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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... usually so you can pick up a new player). The 6th Cut is \$1, the 7th is \$2, etc. **And, there are also fees for elevated waiver claims which give preferential treatment to claims by teams who can afford to fit a higher salaried player under the salary cap. The average team ends up spending about \$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 and league expenses like cbssports (stat service) fees are paid out of that fund. The remainder (usually around \$1400) goes back out to the top 4 teams in the overall standings at the end of the year. In the simple case where there are no ties, 4th place gets 10%, 3rd place gets 15%, 2nd place gets 25%. 1st place gets 50% less \$125 but also gets a free entry for the next year. If a 1st place team owner decides not to come back, \$125 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 pooled 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 + Holds (S+H), 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.
4. You will likely avoid penalties that affect the standings and your available budget in the following year's Auction Draft.

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

Link to our official website is below. There, you will find a list of other websites used, including links to official transactions lists that we use to determine when players are active in the NL:

<http://www.BLGL.org>

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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 (an "LTC"), 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 **active** year last year. These players are eligible to have their contract extended **which must be noted on a team's Keeper List**.
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 and add \$5 per year of extension to the player's salary. For example, a contract extended two years becomes an R contract. See Constitution for a diagram showing this.
3. **A team may keep one A* in Minors status going into each season as long as they were never activated the previous season by their BLGL team(s) and they were NL property on opening day of the season in which they were selected (never activated A* players should currently be set to Minors status). This move is noted on the Keeper List. The player's salary will not count nor to they take up one of the 23 active roster spots during the Auction Draft nor afterward, as long as they are not activated.**

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

At the time the entry fees is paid, each team is issued 4 Reserve Moves that may be used in the forthcoming season and 3 Reserve Draft picks for the season after the forthcoming one. The Reserve Draft picks are listed on their team as "AA#,YYYY", where AA is the team owner's initials, the # is the round of the Reserve Draft in which the pick is for, and the YYYY tells you whether it is for an odd or even year so you know if it is for the upcoming Reserve Draft or for next season; I also note in the Date column the specific year it is for. So, each year I (Chris Harryman) am issued CH1,YYYY, CH2,YYYY and CH3,YYYY 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.

In addition to the standard three picks, teams are also automatically granted additional compensation picks when a player who ended the previous season on a BLGL roster but at the time Keeper Lists were due was property of an AL franchise and (a) he wasn't placed on the team's Keeper List, and (b) he finished the previous season with a non-T contract and (c) he was property of an NL franchise when originally drafted. These picks and the order of their selection will be sent out via e-mail by the Commish after the Keeper List deadline and the players will be dropped from the teams along with all other unkept players. Compensation picks always happen at the end of a round and 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 the Auction Draft. 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, the pick is considered null and void for the Reserve Draft.

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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 **in a previous** year and never activated by any BLGL team (these should be the players in "Minors" status with an A* contract). Otherwise, all players listed on your keeper list must fit into an Active roster spot.

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

Technically, it's 24 since you could theoretically keep a full team plus the one Minors status player, but that's never happened. 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 the Reserve Draft and never activated by their BLGL team.

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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 well in advance. If you have MS Word, I recommend you send your lists in a password protected .doc **and send the password right after the deadline so there is no delay in the Commish sending out the lists to everyone that night**. 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 **unless you are claiming a player eligible to be Reserved by the special Minors status rule which will need to be noted explicitly in the claim**. 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 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 **how many years** in the text of your claim. **T contract players and players in the AL may not be claimed in the Dispersal Draft** (the latter because they are converted to draft picks).

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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 players **live, online**. The next day, we'll begin the Reserve Draft in which the teams use their Reserve Draft picks to select (via **e-mailed lists**) players to stash away on their teams in Minors/ML status. There is no bidding in the Reserve Draft; It is strictly a pick 'em type draft and as of 2012, it's done by proxy where teams send in ordered lists of players and the Commish divvies them out.

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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, less any penalties). 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. **For example, if he played 7 games at 1B and 7 games at OF and those are the only two positions he played last year, then he is eligible at both positions.** 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 nor 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 **as property of an NL franchise (playing in the minors or majors)** will have a salary of \$5,
2. 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 (\$300), but, **once activated**, they then will not be eligible to be kept in **Minors** Status going into the following year's Draft Day.

