

Official Constitution of the Better Lucky than Good League (BLGL)

Constitution Archives

Pre 2004

2004

2005

2006

Valid for 2008 ~ Published first.

. If you are searching for an answer to a quick question, it might be best to check out the **BLGL FAQ**

Table of Contents:

i. Definitions	V. Position Eligibility	X. Fees	XV. Trades in Baseball
I. Governance	VI. Draft Day	XI. Prize Fund	XVI. Suspension
II. Object	VII. Salaries & Contracts	XII. Transactions	XVII. Rotis Trading
III. Teams	VIII. Standings	XIII. Disabled List	XVIII. Cutting/Claiming a Player
IV. Roster	IX. Stats	XIV. Minor Leagues	XIX. September Roster Expansion

i. Definitions

- A. A **Free Agent** (FA) is defined to be any player on the active Major League roster of any NL team who is not on any BLGL team.
- B. The **Free Agent Pool** (FA Pool) is the collection of all Free Agents (FAs).
- C. A **Cut** is a roster move by which a player is removed from a BLGL team, released to the FA Pool and consequently placed on Waivers. There may be salary cap penalties and/or real fees for using a Cut.
- D. A **Reserve Move** is when a BLGL team changes the status of a player from Active to Reserve. There are a limited number of these moves available each year.
- E. A **Legal Roster** is one where all Active players qualify for the position they are in and the collective salary is less than or equal to the current salary cap. A legal roster need not be a full roster.
- F. A **Temporary Replacement Player** (TRP) is one selected by his BLGL team to take the place of a player who was taken off of his NL team's active roster. Temporary Replacement players are linked to a player who was replaced and they generally go back where they came from (FA Pool or Reserve status) when the replaced player returns to his NL team.
- G. A **Keeper List** is a list of players a BLGL team is retaining going into a season.
- H. An **Long Term Contract** (LTC) is a player who's contract was extended after their option (B contract) year.

I. Governance ([Back to the Top](#))

- A. The BLGL is governed by a single authority, the Commissioner, Chris Harryman (insert sinister laugh here). The Commissioner has ultimate authority in all areas; including the veto or change of any rule appearing in this Constitution.
- B. There is also an Executive Committee (EC) of five (5) team owners to be used as an advisory panel to interpret these rules where they may be vague, advise on situations not handled explicitly, and rule on disputes (e.g. complaints about a particular trade). Members are selected by the Commissioner and once appointed are generally members from year to year. However, a member of the EC may be asked to be relieved of EC duties or may be removed and replaced by the Commissioner at any time. Members of the EC with a direct stake in an issue will be expected to recuse themselves. Current members of the EC are Todd Carothers, Mark Huff, Jonathan Levine, Jason Vallner, and Mike Watts. Once a decision has been made by the EC, the Commissioner may veto the committee's decision and make a different ruling.
- C. Once a season starts with an established written set of rules, then the rules will stand as written for the season. Original intent

of a rule will only be relevant if a rule is unclear as written. Rules that do not have the intended effect are still the rules as clearly written until they are changed. The only exception is when the Commissioner clearly failed to include specific rules from a passing league proposal. Written rules will be the latest published version of the BLGL Constitution plus any changes voted on via e-mail that were explicitly stated as effective during the current year. The only way to alter rules as they are written during a season is for (a) a simple majority of the E.C., (b) a two-thirds majority of all BLGL team owners and (c) the Commissioner all to vote in favor of a mid-season change. Regardless, no new rule may be retro-actively applied to past events (no ex post facto rules).

II. Object ([Back to the Top](#))

- A. To assemble a group of baseball players whose cumulative statistics during the regular, National League (NL) baseball season, compiled and measured by the methods described in this Constitution, exceed those of all other teams in the league.

III. Teams ([Back to the Top](#))

- A. A team may not change its name during each NL season.
- B. A team is non-transferable during the regular NL season without prior league approval.
- C. A team may have two (2) equal partners, provided it is declared as such before the day of the auction each season. If a partnership exists, either owner will have the full right of roster moves and trades without consent of the other partner. This League does not allow unequal partnerships, or partnerships of more than two (2) persons.
- D. In the event an owner leaves the BLGL, the BLGL may replace the owner. The new owner will inherit the entire roster of the departed owner.

