

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

Valid for 2011. If you are searching for an answer to a quick question, it might be best to check out the BLGL FAQ. Text in **red** indicates that the verbiage changed from previous year.

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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 retains ownership of a player and sets the player's status to Reserve, removing any obligation to give the player an Active roster spot. 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 whose contract was extended after their option (B contract) year.
- I. An **Unrestricted FA** (UFA) is a FA that has passed through BLGL waivers unclaimed and may be claimed immediately via a valid transaction sent to the entire the league.

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I. Governance

- 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

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).

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II. Object

- 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.

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III. Teams

- 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.

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IV. Roster

- 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)]

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V. Position Eligibility

- 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 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.

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VI. Draft Day

- 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 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 **signing in** the American League (AL) 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. **Reserve Draft Selections will begin via email starting between 12 and 24 hours after the Auction Draft and each team will have 1 hour to make their selection once it is their turn for a given pick. Only the hours**

between 8AM PT and 7PM PT each day will count as active hours for the Reserve Draft. Teams will be skipped if they do not meet their deadline for a given pick and placed next in line. Teams may send a list of players to the Commish to be selected by proxy if they will not be available via email. If at any point all teams with a pick left have not selected a player within the last 4 hours, the Commish may declare the Reserve Draft completed with all unused picks forfeited.

- H. 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.
- I. 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.

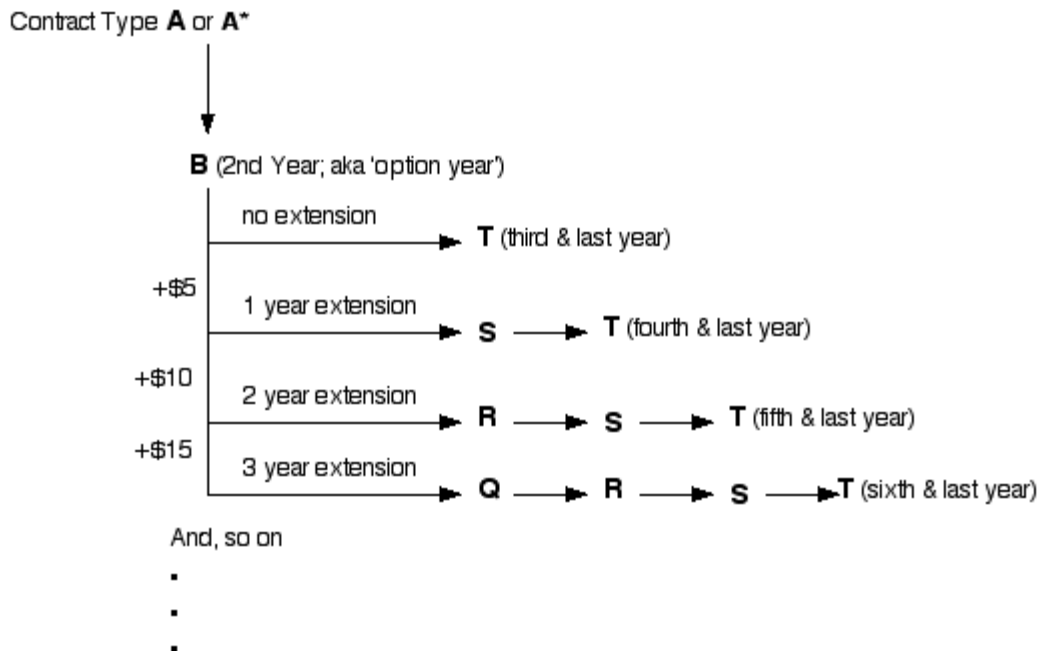
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VII. Player Salaries and Contracts