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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 the rows on cbssports will be updated for use in the season after next. You will still have the new ones 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, sent to the minors, traded to the AL or otherwise removed from active NL status. 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 he is 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 (preemptive) 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 negatively affect the in-season and final standings for several teams and a team could end up being unable to trade, and/or be assessed a salary cap penalty for the following year's Auction Draft 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 one game during the regular season. The only exception to that is if a pitcher plays a non-P position 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 rule 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 players given a permanent roster spot at any time during a season, including drafted and kept players as well as any claimed FA not used as a TRP, never reset during that season. Salaries of players claimed via the Waiver Process who haven't yet held a permanent BLGL roster spot that season is determined by the bid submitted with the waiver claim (\$35, \$20, or the default salary).

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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. The one exception to the \$1 effective salary rule for TRPs is in the case of making a FA claim. When making a FA claim (waiver or for a UFA), the salaries of TRPs are not counted at all but the salaries of the replaced players (**in Injured status**) are counted (as if they were still active in the NL and on the BLGL team).

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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 \$**300**. 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 except when a team is making a FA claim when the TRPs' salaries don't count at all but the salaries of the replaced players does. 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 (including those traded from the AL). 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 on standard two-day waivers?***

FAs who are no longer on waivers (entered the FA Pool two days ago or before) are called Unrestricted Free Agents (UFAs). If you are claiming a UFA, 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 10PM PT 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 **time**. 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 you are putting in an elevated waiver claim , you also need to specify your \$ bid for the player.** The valid bid increments are \$35, \$20 or the default value (which is between \$5 and \$10 depending on what month it is). Listing no bid amount will be interpreted as a bid at the default bid value. **For elevated claim amounts (\$20 or \$35), teams must provide a clear plan in the text of the waiver claim** to give the player a permanent, active roster spot if a valid open, active spot does not already exist as these players may not be used as TRPs. All waiver claims that will be effective the same day are grouped and players are divvied out to teams using rounds based on high bid and then reverse order of the standings in the case of high bid ties. Be aware that claims sent in before Day 2 are not revocable on Day 2. Otherwise, claims are generally revocable or changeable **intraday**. **Also, for elevated waiver claims (\$35 or \$20), teams must pay half the claim amount as a fee to acquire the player; This must be paid in advance so it is advised to have extra \$ on account or be ready to send a PayPal payment when you send a claim. Claims from teams without enough \$ on account are invalid.**

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

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

1. **There is no salary cap penalty for Cutting players with A, A*, B or T contracts, but all others are LTCs** and Cutting them or leaving them off a Keeper List will result in a salary cap penalty of 50% of the product of his salary and the # years left on the current contract (including partial years), 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, and
3. **As mentioned above, there are fees for elevated waiver claims: \$10 for a \$20 claim and \$17.50 for a \$35 claim. These also must be pre-paid.**

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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 allows you to 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 'mature' as specified in the Constitution (XVII, B.). 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.

Besides trading for them, there are a few ways to get extra Reserve Moves (or the effect thereof):

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 after the Auction Draft.
2. If you have a player who was drafted in a previous Reserve Draft and never activated on a BLGL team then you can indicate on your Keeper List that you are **keeping this player in Minors status** 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 **and players who were not the property of an NL franchise on opening day of the season in which they were first acquired are not eligible.**

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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 may be replaced with a TRP just like any player who is removed from active NL status who occupies a spot on your Active roster. If that player (or any other) is in the AL as of the following year's Keeper List deadline, you may be granted a compensation draft pick...see the "What are those things listed on my roster that aren't players?" FAQ for more details.

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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 (deadline is Dec 31 each year) **until the Keeper List deadline, and**
2. **From the end of the Dispersal Draft until** about two days before Draft Day, and
3. After the **Reserve Draft** through August 5, and
4. 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, both teams need to e-mail the deal to the Commish stating which team you are trading with and what players and/or picks and/or Reserve Moves 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 received (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 10PM PT deadline on Day 2). If you only want to do the trade if it is effective for stats on the next day (or any other conditions), you may specify that in your e-mail.