IV. Roster ([Back to the Top](#))

- A. Each team's pre-September active roster consists of the following 23 players:
 - i. 5 outfielders (OF)
 - ii. 2 catchers (C)
 - iii. 1 first baseman (1B)
 - iv. 1 second baseman (2B)
 - v. 1 third baseman (3B)
 - vi. 1 shortstop (SS)
 - vii. 1 corner infielder (CI) [qualifies at 1B or 3B]
 - viii. 1 middle infielder (MI) [qualifies at 2B or SS]
 - ix. 1 utility hitter (UH) [any batter – even those that have never played in the Major League Baseball (MLB)]
 - x. 8 pitchers (P)
 - xi. 1 utility pitcher (UP) [any pitcher – even those that have never played in the Major League Baseball (MLB)]

V. Position Eligibility ([Back to the Top](#))

- A. A hitter may be assigned to any position in which he appeared in 20 or more games in the previous Major League (ML) season. If a hitter did not appear in 20 or more games at a single position in the previous season, he may be drafted and assigned only to the position(s) in which he appeared most frequently. Once the current season begins, a hitter may also be assigned to any position in which he appears in at least one (1) game.
- B. Any games played at the designated hitter (DH) position are disregarded for position eligibility. If the DH was the only position the player appeared at, that player may only be drafted or assigned to the UH position.

- C. A player may be drafted as a pitcher if he appeared in more games as a pitcher than as a non-pitcher during the previous year (including minor leagues, foreign leagues, and the major leagues). Once the season starts, a player may be claimed from the FA Pool as a pitcher if he has more major league appearances as a pitcher than a non-pitcher. A player must be used as a batter or a pitcher exclusively, even if he does both.
- D. In the event of a dispute, an owner must produce exact dates in which his player appeared at a position to expand that player's eligibility.
- E. If a player did not play in MLB the previous year, or only pinch-hit or pinch-ran in MLB, he shall be eligible only at a utility (UH or UP) position.

VI. Draft Day ([Back to the Top](#))

- A. Ideally, the Auction Draft and Reserve Draft will be conducted on the weekend immediately prior to opening day of the MLB season although the commissioner will set the date each year after checking with each owner. Each team must acquire a full team of 23 players. During Draft Day, the salary cap for each team's active 23 players shall be 260 fantasy dollars. A team need not use all \$260. More specific rules of conduct during Draft Day and the required timing of the events described in Rule VI shall be specified in an e-mail from the Commissioner prior to Draft Day.
- B. The order of nomination will be determined in advance by the Commissioner. It will be the same for each round.
- C. When it is an owner's turn to nominate a player, that owner must nominate a player who can legally fit onto his roster. Each owner shall have a maximum of one minute to make a nomination. The bidding shall proceed auction-style so anyone may bid at any time. The owner making the final bid shall receive the player (except in cases where Topping Rights are exercised). The contract letter of each player acquired in the Auction Draft shall be 'A'.
- D. In cases in which an owner has a Topper (Topping Rights) to a player, once bidding is completed that owner must decide whether to use his Topping Rights. Exercising Topping Rights means that the owner takes ownership of the player at a salary \$1 greater than the last, maximum bid during the auction. The alternative is to pass (actively or passively), allowing the player to be acquired by the team with the highest auction bid. An owner may nominate a player he has a Topper on and his opening bid may be zero dollars. If all owners were to pass in this situation, the owner who holds the topper would have that player at a price of \$1, the league minimum salary.
- E. If an owner passes (be it by choice or because of a time violation) when it is his turn to nominate, that owner will be skipped and the next owner in the auction order will be called on to nominate a player. The skipped owner is then not allowed to bid on the player nominated by that next owner. After that player is auctioned, the skipped owner is then called again to nominate. If he nominates a player, the order will return to its normal cycle (with the next nomination going to the owner two spots down from the skipped owner). This process may be extended until the skipped owner eventually nominates a player.
- F. The Reserve Draft follows the Auction Draft. It consists of three (3) rounds with NO BIDDING. When a team selects a player, then that player will be placed on the team's roster in Minors status. The drafting order will be based on the previous year's final standings using the following order: 5th, 6th, 7th, ..., nth, expansion team(s), 4th, 3rd, 2nd, 1st. This formula is used for each of the three (3) rounds. Bonus picks granted to teams who lost players due to trade to the American League (AL) the previous season come at the end of each round and follow the same algorithm for order. The exact order will be established by the Commissioner before draft day.
- G. All players selected in the Reserve Draft shall have a 'A*' contract letter. If the player chosen is on an NL 25 man-roster (or NL DL) at the beginning of the season then his assigned salary will be \$10. If the player is in the NL minor leagues, his salary will be \$5. If he is not in the NL at all (e.g. American League, Mexican or Japanese Leagues, High School), then his salary will be \$25.
- H. There shall be absolutely no kibitzing during any part of Draft Day, including breaks. Neither books, notes nor ideas may be shared among the owners. Suggestions, observations, or any form of thought pertaining to the draft or baseball in general may not be shared and must be kept to one's self.