- A. The salary of a player is determined by the time and means of his acquisition and is not changed unless the player is signed to a long-term contract **or is unkept and unclaimed after Keeper Lists are turned in.**
- B. Undrafted players in the FA Pool shall have an assigned, default salary of \$10 and an A contract directly after Draft Day. The default salary for undrafted and unowned FAs shall be reset according to the month acquired. The default salary will go down by \$1 per month so it shall be \$9 in May, \$8 in June, \$7 in July, \$6 in August and \$5 after August. The month acquired shall be the month in which the player's stats began for his BLGL team. When such a player is claimed and subsequently released and placed on waivers, his default salary will remain what it is through the waiver period (and beyond, if claimed via waiver **or given a permanent roster spot**). If such a player passes through waivers or the only claims received during the waiver period are explicitly stated to be standard UFA claims, then the player's salary is reset again according to the month acquired. **The salary of any player given a permanent roster spot is set and can not be changed during a given season.**
- 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 most recent 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 selected in the Reserve Draft. After a given season, A* contracts (like A contracts) may be released or, if kept to fill one of the team's 23 active roster spots, they become B contracts **[see Rule XVIII for changes to this coming for 2012]**. 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 **(except as described in Rule XII, C.)**. 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' or 'Topping Rights'). 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. No rules that apply specifically to LTCs will apply to any players with T contracts even if the player's current contract was extended in a previous season. 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).

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VIII. Standings

- 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

- 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 **rankings in the ERA and WHIP categories**. In addition, the team will take a \$10 cap penalty in the following season's Auction Draft unless the team changes ownership.
- 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 **rankings in the OBP category**. In addition, the team will take a \$10 cap penalty in the following season's Auction Draft unless the team changes ownership.
- 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.

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IX. Stats

- A. <http://blgl.baseball.cbssports.com> is the official database for the computation of standings.
- B. The effective time of any transaction for the purpose of statistical calculation is for games that start at **10:01 PM PT or later**.
- C. In general, transactions may be sent to Chris Harryman or to everyone in the BLGL (depending on circumstances described in Section IX.) via yahoo e-mail (blgl@yahoogroups.com), posted on the BLGL Yahoo Group, 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 as described above by 10PM PT to be effective the next day. The sent time stamp on e-mails itself is irrelevant, only the time received matters. For waiver claims, they are all treated as received at 10 PM PT on a given day as long as they are received on or before 10PM that day and after 10 PM PT on the previous day.
- D. To avoid the daily standings from affecting the outcome of your Free Agent claim when you are picking up a UFA (see Rules VII and XII), you may e-mail the transaction to the entire league by either (a) using the league e-mail address (blgl@yahoogroups.com), or (b) posting to everyone on the Yahoo Group message board. The cbssports message board may be used for informal communication, but no transactions should be sent to the cbssports e-mail address or posted on their message board; Such transactions shall be invalid. When transactions involving claims for UFAs are sent to the entire league as described above, the pick-up is effective immediately regardless of current standings (roster-wise only; the transaction is still effective stat-wise for games starting after **10:01 PM PT**). 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 is still on waivers (e.g. called up from the ML or traded from the AL that day or on the previous day), then you should only send the waiver claim to Chris Harryman ([sommolentiac@yahoo.com](mailto:somnolentiac@yahoo.com)); It is OK to send a password protected Word doc or simply put in the subject line of your e-mail what day/time it should be opened.
- E. The only official stats shall be the final stats.

- 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.

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X. Fees (Real Dollars)

- A. The commissioner shall appoint a treasurer to collect, manage and pay out funds.
- B. There is an entry fee of \$125 due before January 1 for the upcoming season. Un-paid-for teams will be made available to prospective new owners on January 1 on a first-paid, first-choice basis.
- C. At the time the entry fee is paid, the team is issued their Reserve Moves for the upcoming season as well as their three standard Reserve Draft picks for the season following the upcoming season, all of which are tradeable unless otherwise specified.
- D. Side bets are allowed, but neither money nor favor (nor "future considerations") may be part of any transaction, including trades, in the BLGL.
- E. 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.

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XI. Prize Fund

- A. All fees 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% less \$125 plus a free entry for the following BLGL season.
 - 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 to the new 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.
- C. As specified above, First Place team owners who return will not be charged an Entry Fee in the BLGL the following season. For each team that finishes in 1st Place, the amount of Annual Entry Fee will be applied to the next year's Money Pot. If a 1st Place owner elects not to return to the BLGL the following year, one tenth of an Annual Entry Fee Amount will be credited to each of the ten teams at the start of the following season. Example 1: Annual Entry Fee is \$125, 10 teams in the league, Net Money Pot is \$1500 and there is one 1st Place team. That team's winnings will be 50% of \$1500 less \$125 which is \$625. \$125 is credited to the next year's Money Pot. The 1st Place team's owner decides to come back so they are not charged an entry fee for the following season. Example 2: Annual Entry Fee is \$125, 10 teams in the league, Net Money Pot is \$1500 and there are two teams that tie for 1st Place. The two teams each get half of 50% of \$1500 and 25% of \$1500 less \$125 which is \$437.50. \$25