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▪ ***Can a trade be vetoed?***

It can be vetoed by the Commish (with advice from the 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 since I started the league in 2002 have 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. **There are also annual requirements for AB+BB and IP and not meeting them means being penalized**

in the standings and also getting a salary cap penalty effective for the next season's Auction Draft. 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, checks or bank deposits work. I bank at Wells Fargo and if you do to, you can just do a transfer online or, if you don't, you can walk into a branch to make a deposit. As for PayPal, if you don't already have an account, I'd highly recommend you 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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MISCELLANEOUS QUESTIONS

- ***What rules changes passed since last year that will be effective this or subsequent years?***

Effective 2012 (from last year's voting....these both passed):

2012-H) Modify Rule XVII, E. so that when an A* contract player (one who was selected in a Reserve Draft and initially placed in Minors Status) was not activated by his BLGL team(s) the previous year and is kept and carried into the forthcoming year

in Reserve status by Rule XVII, E., then the player's contract will remain A*. This will not expand how many players a BLGL team may carry into a season in Reserve Status, but it will allow the same player to be carried over multiple years, indefinitely, with contract and salary remaining stagnant until activation or release by his BLGL team.

2012-J) When a team submits its Keeper List, the team will automatically get a compensation Reserve Draft pick for the current year's Reserve Draft for any player to which it has rights but does not keep and who (a) is currently signed with an AL team (even a minor league contract) and (b) finished the previous year with a non-T contract and (c) was in the NL when originally drafted. The main point of this rule is to give a compensation pick to teams who lose an NL player to the AL whether it was in the off-season or the previous regular season and whether it was via trade or free agency.

Effective 2012 (from this year's voting):

First, some clarifications/rule interpretations that I presented (not for vote). In all cases, the descriptions are how I already interpreted and implement the rules but I felt in these cases I needed to add some further verbiage to the Constitution to remove any ambiguity...which I did for the 2012 version.

1) If a Cut or Reserve move is specified in a transaction sent on or before the day the player is removed from active NL status, then the Cut or Reserve Move will not be executed unless verified in a separate, second email. Instead, any replacement player will be a TRP of the inactive player (or some other player if otherwise specified in any transaction email). This is how I already do things, but basically this happens when a BLGL team Cuts/Reserves Player X and then we later find out that the player was released, optioned, traded or otherwise removed from active NL status on or before the day the Cut or Reserve Move would have been effective and nullifies that Cut or Reserve Move as unnecessary.

2) September Expansion process is handled in the same way as the Waivers process sans the \$15/\$25/\$35 claim levels.

3) When a FA is active in the NL for just one day (e.g. a pitcher who is brought up to start on Day 1 and sent down effective Day 2), then claims for him are not valid since he was not active for at least a 2 day waiver period. There is a proposed alternative below.

4) The elevated FA Waiver Claim levels (\$15/\$25/\$35, or \$20/\$35 if 2012-L passes) are only valid claims while a salary cap is in place. That means that after Sept 1 when the salary cap goes away, all claims are standard claims. Allowing elevated claims in Sept/Oct just doesn't make any sense....so it gone!

Also, we had a rule voted on late last year that was not included in the 2011 Constitution that is effective for 2012: For the Reserve Draft we voted to submit ordered, prioritized lists just like we do for the Dispersal Draft and September Expansion instead of conducting it via email or live online as we've done in the past. I will set a deadline for lists to be submitted for about 4PM PT the day after the Auction Draft.

Here's the text of the proposals we voted on just prior to the 2012 season (voting results are below...but the ones in green passed):

2012-A) Increase the number of Reserve Moves that become useable on or after September 1 from one to four and the additional three shall not tradeable at any time. In addition, a BLGL team may not Reserve any player after August 31 unless the player has been active on their BLGL team for at least the previous consecutive 14 days. This proposal is meant to help teams decimated by injuries in the last 4-6 weeks of the season since those players are often not put on the DL but also to prevent additional collection/hoarding of players for non-injury reasons.

2012-B) When a FA is made active in the NL for just one day (e.g. a pitcher who is brought up to start one day and is sent down the next), the player will still be available via waivers where Day 1 shall be the day the player was active in the NL. All other current rules would still apply, such as XIV.