VII. Player Salaries and Contracts ([Back to the Top](#))

- A. The salary of a player is determined by the time and means of his acquisition and is not changed unless that player is signed to a long-term contract.
- B. An undrafted player in the FA Pool shall have an assigned salary of \$10 and an A contract.
- C. After each season, if the player is kept, the contract letter advances one letter in the alphabet. The terms, eligibilities and restrictions of contracts are as follows
- i. **A:** A contracts are NL players won at the Auction Draft or who went undrafted on Draft Day during the current season. After their first season, A contract players may either be released before the auction (without penalty) via omission from a Keeper List or be kept by their owners at the same salary as B contracts.
 - ii. **A*:** A* contracts are given to players drafted in the Reserve Draft. After their first season, A* contracts (like A contracts) may be released or they are kept and become B contracts and fill one of the team's 23 active roster spots. Like players from the FA Pool, if an A* player is used as a TRP, then only \$1 of that player's salary will count against the team's active roster salary cap. If an A* player is given a permanent active roster spot, Cut, or Reserved by his BLGL team, then the contract is changed to a standard A for the rest of the year.
 - iii. **B:** The B contract season is the player's second and 'option year' after which the team may choose to extend the contract, release the player, or keep the player at his present salary. In the latter case, it becomes a **T** contract (short for 'Topper'). If the team chooses to extend the contract going into the 3rd season, \$5 is added to the player's salary for each year that that contract is extended. This new salary is effective immediately. The contract letter is determined by starting at T in the alphabet and going back one letter for each year of extension. For example, if they choose to extend it by 1 year, then the contract will be **S**. If it is extended 2 years, then it will be **R**. The contract can only be extended once, so once it reaches T, that is the last season for that player under that contract.
 - iv. **T:** The T contract season is the player's last under the current contract. Before the next season's auction, the player is automatically released. At the next auction, however, the last owner retains Topping Rights to the player (topping rights may be traded during the normal trading periods).
 - v. The following diagram graphically demonstrates how a contract can evolve from year to year.

D. All contracts become toppers at expiration.

E. No player must be kept from one season to the next, but there may be salary cap penalties for not keeping a player with an extended contract (LTC).

VIII. Standings ([Back to the Top](#))

- A. Teams are ranked from first to last in each of the following statistical categories. The worst team in each category gets 1 point, the second worst gets two points and so on. After points are given for each category, total points for each team are added up for each team and used for the overall team standings.
- i. Total Home Runs
 - ii. Total Runs Batted In
 - iii. Total Runs
 - iv. Total Stolen Bases
 - v. On-Base Percentage
 - vi. Earned Run Average
 - vii. WHIP (Walks plus Hits divided by Innings Pitched)
 - viii. Total Quality Starts plus Total Wins
 - ix. Total Saves
 - x. Total Strikeouts
- B. If a team fails to pitch 1200 innings during the course of the season, one (1) earned run and two (2) men on base will be added to that team's totals for each inning it was short. For this purpose, innings shall be rounded to the nearest full inning. This may affect the team's ranking in the ERA and WHIP categories.
- C. At the end of the season, each team's number of At Bats and Walks will be added. If a team's total is less than 6000, then 5 At Bats will be added to their total for every AB+BB the team was short of 6000. This may affect the team's ranking in the OBP category.
- D. Pitchers offensive stats and offensive players pitching stats are not counted. In addition, "occasional" players may not be used. A player must be a hitter or a pitcher.
- E. All ties in the final standings are ties. For the purpose of deciding draft order and other such league matters which rely on the final standings, the team with the most at bats plus innings pitched will be placed ahead of the tied teams. If there is still a tie after adding the teams at bats plus innings pitched, a coin flip or some other game of chance specified by the Commissioner will decide the order.

