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GENERAL QUESTIONS

- ***What is this league going to cost me?***

The entry fee is \$125 due by Dec 31 for the upcoming season. Plus, there are fees for using more than 5 Cuts (which release a player and place them on waivers). The 6th Cut is \$1, the 7th is \$2, etc. Most teams end up spending \$140 - \$150 for the year. There may also be some degree of cost in the form of mental anguish, depending on how many injuries your team endures ;-)

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- ***What can I win?***

All entry fees and transaction fees are pooled in the "Money Pot". Cbssports (stat service) fees and any other league expenses are paid out of that fund. The remainder goes back out to the league owners, generally to the top four scoring teams at the end of the year. 4th place gets 10%, 3rd place gets 15%, 2nd place gets 25%. 1st place gets 50% less \$100 but also gets a free entry for the next year. If a 1st place team owner decides not to come back, \$100 is evenly credited to all teams that play the following year. Championship team owners also will have temporary custody of the *Harryman Cup*, the league "trophy", during the following season.

In the case of ties, the \$ amounts are pooled and divided evenly among the tied teams. For example, if there is a tie for 2nd place between two teams, then they will share equally in the 2nd and 3rd place winnings; Each will get 20% and there will be no "3rd place" team.

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- ***How is scoring calculated?***

Teams are ranked based on their cumulative team stats in 10 categories: Home Runs (HR), Runs Batted In (RBI), Runs (R), Stolen Bases (SB), On Base Percentage (OBP), Earned Run Average (ERA), Walks+Hits per Inning Pitched (WHIP), Strikeouts (K), Saves (S), and Wins+Quality Starts (W+QS). For each category, each team is ranked and the team last in a category receives 1 point, 2nd to last receives 2 points, etc. Therefore, the most points a team may get in a 10 team league is 100 and the least is 10. We track standings throughout the season for the purposes of granting various player claims, but as far as the prize money is concerned, the only stats and standings that count are the final ones.

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- ***If only the top four teams get paid, why should I try hard near the end of the season if I find myself likely out of the money?***

Here are three good reasons. If you pay attention and stay active:

1. You may be able to get some keepers from the FA Pool,
2. You may be able to get closer to 5th place which is the team that gets the best Reserve Draft picks (followed by 6th, 7th...),
3. We'll all like you more because that makes it more challenging and fun for everyone else.

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- ***What websites are used for this league?***

These websites are used:

1. cbssports - for our current stats, rosters, message board, etc:
<http://blgl.baseball.cbssports.com/>
2. This site, maintained by Webmaster Carothers, which contains historical BLGL information, the current and past versions of the constitution, this FAQ, and personal info about the other owners in this league who are trying to kick your butt: <http://web.mac.com/tcarothers/BLGL/owners.htm>.
3. Transaction lists on MLB.com, ESPN.com, Rotoworld.com and Sportline.com are used to determine when a player enters/exits active NL status (see Constitution for details, Section XII, O.). The last known URLs for these transaction lists are in the "Useful Links" section on this site.

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PRE-DRAFT QUESTIONS

- ***Are there any players that I have to retain going into a new season?***

Technically, No. However, if you do not keep a player whose contract was extended in 2006 or later, then you will be assessed a salary cap penalty equal to half of his salary times the remaining number of years if you do not keep him going into a season if (a) he is still property of an NL franchise and (b) he is not selected in the Dispersal Draft by another team.

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- ***What do the contract letters mean?***

Before the draft, the contract letters listed on cbssports are as they were at the end of the previous season:

1. A and A* contracts are players drafted last year or undrafted players picked-up from the FA Pool. A* players were players selected in the Reserve Draft (as opposed to the Auction Draft) and never given a permanent active roster spot, Cut, nor Reserved via a Reserve Move.
2. B contracts are players who were A or A* two years ago, were kept, and finished their 2nd year last year. These players are eligible to have their contract extended.
3. Contract letters after B and before T (alphabetically) are extended, or Long Term Contracts (LTCs).
4. T contracts are players who finished their final season under the current contract at the conclusion of the previous year. These players' Topping Rights now belong to their current owner and may be traded.

If a player is kept, his contract letter will advance one letter in the alphabet for the upcoming season except:

1. T contracts can't be "kept". His last owner gets his Topping Rights at the Auction Draft.
2. B contracts may be extended by request on a Keeper List. If they are kept but not extended, B's become T's (last year). If they are extended, we count back from T in the alphabet however many years the contract is extended. For example, a contract extended two years becomes an R contract. See Constitution for a diagram showing this.