XII. BLGL Transactions

- A. A player on an active BLGL roster may be replaced with a TRP 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.
- 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 on or after September 1.
- C. An active roster salary cap of \$340 must be maintained from the point immediately after the Reserve Draft each season until September 1. A* contract players and TRPs from the FA Pool shall count as \$1 while active, but if a BLGL team is claiming a FA, then, for the purposes of this rule, the salaries of players who would be entitled to an active roster spot on their BLGL team if they were active in the NL but are replaced by (and linked to) a TRP will still count and the TRP's salary will not count. Such players should be in "Injured" status on cbssports.com.
- D. To replace a player removed from its 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 cbssports.com. When a replacement player is acquired from the FA Pool and a TRP link to a specified NL-inactive player is possible, then the link will be assumed to be desired unless specified otherwise in the text of the claim. A BLGL team may request that a player removed from NL active status be moved from "Active" to "Injured" status on cbssports.com regardless of whether a TRP or other replacement is chosen (to free up an active roster spot and reduce the amount that counts against any salary cap).
- 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 the active list and is eligible to play for his NL Team on a given day, (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 TRP link is created between an inactive player and a player received via trade to fill his spot.
- G. A TRP may be traded, actively 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 from the FA Pool or Reserve/Minors status 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 and 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 and claimed players are granted to teams based on claim value and/or reverse order of standings. First, if there are claims for players who have not yet held a permanent roster spot on any BLGL team during the current season and those claims are not for the default salary value (as described in Rule VII, B.), then the process described in Rule XII, K is used. After those claims are processed, all players who share the same Day 2 who have held a permanent BLGL roster spot in the current season or for whom there are claims at the default salary 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 and provide dollar (\$) amounts where appropriate when they submit more than one claim to avoid ambiguity.
- K. Players (re-)entering the FA Pool who have not yet held a permanent roster spot on any BLGL team during the current season may be claimed at one of these salary (\$) tiers: the default salary as described in Rule VII, B., or \$15, or \$25, or \$35. Claims not specifying a claim amount will be assumed to be at the 'default' amount. Claims at \$15, \$25, or \$35 must also be to place the player in a permanent, active roster spot and provide valid instruction on how that is made possible; Claims for such players at \$15 or more may not be used as TRPs. The waivers process will assign players to teams in rounds by ranking teams' claims based on salary (\$) tier first (higher amounts ranked higher) and reverse order of standings second. So, for example, if there are any valid \$35 claims for a player, then all \$25, \$15, and default claims will be ignored and the reverse order of standings will be used to determine which teams who submitted \$35 claims wins the rights to the player. When a team claims more than one player at the same salary (\$) tier who has the same Day 2, then they need to specify preference of all such players to avoid ambiguity. 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 a player goes unclaimed through this waiver process, then he becomes a UFA 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 stat day on which they are placed.
- M. A TRP released automatically by rule 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. (for those released back to the FA Pool). The BLGL team may make any legal move to give the released player a permanent roster spot (active or reserve), use the player as a TRP again (if the player is active in the NL), or trade the rights to do either of those to another team during the grace period. In addition to other legal moves, a BLGL team may elect, without having to use a Cut, during the waiver period to reclaim the automatically released TRP and specify some other TRP that they shall release and then make the former the new TRP of the player to which the latter was the TRP.
- N. Any transaction that is not effective immediately upon submission may be revised or retracted prior to the daily transaction deadline or some other Commissioner or Constitutionally specified deadline. This applies to, for example, waiver claims (10PM PT each day), September Expansion lists, Keeper Lists, roster alterations not involving a UFA, 60-Day Rule invocations, etc. The only transactions that are effective immediately are

valid UFA claims sent to the entire league. 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. **This includes counting a player active in the NL if traded from the AL on the date that he is so listed even if there is a later date of activation listed.** If a transaction can not be found at MLB.com, then ESPN.com, cbssports.com and rotoworld.com will be used collectively (see *Useful Links* on the BLGL website for URLs). 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. Only the last Pre-plannage email received by the Commissioner is valid for future dates. Pre-plans on file that cover an event that happens on a given day may not be changed on an intra-day basis.
- R. If a player who has been replaced with a TRP from the FA Pool is traded to the AL and released from his BLGL team, then that team will have a grace period lasting until the end of the day following that player's release to Cut the TRP and avoid giving that player a permanent roster spot. If a Cut is chosen during the grace period, the penalty will be as if the player was still a TRP for the released (traded) player. If the TRP was from the team's own Reserve, then the team may choose during the waiver period to put the player (the TRP) back on