IX. Stats (Back to the Top)

- A. Sportsline.com (<http://blgl.baseball.sportsline.com>) is the official database for the computation of standings.
- B. The effective time of any transaction for the purpose of statistical calculation is at midnight PT.
- C. In general, transactions may be either e-mailed to the stat keeper and Commissioner (Chris Harryman), posted on the Sportsline.com site's League Message Board (to "Chris Harryman" or to "Everyone in the League" depending on circumstances described in Section IX.) or phoned into the Commissioner's cell phone (if you temporarily do not have internet access). If the stat keeper and Commissioner are one in the same person, then the Commissioner may designate another owner to receive transaction e-mails as well. Transactions must be received via e-mail or posted on the Sportsline.com site's League Message Board by 11:59:59PM PT to be effective the next day. The time stamp on e-mails itself is irrelevant; they are all treated as received at 11:59:59PM on the day they are received, particularly for the purposes of Free Agent Claims (i.e. XII, H.).
- D. To avoid the daily standings from affecting the outcome of your Free Agent claim when you are picking up a player from the Free Agent Pool who is no longer on waivers (see Rules VII and XII), you may e-mail the transaction to the entire league by either (a) posting on the Sportsline.com site's League Message Board to "Everyone in the League" or (b) using the league e-mail alias (blgl@baseball.sportsline.com). Under these circumstances, the pick-up is effective immediately regardless of current standings (roster-wise only; the transaction is still effective stat-wise for games starting after midnight the following day). For example, if a player was on his NL team's Major League roster at least part of Day 1 and all of Day 2 (without being sent to the

ML or otherwise removed from all NL active rosters), then a BLGL team may claim that player on Day 3 on a first-come, first-served basis provided that the claim is made as described above. Stats will count starting on Day 4 in this example. If you wish to pick up a Free Agent who was not in the NL as described above (e.g. just called up from the ML or traded from the AL and still on waivers), then you may send in your transaction as described in Rule IX, C. In this case, if you use the Sportsline.com Message Board, be sure to select "Chris Harryman" as the only recipient or just send me an e-mail (somnolentiac@yahoo.com).

- E. The only official stats shall be the final stats.
- F. Performance stats of a player shall be assigned to a team only when that player is on the team's active roster.
- G. Owners shall report any known mistakes to the stat keeper and Commissioner immediately.
- H. A transaction made in error (i.e. in violation of some rule or procedure) will be reversed no matter how much time has passed. It is each owner's responsibility to make sure that your transactions are legal and valid. Every effort will be made by the Commissioner and stat keeper to catch errors, but all erroneous transactions will be reversed.
- I. The stat keeper and Commissioner will decide the proper way to correct any errors.
- J. The stat keeper shall report any transactions to the Commissioner. The Commissioner shall report any personal moves to the stat keeper. If these two are one in the same, then the Commissioner will email transactions to a designated owner under the same time requirements as any other owner.
- K. The stat keeper and/or Commissioner may assign their roles to others as needed.

X. Fees (Real Dollars) ([Back to the Top](#))

- A. The commissioner shall appoint a treasurer to collect, manage and pay out funds.
- B. There is an entry fee of \$100 due at a time determined each year.
- C. Side bets are allowed, but neither money nor favor (nor "future considerations") may be part of any transaction, including trades, in the BLGL.
- D. If a team uses more than 5 Cuts during a given season, they will be assessed a fee for subsequent cuts. The 6th Cut will cost \$1 and each succeeding Cut used will cost the team \$1 more than the last one. These fees must be paid in advance. Cuts not paid for will not be allowed. It is recommended that a team pre-pay some money towards these so that decisions can be made and executed without delay.

XI. Prize Fund ([Back to the Top](#))

- A. All entrance fees (\$100/team) will be put into the prize fund. All league expenses will be paid from this fund. The remainder shall be divided among the best four teams in the final standings as follows:
 - i. First place gets 50%
 - ii. Second place gets 25%
 - iii. Third place gets 15%
 - iv. Fourth place gets 10%
- B. The League Champion will get their name emblazoned on the *Harryman Cup*, an athletic supporter and cup combo that is sent from Champion to Champion each year. Funds for the purchase of the *Harryman Cup* and shipping to the next owner come out of the money pool prior to the prizes being distributed.

XII. BLGL Transactions ([Back to the Top](#))

- A. A player on an active BLGL roster may be replaced with a Temporary Replacement Player (TRP) during the regular season if the player to be replaced was under an NL team's ownership (in the NL or NL minors) on or after the day Keeper Lists were due for the current season and the player is no longer on an NL active roster. Examples of this are when the player is:
 - i. Placed on the Disabled List (DL) of his NL team.
 - ii. Sent down to the minors.
 - iii. Traded or sold outside the National League.