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- ***What are those things listed on my roster that aren't players?***

Each year, each team is issued 3 Reserve Draft picks for the next season. They are listed on their team as AA#, where AA is the team owner's initials and the # is the round of the Reserve Draft in which the pick is for. So, each year I (Chris Harryman) am issued CH1, CH2 and CH3 and they'll be listed on my roster and usable in the following year's Reserve Draft. These are tradable. The order of picks in the Reserve Draft is based on the previous year's final standings.

Before Draft Day, the ones on our rosters are for that year's Reserve Draft (follows the Auction Draft in which we bid for and fill our active roster).

A pick that has an '*' in it (e.g. CH*2-A) is a compensation pick granted when a player with a permanent roster spot was traded to the AL during the previous season. In the example, the '2' means it's a 2nd round pick and the '-A' part is added just in case there is another player traded out of the league that gets the team another pick in the same round. If there were, the compensation pick would look like AA*#-B. Compensation picks always happen at the end of a round. So, CH*2-A is a

"sandwich pick" between round 2 and round 3. When you get a compensation Reserve Draft pick for a player getting traded to the AL, the round in the Reserve Draft is determined by the player's salary...the higher the salary, the lower (better) the round.

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- ***What else are Reserve Draft picks good for?***

A couple things:

1. Reserve Draft picks may also be used to select players who are currently on a roster but left off of the Keeper Lists. Players eligible to be kept but aren't are essentially put through waivers and there is a Dispersal Draft held after Keeper List deadline to distribute claimed players and the claiming team gives the team who released the player a draft pick as compensation (you always give up your lowest pick automatically). See FAQ "What happens to the players that aren't kept?"
2. 1st round Reserve Draft picks (e.g. CH1) may also be turned in for an extra Reserve Move that may be used any time after Keeper Lists are due (at least until 2011 when no Reserve Move may be used prior to Draft Day). This must be indicated in the Keeper List and there is no limit on how many 1st round picks you may turn in for extra Reserve moves. When you turn in a 1st rounder, it just goes away...making the ones that come after it a little more valuable.

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- ***What do I have to put on my Keeper List?***

Keeper Lists should include:

1. Names of all players the team wants to keep going into the draft in one of the 23 active roster spots,
2. Clear indication of which B contracts the team wants to extend and for how many more years (\$5 will be added to the player's salary for each year extended),
3. Whether the team is turning-in any 1st round Reserve Draft picks for extra Reserve Moves,
4. Whether the team is carrying over a player currently listed in Minors/ML status into the upcoming season in Reserved status. This player must be one that was drafted in the Reserve Draft last year and never activated by any BLGL team. Otherwise, all players listed on your keeper list must fit into an Active roster spot. However, you may use a Reserve move during the allowed period prior to the draft on any player to free up that active roster spot and to free up that salary for Draft Day. You may also be able to use a Cut on a kept players and release them prior to the draft, but you will be assessed a salary cap penalty for doing so.

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- ***Is there a limit on how many players I may keep and put on my Keeper List?***

Not a hard limit, no. You may keep any player you own who has time left on their contract (not a T contract during the previous year) who a) fits legally on your active roster, or b) may be Reserved using the special rule about players drafted in last year's Reserve Draft and never activated, or c) you plan to Reserve after Keeper Lists are turned in by using a Reserve move.

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- ***When are Keeper Lists due and how should they be sent?***

They'll usually be due about a week before Draft Day. The Commish should let everyone know weeks in advance. If you have MS Word, I recommend you send your lists in a password protected .doc. If you don't, send the Commish an e-mail with a subject that makes it clear that it's a Keeper List and shouldn't be opened until after the deadline.

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- ***What happens to the players that aren't kept?***

Usually about two days after Keeper Lists are due, we hold what's called a Dispersal Draft and allow teams to claim players that were not kept by other teams. The procedure of claiming them is simply to send the Commish a list of players (in order of preference) via e-mail or Word doc. Special directions are also allowed...like I only want one pitcher or \$X in salary. After the deadline, the Commish will open all the claims and divvy out players in rounds as described in the Constitution. Like Keeper Lists, send your claims in a password protected doc if possible. As with Keepers, to claim a player you must be able to fit him into your active lineup. As compensation for losing a player to another team, the claiming team sends a Reserve Draft pick to the team that released the player. Therefore, you may only claim as many players as you have Reserve Draft picks. If you claim a B contract player and you want to extend his contract, you must specify that in the text of your claim.

