2 FP/player. See **3.04.04 B**.

- (c) DURABILITY UPGRADE - you can upgrade the durability of a starting pitcher by 1 at a cost of 3 FP or of a reliever by 1 at a cost of 2 FP. See **3.04.04 C**.
- (d) EXPAND POSITIONAL ELIGIBILITY - you can spend 3 FP and expand the positional eligibility of a player in any season to ratings of that position in the previous or next season. For example, if you had a player who was eligible as an outfielder only in 1998, but in 1997 they played outfield, 1st base, and 3rd base you can spend 3 FP to add either their ratings at 1st base or 3rd base to the current year card. If you want to add both positions (or more for that matter) then it is 3 FP per positional eligibility added. You cannot override any current season defensive ratings. In all cases, you must accept the fielding ratings at a position in the first previous in which they played at that position. If there are no previous seasons at that position then they need to use the ratings for the first subsequent season. E.g., I find myself short at 2nd base and the player already mentioned above played 2nd base in 1999 and 2000 but never before 1998. You must use the defensive grade at 2nd base from 1999. See **6.07 A**.

11.01.02- In-season Franchise Points

In-season options to use Franchise Points consist of buying perks that do the following:

- (a) Reduce the length of injuries - can be done for a player for a single injury or for a team by spending 1-5 FP (note- injuries can never be reduced lower than one game). See **3.05.06 A** and **3.05.06 B**.
- (b) Injury Prevention - you can cancel any single injury for from 2-4 FP depending on the length of the injury. See **3.05.06 C**.
- (c) Emergency Player Claim - if you find yourself short on manpower as a result of an injury you can make an Emergency Waiver Claim of an unowned player. See **6.03 A**.
- (d) Voluntary 60-day DL - you can deliberately send a player to the 60-day DL. While on the DL they will get credit for getting plate appearances or MBF for half of their actual played in the LEG season to date. This rule is designed so that teams are not forced in the final 2 months of the season when they are in a pennant race to use players just to get usage in and prevent them from being lost. This costs 3 FP per player. See **8.02.02 B**.

11.01.03- Post-season Franchise Points

Post-Season - a matter of semantics when it comes to differentiating this from pre-season, but this relates to perks that must be used at the conclusion of one season and prior to the draft for the next.

- (a) Re-signing Players to Contract Extensions - you can spent 2 FP to increase the likelihood of a player re-signing with your team. There is no limit to how many FP you can spend on this but a player will never have more than a 95% chance of re-signing. See **6.02.02 A**.
- (b) Player Card Selection - you can spend 1 or 2 FP to increase the likelihood of any single season being selected for a player by 10-20% (see **7.02.03 A** and **7.02.03 B**). You can also spend 1 FP up to three times for a player to have the randomly selected player card year "re-rolled" (see **7.02.03 C**).

11.02 – Earning Franchise Points

11.02.01- Inaugural Season

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

11.02.01- In Season Awards

Franchise Points will be rewarded throughout the season under the following circumstances and are added to the current balance of a team's franchise points rather than being awarded at the end of the season :

- 1 FP Team award for having a Player/Pitcher of the Week
- 1 FP Team award for each player named to the All-star Team

11.02.02- Post Season Awards for Individual Players

- 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)
- 1 FP Team awarded player on League Cy Young Award Ballot
- 3 FP Team wins League Championship
- 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

11.02.03- Post Season Awards for Teams

- 3 FP Team wins World Series
- 5 FP Team Qualifies for Playoffs
- 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

11.03 – 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.