- iv. Suspended for more than 14 days (Players suspended for less than 14 days must be Cut or Reserved in order to be replaced)
- B. A BLGL team's roster may also be changed by the following means:
- i. Via BLGL trade.
 - ii. By Cutting a player.
 - iii. By using a Reserve move.
 - iv. By expanding rosters in September
- C. An active roster salary cap of \$340 must be maintained from the point immediately after the Reserve Draft each season until September 1. For the purposes of this rule, A* contract players and TRPs from the FA Pool shall count as \$1.
- D. To replace a player removed from an active roster, a team may choose from its Reserve roster, the Free Agent Pool, or acquire a player via trade. The replaced player is placed in "Injured" status on Sportsline.
- E. A TRP chosen from the FA Pool or Reserve squad is linked to the player being replaced at the time of the transaction. When the replaced player returns to his NL team, (a) any linked replacement player is returned to his place of origin unless a legal move is made to prevent this and (b) a legal roster spot must exist (or be made using a Cut or by trade) on his BLGL team for him to be activated into unless Rule XIII, B is invoked or a Cut or Reserve move is used on the returning player.
- F. No link is created between a replaced player and a player received via trade to fill his spot.
- G. A TRP may be traded, released (by using a Cut), Reserved (by using a Reserve move) or released (due to being removed from an NL active roster if the TRP was from the FA Pool). In each of these cases, the link between the replacement player and the replaced player is broken. A new TRP may be chosen and linked to the inactive player whenever the latter has no such link and there exists an open active roster spot that both players can legally fit into.
- H. When a TRP is chosen from the FA Pool and he is subsequently removed from an NL active roster during the regular season (e.g. by going on the DL, being sent to the minors, released), then the player is automatically dropped from his BLGL team.
- I. When a TRP is chosen from the team's Reserve or Minors squad and he is subsequently removed from an NL active roster (e.g. by going on the DL, being sent to the minors, or released), then he may also be replaced in the same manner as described in Rule XII. This creates a chain of replacements, each linked to the others in sequence.
- J. Players (re-)entering the FA Pool are placed on waivers for two days. Day 1 is the day the player entered the FA Pool which is usually a partial calendar day. Day 2 is the next day. At the beginning of the season, all undrafted players in the FA Pool are placed on waivers such that the day on which the first NL game of the season is played or Draft Day (whichever is later) will be considered Day 1. For all players who share the same Day 2, all claims for them are pooled. After Day 2, claimed players are granted to teams. First, if there are players with valid \$25 claims (for players traded from the AL), the process described in Rule XII, K is used. After the \$25 claims process is complete, all other players who share the same Day 2 (including players traded from the AL with \$10 claims but without a \$25 claim) are then considered and an analogous process to that in Rule XII, K is used to distribute these players to teams who put in claims. Teams need to rank their selections when they submit more than one claim to avoid ambiguity.
- K. When player comes over from the American League (major or minor leagues) or foreign baseball during the course of the season, there shall be a two day waiver period during which each team may put in claims for that player at \$25 or at \$10. All \$25 claims must be to place the player into a permanent active roster spot (contract will be A). In other words, teams are not allowed to put in a \$25 claim for a AL-to-NL traded player as a Temporary Replacement player. If there are any valid \$25 claims, then all \$10 claims will be ignored and all \$25 claims for all players ending Day 2 on the same day will be pooled and a waiver process using rounds whereby the teams lower in the standings gets first choice of players claimed at \$25. When a team claims more than one player at \$25 who was traded from the AL to the NL on the same day, then they need to specify which they want as their first pick in case other teams put in \$25 claims. The team lowest in the standings to put in a \$25 claim gets their first choice, then the next team higher in the standings gets theirs and so forth until all players for whom a \$25 claim was received are taken. Multiple rounds will be used as needed in the process. If there is a tie in the standings, the previous day's

standings will be used. Until the second Monday of the regular NL season, the previous season's final standings will be used. If there are no \$25 claims, then \$10 claims for a player will be considered and grouped in with all other Free Agent claims for other players entering the FA Pool on the same day. If a player goes unclaimed through this waiver process, then he becomes a regular Free Agent and may be claimed at any time by any team.