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DRAFT QUESTIONS

- ***What's going to happen on Draft Day?***

On Draft Day, we'll hold the Auction Draft to fill our 23-man active rosters by nominating and bidding on available players. Usually only after a few minutes break, the Auction Draft is followed by the Reserve Draft in which the teams use their Reserve Draft picks to select players (no bidding) to stash away on their teams in Minors/ML status.

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- ***Who can be nominated during the Auction Draft?***

You may only nominate, bid on, and win players who fit into an open active roster spot on your team with respect to position eligibility rules and the salary cap (\$260). For position eligibility, only the previous MLB season (both NL and AL) is used. A player is eligible for any position at which he played 20 games during the previous season. If he didn't play 20 games at any position that year, then he is eligible at the position(s) he played most. If he didn't play in the Majors during the previous season, then he may only be placed into your Utility Hitter (UH) or Utility Pitcher (UP) spot. So, technically, absolutely any human is eligible to be nominated to fill a UH or UP spot...your kids, favorite musician, neighbors, but you're probably better off with baseball players ;-)

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- ***How do Topping Rights work?***

All players who ended the previous year on a BLGL team with a T contract are automatically released from their BLGL team going into Draft Day. However, the last team that owns these players retains what is called their "Topping Rights" or "Toppers." These rights allow the BLGL team that owns them to refrain from bidding during the Auction Draft and wait for the bidding to end. They then have a certain timeframe to decide whether to take the player for \$1 more than the highest bid or let the player go to the highest bidder.

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- ***Who can be selected in the Reserve Draft and what will their salary be?***

Anyone (and I do mean *anyone*) not kept or drafted in the Auction Draft may be selected in the Reserve Draft. This includes Minor Leaguers, American Leaguers, active NL players, your next door neighbor, or even Barney, the purple dinosaur. The contract for these players will always start out as A*. Their salary will be assigned as follows:

1. A player who starts the season on an NL ML team will have a salary of \$5,
2. A player who starts the season on an NL team (active or DL) will have a salary of \$10, and
3. All other players will be assigned a salary of \$25 (even Barney).

Note, however, that since their contract is A*, if you activate them as a temporary replacement player (TRP) after Draft Day, only \$1 will count against the in-season salary cap (\$340).

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- ***What happens to my picks after the Reserve Draft?***

By making your selections in the Reserve Draft you are using the picks and they will be dropped from your team. You will, however, be issued new ones with your initials for the next year's Reserve Draft that you may trade whenever trading is allowed.

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TRANSACTION QUESTIONS

- ***One of my players went on the Disabled List or sent to the minors by his NL Team. What are my options?***

Your options are:

1. You may claim a Free Agent (FA) from the FA Pool as a TRP (Temporary Replacement Player) to temporarily fill the active spot while your player is on the DL or in the minor leagues. The player you pick up only needs to fit on your team position-wise and salary-wise. Most FAs have A contracts and all TRPs from the FA Pool have an effective salary of only \$1. But, there may be a few who were previously Cut so check their contract letter on Cbssports.com before putting in your claim. TRPs from the FA Pool will go back to the FA Pool when the replaced player is activated by an NL team (unless the "60-Day Rule" is invoked).
2. If you have a player who is on your team in Reserve or Minors status, then you may activate them as a TRP. Again, make sure that they fit. Also, remember that if you use a player that is in Minors status, then you lose the option of carrying that player over to the next year in Reserve status without having to use a Reserve move. TRPs from your own Reserve or Minors roster will go back to Reserve status on your team when the replaced player is activated by an NL team (unless the "60-Day Rule" is invoked). A* contract players from your own Reserve or Minors squad only count \$1 against the cap while a TRP.
3. You may trade for a player to fill the open active roster spot. The complication with doing this (unless the player you trade for is in Reserve or Minors status), however, is that when you trade for a player in Active status, then they are entitled to an active roster spot even when the replaced player comes back. Because of this, you may need to use a Cut, a Reserve move, invoke the "60-Day Rule", or make another trade to keep your roster legal. Pre-planning for such an event is highly encouraged to avoid roster penalties.
4. You may do nothing-perhaps to wait a little while for a better option to show up in the FA Pool. There is no direct penalty for not finding a replacement within a specified time, but not responding promptly can affect your team's standings and a team could end up being unable to trade if they don't collect enough At Bats or Innings Pitched.