Reserve status without having to use a Reserve move. Else, the TRP in active status stays there and adopts any TRP link that the released (traded) player had. If no such link existed, then the TRP is given a permanent roster spot with no link to any player (i.e. is no longer a TRP).

- S. TRP links may be switched such that a TRP for Player A becomes the TRP for Player B and vice versa. A TRP link may also be reassigned to an NL-inactive player that does not have a TRP link established and is so eligible (usually due to being on the DL or sent to the Minors or DFA'd). For example, if Player A is the TRP for Player X and Player Y is eligible to have a TRP, then the link from Player A to Player X may be broken and Player A may be linked as the TRP for Player Y instead. For all links created via this rule, the inactive player must be legally able to fit into the active roster spot occupied by the TRP to which he shall be linked.
- T. A BLGL team may grant a TRP or a player from Reserve or Minors status an open, permanent active roster spot into which he legally fits even if the player is not active in the NL. In the case of a TRP, the link between that player and the player he had been replacing is broken.

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XIII. The Disabled List (Real)

- A. An active BLGL player put on his NL team's DL is automatically put on his BLGL team's injured/disabled list when he is replaced by a TRP. However, any player who is removed from his NL Team's active roster may be moved to his BLGL team's injured/disabled list (such as to make room for a traded-for active player).
- 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 and eligible to play. The grace period to make the final decision to Reserve the player via this rule ends at 10PM PT the day after the player was removed from the DL whether the player was eligible to play on the day of his activation or not (e.g. optioned immediately after activation from the DL).

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XIV. The Minor Leagues (Real)

- 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 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 replaced by his BLGL 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 BLGL team replaced 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) by a player from the FA Pool. (* Note: the player need not have been on the same BLGL team.)

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XV. Players Leaving the NL for the AL

- B. There is no compensation for a player otherwise leaving the NL (e.g. retirement, being sold to the Japanese Leagues, released, etc.).
- C. The formula for these compensation Reserve Draft picks is as follows:
 - i. A team losing a \$1 - \$10 player will receive a bonus 3rd round Reserve Draft pick
 - ii. A team losing a \$11 - \$30 player will receive a bonus 2nd round Reserve Draft pick
 - iii. A team losing a \$31+ player will receive a bonus 1st round Reserve Draft pick

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XVI. Trading between BLGL Teams

- 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 6 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. Trade confirmation e-mails expire at the end of the day after they are received by the Commissioner so after one team sends the trade into the Commissioner, the other team(s) involved in a trade have until the end of the next day to confirm the trade by e-mailing the same specifics to the Commissioner.
- 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 XVI 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.

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XVII. Cutting, Reserving or Claiming a Player

- 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. 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). Reserve Moves are tradeable in the same way and with the same restrictions that players are. Each team receives four Reserve Moves once they have paid the entry fee for the upcoming season. Reserve Moves become useable on or after the following days:
- i. One (1) as soon as the Auction Draft ends,
 - ii. One (1) on Opening Day (day of first NL regular season game played in the U.S.),
 - iii. One (1) on the day the All Star Game is played, and
 - iv. 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 XVII, 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 and are useable on or after 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. Effective 2012, this rule will be changed to: A player obtained in a Reserve Draft and never activated by his BLGL team during an MLB regular 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 remain A* until the player is activated or kept and not Reserved (as described in Rule VII, C, ii.). Use of this rule must be noted in the team's Keeper List. This rule may only be used on one player 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 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) with at least one more full year left. 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 exceptions are if (a) the player is selected in the Dispersal Draft or (b) the team owner is starting their first year in the BLGL and the player was an R* contract during the previous season. In either 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 with at least one more full year left (i.e. not a T contract) may not be Cut between September 1 and the end of the Regular season, inclusive.

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XVIII. September Roster Expansion

- 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.

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