- L. When a team is granted a player for whom they placed a waiver claim, stats will count towards the team's totals the day after the claim was sent in. Waiver claims are revocable only on the calendar day on which they are placed.
- M. A TRP automatically released back to the FA Pool because of an automatically returning player is still the property of the BLGL team from which he was released for a grace period lasting until the end of the day following his release. This coincides with the 2-day waiver period as described in Rule XII, J. Claims may still come in from other teams and they will be executed if the player isn't re-claimed within the grace/waiver period by his last BLGL team. Rather than re-claiming the player, the BLGL team that owns his rights during the grace period may also negotiate a trade and send those rights to another team who may reclaim the player as a TRP or give him a permanent Active roster spot.
- N. Any transaction that is not effective immediately upon submission may be revised or retracted until the statistical effective date (usually the beginning of the next day) or other specified deadline has been reached. This applies to, for example, waiver claims, September Expansion lists, Keeper Lists, roster alterations not involving a FA, 60-Day Rule invocations, etc. The only transactions that are effective immediately are valid FA claims sent to the entire league for a FA who is no longer on waivers. The Commissioner will specify absolute deadlines affecting all teams where they exist (e.g. for Keeper Lists).
- O. In order to establish for BLGL purposes that a player has been added to or taken off of an active NL roster, MLB.com's transaction lists will be used as the primary source. If there is more than one entry for a given transaction on the MLB transactions list or individual Major League team's transaction list on MLB.com, then the earliest date listed will be used. If a transaction can not be found at MLB.com, then ESPN.com, sportsline.com and rotoworld.com will be used collectively. If there are multiple, conflicting dates for a transaction listed on those three sites' transaction lists, then the earliest date will be used. For activations, if the date of a game played by a player is earlier than the date we would otherwise use, then that date will be used as the assumed activation date. Transactions listed on any of these sites for a given date are treated as occurring simultaneously. For example, we do not distinguish between a player going on the DL at 4PM or 8PM on a given day; the time of day a transaction is posted on any of the four official sites is not relevant.
- P. The following are procedures/penalties for an illegal roster usually, but not always, caused by a replaced player on his BLGL team returning from the DL or Minors after his replacement was traded or the returning player himself was traded. If the team owner has made no valid plan known to the Commissioner to make sure his roster is legal salary-wise and/or position-wise upon the return of the player coming off of the DL, then the Commish will do the following:
 - i. If the player returning from the DL can be Reserved using The 60-Day Rule (AKA Sluggers' Rule), then this will be done on the owner's behalf.
 - ii. Else, the commissioner will identify a hitter or pitcher (whichever the returning player is) with a permanent roster spot on the team's active roster (which may be the returning player himself) with the fewest current-year IP/PAs and minimum salary (if applicable) necessary such that removing that player from active status makes the roster legal (not necessarily full, but legal). If more than one player fits that description, then the Commish will use the previous years' IP/PA stats as a tie-breaker to determine which player will be identified. Once the player is identified, if the team has a Reserve move available, the Commish will use it on that identified player on the team's behalf. If the team does not have a Reserve move available, then the player will be Cut (released) on the team's behalf and the team will be responsible for any penalty and payment required for that Cut.
- Q. Transactions may be pre-planned. BLGL owners may record plans with the Commissioner to be executed on their behalf under well-defined circumstances. For example, if Player X is a TRP for Player Y, a BLGL owner may ask that when Player Y comes back from the DL, to Cut Player Z and keep Player X. When pre-planned, transactions are effective when the conditions of the transaction are met so in that example, there would be continuity of stats for Player X on that BLGL team. A team may also, for example, provide a list of TRPs to put in for any active player(s) on their team who are removed from an NL roster. Stats for the TRP would then start immediately on the day the replaced player became inactive in the NL.

XIII. The Disabled List and Minor Leagues (Real) ([Back to the Top](#))

- A. An active BLGL player put on his NL team's DL is put on his BLGL team's injured/disabled list when he is replaced by a TRP.
- B. "60-Day Rule" (AKA "Sluggers' Rule"): For players put on their NL team's DL only. So long as the replaced player returns to his NL active roster before the 60th day of being on the DL, then he is automatically returned to active status on his BLGL roster and any linked TRP is put back where he came from. If he is not activated by his NL team within these 59 days, the BLGL owner may choose at any time from the 60th day to put the DL'd player on Reserve status and remove the temporary status of any TRP. If a decision is not made known to the Commissioner prior to the day of the player's activation, then the returning player will automatically be activated for the first day back on an active NL roster. The grace period to make the final decision ends at the end of the day after the player's NL activation. If a different decision is not made known to the Commissioner within this grace period, the formerly DL'd player is left active.

XIV. The Minor Leagues (Real) ([Back to the Top](#))

- A. When an active BLGL player with a permanent roster spot is sent down to the minor leagues by his NL team, he is put on his BLGL team's injured/disabled list when he is replaced as described in Rule XII unless (a) the season is at least 14 days old and that player has not been on a BLGL team* continuously for the 14 days prior to the day he is demoted by his NL team, or (b) if the season is less than 14 days old and the player was not on a BLGL team* continuously from the beginning of the season to the time his NL team demoted him. If (a) or (b) are true, then the player is released by his BLGL team if he is replaced (which he need not be). (* Please note that the player need not have been on the same BLGL team.)