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- ***How does a player become eligible for a particular position?***

Besides the position(s) that the player is eligible for based on the rules described above in "Who can be nominated during the Auction Draft?", after Draft Day a player will also qualify for any position at which he plays at least two games during the regular season. The only exception to that is if a pitcher plays the field or a hitter pitches since a player may only be either a pitcher or a hitter.

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- ***What's the salary and contract of a player in the FA Pool?***

Unless the player was ever given a permanent roster spot during the current season and later released then these players' salaries are determined by which month they are acquired. See VII of the Constitution for specifics, but essentially undrafted and unkept UFAs have A contracts and an assigned salary of \$10 during April and it drops \$1 every month; salaries of these players are only reset if they become UFAs again. Salaries and contracts for drafted or kept players never reset during a given year unless they are traded to the AL. The one notable salary exception is when players are traded from the AL to the NL. When that happens, the assigned salary of the player is determined by the claims for that player which could either be \$25 or the standard \$10.

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- ***Are players used as temporary replacements (e.g. due to an injury) treated differently salary-wise?***

Sometimes. TRPs from the FA Pool or TRPs with A* contracts from a team's Minors or Reserve squad only have an effective salary of \$1 towards your salary cap while active. However, note that once an A* player is given a permanent active roster spot (or Cut or Reserved), then his contract changes to A for the rest of the season.

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- ***What's the in-season salary cap and how does it work?***

After Draft Day, the team salary cap goes up to \$340. This means that the cumulative, effective salary of all active players on a team must not go over that amount. The salary of players kept or drafted in the Auction Draft counts fully toward the cap while they are active. As stated before, TRPs from the FA Pool or with A* contracts only count \$1 towards this cap. There is no salary cap on or after September 1 each season.

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- ***What's the waivers process for players entering the FA Pool?***

When a player enters the FA Pool, he is automatically placed on waivers for the rest of that day ("Day 1") and all of the next day ("Day 2"). During that approximate two day time period, teams may put in claims for him. A player may enter the FA Pool in many ways:

1. At the beginning of the season, the FA Pool consists of all undrafted players on active NL rosters. They are all 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.
2. When a player is released from a BLGL team but is still on an active NL roster he is added to the FA Pool and placed on waivers. Day 1 is the day of his release or the day the league is reasonably notified of his release, whichever is later. Some notifications take the form of an e-mail, but some are just

entries on the transactions list on Cbssports.com. It is recommended that you set up your preferences so that you are e-mailed league transactions.

3. A player is added to the FA Pool and placed on waivers when he is signed, promoted, or otherwise acquired by an NL team during the regular season and placed on their active roster. Day 1 will be determined by a process detailed in the Constitution.

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▪ ***How do I put in a claim for a Free Agent, including players just traded from the AL?***

If you are claiming a FA who is no longer on waivers (entered the FA Pool two days ago or before), then you can either (a) e-mail the league (blgl@yahoogroups.com) with your move or post to everyone on the Yahoo message board (<http://sports.groups.yahoo.com/group/blgl/>). When you do this, the transaction is effective immediately roster-wise provided your move is legal and stats will start the following day (if before the daily deadline). If in doubt about whether the player is still on waivers, you should ask the Commish.

If you are putting in a claim for a player who is still on waivers, then the claim should go to just the Commish. I recommend sending in waiver claims in a password protected Microsoft Word doc if you have Word. If not, then send them via e-mail to the Commish with a subject that indicates that it should not be read until such-and-such date. Again, be sure to indicate how you are fitting the player into your active roster (e.g. is he an injury replacement or are you cutting another player to make room or whatever the case may be). If it's for a player just traded from the AL, be sure to specify whether you are claiming the player with a \$25 claim or at the current standard FA rate (if the former, he must not be a TRP). Successful \$25 claims will set the player's contract to 'R*' so they will be treated as LTCs and you must keep them the next two years (if they are still NL property) or take a cap penalty. All waiver claims that will be effective the same day are grouped and players are divvied out to teams using rounds based on reverse order of the standings. Be aware that claims sent in before Day 2 are not revocable on Day 2. Otherwise, claims are generally revocable or changeable.