XV. Trades in Baseball (Real) ([Back to the Top](#))

- A. From the day after the Keeper List deadline to the end of the regular NL season, a player's BLGL contract is voided at the end of the day on which he is no longer the property of an NL franchise due to being traded from the NL to the AL. If the player is traded back to the National League before the end of the day, his BLGL contract is in no way affected. When a contract is voided, it is reset and treated as if he was a regular, undrafted and unkept player.
- B. When a player with a permanent BLGL roster spot (not a TRP) is traded from the NL to the AL during the regular MLB season, his BLGL team receives a bonus Reserve Draft pick for the next season. There is no compensation for a player leaving the NL for any other reason than being traded to the AL (e.g. sold to the Japanese Leagues, released, injured, etc.) during the regular MLB season. The formula for these bonus picks is as follows:
 - i. A team losing a \$1 - \$8 player will receive a bonus 3rd round Reserve Draft pick
 - ii. A team losing a \$9 - \$24 player will receive a bonus 2nd round Reserve Draft pick
 - iii. A team losing a \$25+ player will receive a bonus 1st round Reserve Draft pick

XVI. Suspensions (Real) ([Back to the Top](#))

- A. A suspended player may not be replaced until he has been on the suspension list for a minimum of 14 days
- B. A suspended player may not be replaced in any way other than trade during the first 14 days of the suspension.
- C. If a suspended player is released or traded to the American League by his Major League team, all suspension restrictions are removed.

XVII. Trading between BLGL Teams ([Back to the Top](#))

- A. Trading is not allowed at all:
 - i. From approximately two days before Draft Day until the end of the draft (actual date range to be determined by the Commissioner each year), and
 - ii. From September 1 until the end of the regular season.
- B. The trading period from August 1 to August 31, inclusive, will be restricted to trades between teams within two places in the

standings (above or below), ties included. The most recent standings will be used for the purposes of this rule.

- C. A trade that causes an illegal roster is allowed. The illegal roster, however, must be made legal by the end of the day or the trade is voided.
- D. Any injury, suspension, or trade (e.g. a trade in real baseball that just happened) must be disclosed before a BLGL trade is made. Any failure to voluntarily give this information to a trading partner before trading an affected player shall render the BLGL trade null and void. Any other information (e.g. playing time), need not be given.
- E. All terms of a trade are to be announced at the time of the trade to the Commissioner. Absolutely no cash, favors, future considerations, or players to be named later are allowed.
- F. A trade becomes official when it is e-mailed (or posted on a league message board) to the Commissioner by both teams and approved by the Commissioner. Trades are effective immediately roster-wise and effective the next day stat-wise. Trades involving the Commissioner must be e-mailed to the Commissioner by both himself (as a CC: or TO:) and his trading partner(s) for the trade to be considered official.
- G. A trade will not be approved if there is any dispute among the trading owners over any information (salaries, contract status, etc...) or if any part of Rule XVII is violated. In addition, a trade may be voided if, in the opinion of the Commissioner and/or the EC, it upsets the balance and/or integrity of the game. A trade in which one team does not get anything is not allowed.
- H. Any owners guilty of collusion shall be expelled from the league.
- I. To be eligible to trade after June 30, a team must maintain a reasonable pace to reach the AB+BB and IP requirements. Specifically, a team may not trade in July if they don't have at least 3000 for AB+BB and 600 IP. Teams may not trade in August if their AB+BB total is less than 4000 or have less than 800 IP.
- J. Players' BLGL statuses do not change because of being traded from one BLGL team to another.
- K. Trades are allowed between teams during the off season if both teams have paid the entry fee for the upcoming season.

XVIII. Cutting or Claiming a Player ([Back to the Top](#))

- A. A Cut is used to remove a player from an active BLGL roster and release him to the FA Pool. Once a player is Cut, he is placed on waivers for two days (see Rule XII) where Day 1 is the day the transaction is visible to everyone by post on Sportsline.com or via e-mail. Each team may Cut players or use Reserve moves from the day after Keeper Lists are due until the end of the NL regular season (except for a short time TBD by the Commissioner each year just before Draft Day through the end of the Reserve Draft) provided they do not violate any other Constitutional rule. Reserve moves do not carry over from season to season. Unused Reserve moves are forfeited after the last day of each NL regular season.
- B. A Reserve move may be used to change the BLGL status of a player from Active to Reserve (he is not released nor put on waivers). Each team receives one (1) Reserve move the day after Keeper Lists are due (which may be used prior to Draft Day). Teams also receive Reserve moves on the following days:
 - i. One (1) on Opening Day (day of first NL regular season game played in the U.S.,
 - ii. One (1) on the day the All Star Game is played, and
 - iii. One (1) on September 1.
- C. Before each year's Draft Day, all teams are required to turn in a Keeper List which is a list of players they wish to keep for the upcoming season. The deadline and recipient will be announced by the Commissioner to the league via e-mail or message board post. All players, including those who ended the previous year in Reserve, Injured, or Minors status, may be kept if a legal position is available on the team's active roster (exception: see Rule XVIII, E). Those players not on the team's Keeper List and who weren't T contracts the year before shall be considered released. A Dispersal Draft shall be held right after the Keeper List deadline. Each team may submit a list of players it wishes to have of the ones that were released (not kept). To claim a single player, a team must send its lowest Reserve Draft pick as compensation to the team that released the player. A team may claim as many players as can legally fit on its roster so long as it has draft picks to give as compensation. Players who were T contracts the previous year and are now just 'Topping Rights' for the upcoming Auction Draft may not be claimed in this

process. In a case where a team claims more than one player, the pool of lowest picks are assigned to the releasing team(s) such that the best picks are sent in exchange for the most desired players. For example, if N picks are used to claim N players, then the team's lowest N picks will be pooled and the best of those will go to the team that released the first player that the team claimed, the next best pick will go to the team that released the player they selected second, and so on until all N picks are reassigned. The fifth place team from the previous season shall have the first selection in this Dispersal Draft with the draft order determined by the same rules used in Section VI for the Reserve Draft. A team may stipulate on its list any directions s/he wishes the Commissioner to execute on their behalf (e.g. a maximum number of players/pitchers/hitters/salary s/he wishes to obtain). All unkept and unclaimed players become FAs going into the Auction Draft (i.e. their BLGL contracts are null and void).

- D. When Keeper Lists are turned in, a team may indicate that they wish to trade in a 1st Round Draft Pick for an extra Reserve move. This rule may be used as many times as the team has 1st Round Reserve Draft Picks. In cases where a team has more than one 1st Round Draft Pick and they don't convert them all to Reserve moves, it will be assumed that they are turning in their lowest 1st Round Draft Pick(s) to acquire the Reserve move(s). These extra Reserve moves are granted the day after Keeper Lists are due.
- E. A player obtained in the Reserve Draft and never activated during his first season may be carried by his BLGL team into the following year in Reserve status without having to use a Reserve move. The Contract letter will still progress from A* to B. Use of this rule must be noted in the team's Keeper List. This rule may only be used once per team per year.
- F. When a player is Cut, his team will be assessed a salary cap penalty that is effective for the current season (or upcoming season if the Cut is executed after the Keeper List deadline but before Opening Day). There is no carry-over of salary cap penalties from year to year.
 - i. If the player is an A, A*, B or T (non-extended) contract, then the salary cap penalty will be equal to 50% of the player's current, effective salary (rounding up to the nearest whole fantasy dollar). The effective salary of a TRP from the FA Pool or a player with an A* contract is \$1.
 - ii. All other contracts are extended or Long Term Contracts (LTCs). The penalty for Cutting them during the season or leaving them off of a Keeper List when they are still property of an NL franchise shall be 50% of the product of the number of remaining years on the contract (including the current year) and the player's salary. The only exception is if an LTC is left off of a Keeper List but selected in the Dispersal Draft by another team. In that case, no penalty is incurred by the team that left the player off the Keeper List.
- G. A player's salary and contract do not change because of being Cut by his BLGL team during the regular season unless the player at the time of the Cut is not under contract with an NL franchise. In that case, the contract and salary are reset as if the player was unkept and undrafted.
- H. LTCs may not be Cut between September 1 and the end of the Regular season, inclusive.

XIX. September Roster Expansion [\(Back to the Top\)](#)

- A. On September 1, a team may expand its roster to as many as 26 total active players. The additional spots on the roster shall be considered utility spots (UH or UP). A team may not, however, have 12 or more pitchers or 17 or more hitters (i.e. the 3 spots can not be filled by all hitters or all pitchers). **No salary cap will apply in September and there is no salary cap penalty for Cuts used in September.**
- B. To fill the expansion roster spots, Free Agents may be claimed or players from the team's Reserve or Minors squads may be activated.
- C. Teams should submit a list of players (with special instructions if the team owner so wishes) that they want to claim (from the FA Pool) or activate (from Reserve/Minors status) by August 31. FAs will be granted to teams in rounds in which each team gets one player. Picking order for each round will be the same as the standard waivers process (lower placed teams get first picks in each round).
- D. A team may wait and expand its roster any day after September 1.

###

This site is dedicated to support the Better Lucky than Good League (BLGL). All information is maintained by the league commissioner Chris Harryman. Any questions or inquiries should be e-mail to chris: somnolentiac@yahoo.com.

Last updated: September 8, 2007 @ 15:41 -6:00 GMT.