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▪ ***Are there penalties for Cutting (releasing) a player?***

There are two possible "penalties" for Cutting a player:

1. Half of the salary of the Cut player will continue to count against the team's salary cap for the remainder of the season. If the player was an LTC (had an extended contract or was a \$25 waiver claim), the penalty may be higher (penalty = # years left on the current contract multiplied by half of his salary), and
2. You may have to pay real dollars for the Cut depending on how many you have already used. You are allowed 5 free ones and then the 6th is \$1, the 7th is \$2, and so on. These fees must be paid before the Cut is official.

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▪ ***Can I move a player out of my Active lineup without releasing him?***

Yes, by using a Reserve Move, but you get a limited number of them per year. A Reserve Move is when you move a player from Active status to Reserve status (not released). Reserved players do not count against your salary cap and do not accumulate stats for your team. There is no cost or penalty of any kind for using a Reserve move and they may be used any time between the time they are granted and the end of the NL season except for a short time just before Draft Day TBD each year by the Commish. Reserve Moves are tradeable during the same timeframes that players and Reserve Draft picks are. Reserve moves do not carry over from year to year. Reserve Moves become useable on these dates:

1. One on the day after Keeper Lists are turned in,
2. One on Opening Day (first day on which an NL regular season game is played in the U.S.),
3. One the day the All Star Game is played, and
4. One on September 1.

Note that starting with the 2011 season, no Reserve Moves will be granted prior to Draft Day.

There are a few ways to get extra Reserve Moves:

1. You can indicate on your Keeper List that you are trading-in a 1st Round Reserve Draft pick for another Reserve move. There is no limit on how many 1st Round picks you can turn in for extra Reserve moves. These Reserve Moves are useable on or after the day after the Keeper List deadline (except for a short time just before Draft Day TBD each year by the Commish).
2. If you have a player who was drafted in the previous Reserve Draft and never activated on a BLGL team then you can indicate on your Keeper List that you are Reserving this player going into the draft/season. Eligible players are generally listed on your roster in Minors (ML) status with an A* contract. You can only use this rule on one player each year.

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▪ ***What's the "60-Day Rule" (AKA "Sluggers' Rule")?***

If one of your players is put on the Disabled List (DL) of his NL MLB team and remains on it for 59 continuous days, then you may invoke this rule and shift his status from Injured to Reserved. When you do, his replacement gets his permanent active roster spot (and his effective salary may increase). You must decide whether to invoke this rule by the end of the day following his activation, but it's often better if you let the Commish know well ahead of time what your plan is. As with all players returning from the DL or minor leagues, if a BLGL team doesn't specify a plan before the player is activated by his NL team, then the player will be activated automatically and his linked TRP (if any) will go back where he came from. The BLGL team will still have until the end of the next day to invoke the rule and re-activate/re-claim the formerly temporary replacement player.

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- ***One of my players just got traded to the AL. What now?***

Assuming the player doesn't get traded back to the NL by the end of the day, then the player is released from your team and his contract is reset. If the player had a permanent roster spot (not a TRP from the FA Pool) on your team and the trade happened during the regular season, then you are granted a compensation Reserve Draft pick for the next year's Reserve Draft. The round of the pick is based on the salary of the player (see Constitution).

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- ***When can I trade?***

You can trade:

1. From the time you've paid the entry fee for the up-coming season until about two days before Draft Day, and
2. After Draft Day through August 5, and
3. August 6 through August 31 (only with teams within two spots of you in the standings).

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- ***How do I consummate a trade?***

After negotiating your deal, you need to e-mail the deal to the Commish stating which team you are trading with and what players and/or picks are changing ownership. It's official when both trading partners have e-mailed the same deal to the Commish and the Commish approves the deal. You may make a trade that results in one or both teams having an illegal roster provided that the roster is made legal (e.g. by trade, Cut, Reserve move, etc.) by the end of the day. E-mails notifying the Commish about a trade expire at the end of the day after they are sent (i.e. after I get an e-mail from Team #1 on Day 1, Team #2 must e-mail the same trade to me before the end of Day 2). If you only want to do the trade if it is effective for stats on the next day, you may specify that in your e-mail.

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- ***Can a trade be vetoed?***

It can be vetoed by the Commish and/or Executive Committee, but only if it's so lopsided that in their view it significantly disrupts the league and/or not all owners were given reasonable access to the players being traded. You need not announce to the league that you are trying to trade players, but you may not ignore trade offers from teams for a significant portion of the season and then suddenly pull off a trade. Only two trades in 6 years has been vetoed and it was mainly because one owner did not respond to any owner for months but then accepted a trade out of the blue. **Rule of thumb: be polite and respond promptly to trade requests/ideas with a thumbs-up, thumbs-down or a counter-offer.**

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- ***I want to ignore my team and the league in general and then pop up in August and trade all my best, high-priced players for low draft picks and a sack of potatoes. Is that OK?***

Nope. During the season you do have to stay reasonably on top of your team to be allowed to trade after June. Your AB+BB total must be at least 3000 and your IP total must be at least 600 to be allowed to trade in July. Teams may not trade in August if their AB+BB total is less than 4000 or have less than 800 IP. If you don't let active roster spots sit open or with inactive players in them for extended periods, then it shouldn't be an issue. And, for the record, sacks of potatoes (of any variety) are never allowed to be part of a trade.

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- ***How does September Expansion work?***

On September 1, rosters expand by three spots. They are all Utility spots (UH or UP). Teams may add players from the FA Pool or their Reserve/Minors to fill these new spots. There is a special September Expansion claim process where teams may submit lists of players they wish to claim from the FA Pool. These lists are due on August 31 and the process of distributing the players claimed is just like processing waivers; It's done in rounds with the picks going to teams in reverse order of standings in each round. A team may add 1, 2, or 3 players, but a team may never have more than 16 active hitters or 11 active pitchers (i.e. the three spots can't be filled by all pitchers or all hitters).

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- ***How do I pay for league fees like the entry fee and Cuts?***

PayPal or checks work. PayPal is MUCH preferred. If you don't already have an account, go to PayPal.com and sign up. Funds may be transferred with no fees provided you follow certain procedures (see below). You'll need to enter your bank account info so that you can transfer money from your account to mine...which is a requirement for free transfers.

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- ***How do I pay for Cuts using PayPal?***

Here's how:

1. First, determine how many Cuts you want to buy and how many you've already used. Your first 5 per season are free so if you wanted to pay for the first four after that, #s 6-9, the cost is \$1 + \$2 + \$3 + \$4 = \$10. An easy way to think about it that Cut will cost you \$5 less than the Cut #. For examples, Cut #16 for the year will cost you \$11 and Cut # 34 will cost you \$29. Check the last "Official BLGL Transactions" e-mail to be sure you know how many Cuts you used so far and how many you've already paid for. Make

sure you account for any Cuts used since the last "Official BLGL Transactions" e-mail.

2. Login to PayPal (<http://www.PayPal.com>)
3. Click on the "Send Money" tab.
4. Fill in the form with my e-mail address (somnolentiac@yahoo.com) and \$ amount*
5. Important: The default payment type is "Purchase", so you have to click on the "Personal" tab and select the "Payment Owed" radio button.
6. Click "Continue".
7. On the following page, review it and make sure everything looks right.
8. If the "Payment Method" is set to something other than "PayPal Balance" or your Bank Acct, you need to click on "change" to change the funding source to one of those two. I can not take PayPal payments funded with a credit card.
9. Under "Email to recipient", change the "Subject" to "BLGL Cut #s X-Y [Team Name]" so our records are easy to look up on your side and mine. "Message" field is optional.
10. Click on "Send Money" button.
11. Log out...you're done! You'll receive a confirmation e-mail from PayPal as will I.

* How much to send:

For most of the season, please don't send individual payments for one or two Cuts. If we are in September or October, then maybe. Remember, even if you end up sending me too much, I'll refund what you don't use at the end of the season or apply it to next season as you wish.

So, here's how much to send for these ranges of Cuts:

Cut #s 6-10 are \$15 total
Cut #s 11-14 are \$30 total
Cut #s 15-16 are \$21 total
Cut #s 17-18 are \$25 total

After #18, it's probably OK to send payments individually but feel free to bundle them up if it's likely you'll use them.

If it's late in the season (Sept or later) and you only want to buy one Cut, then the easy way to figure out how much an particular Cut will cost is to subtract 5 from the Cut # (e.g. Cut #15 will cost you \$10). This presupposes that you know how many Cuts you've used and you should be tracking them independently, but you can always refer to the last "BLGL Official Transactions" email I sent and then also count any Cuts you used after that email was sent.

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