2012-C) Change the post-draft (and pre-Sept 1) Salary Cap from \$340 to \$320. This will not pass if 2012-D gets more votes.

2012-D) Change the post-draft (and pre-Sept 1) Salary Cap from \$340 to \$300 but teams shall earn Salary Cap credits each month based on standings. For each stat month from April to August, the 10th place team will get a \$10 credit, the 9th place team will get an \$9 credit, etc...with the 1st place team getting \$1. Note this rule shall not use the overall standings as of the end of each month; It shall use the standings based on the stats for each month which cbs calculates for us ("by period"). For example, if I finish 8th in April based on April stats then on May 1, my team cap will go from \$300 to \$308. And, if I finish 4th in May based on May stats, then I will get another \$4 on June 1 for a total of \$312. The point of this rule is obviously to give more FA purchasing (via Cuts) and trading power to the lower ranked teams and also limit big dumps of salary to higher ranked teams. This will not pass if 2012-C gets more votes.

2012-E) Players claimed via Waiver at elevated, non-standard claims (\$15, \$25 or \$35) shall not be eligible for draft pick compensation the following season. The point of this rule is to still allow teams to 'rent a player' who just got traded to the NL due to being in a contract year if they managed their team to allow for that, but they will not also get a compensation pick if he goes back to the AL in the offseason. This will not pass if 2012-F gets more votes.

2012-F) Salary thresholds for compensatory draft picks raised to: \$36+ for a 1st rounder, \$16-\$35 for a 2nd rounder, and \$15 or less gets a 3rd rounder. This was proposed to prevent, in particular, someone to claim a 'rental player' late in the year at \$35 and then also get a 1st round draft pick if he doesn't stay in the NL. This will not pass if 2012-E gets more votes.

2012-G) Currently, once a team has chosen to use a player who came from Reserve or Minors status as a TRP, the player may not be moved out of active status by his BLGL team unless (a) he is removed from active status in the NL or (b) the BLGL team uses a Reserve Move, or (c) the BLGL team uses a Cut and releases the player. This proposal is to allow the BLGL team to move a TRP who came from Reserve/Minors back into Reserve status without having to use a Reserve Move so long as the player was an active TRP for at least 14 days. In 99% of these cases,

the player being used as a TRP already had a Reserve Move used on him previously to get him to Reserve status or was selected in the Reserve Draft so the logic is that this new rule would be akin to the MLB rule where teams can option players multiple times during a given year...just not willy-nilly.

2012-H) Currently, any player selected in the Reserve Draft will have an A* contract and may be reserved for free prior to the following season's draft if he had not been activated by his BLGL team. This proposal would allow that privilege only to players who were in the NL (majors or minors) on opening day of the year of their initial selection. This means AL players and unsigned, non-MLB affiliated players selected in the Reserve Draft may not be reserved for free in any subsequent year. This would only apply to 2012 Reserve Draft selections and beyond.

2012-I) Currently, players selected in the Reserve Draft have their salaries assigned based on where they are on opening day. NL Minor leaguers get a salary of \$5 and NL players get a salary of \$10 and everyone else gets a salary of \$25. This proposal is to assign \$5 to any player affiliated to an NL team regardless of whether he is in the minors or majors on opening day. AL players and anyone not affiliated with the MLB on opening day will still be assigned a \$25 salary.

2012-J) Mini-pots for monthly champs: \$50 granted to the team(s) that finishes 1st based on monthly stats, from April to September (any tied teams split the winnings for that month). The \$50 per month (\$300 total) comes out of the general fund so this will lessen the winnings to the overall 1st-4th place winners at the end of the year. The \$50 is granted on the 1st day of the month following each stat month so it can be used for Cuts but none of the excess will be paid out until the conclusion of the season.

2012-K) Eliminate cap penalties for Cutting most players and lower the post-draft cap from \$320 to \$300. Salary cap penalties for Cuts on LTCs, players cut between the Keeper List deadline and Draft Day, as well as any player claimed with an elevated FA Waiver Claim in the current season would still exist as they are today. That leaves (at least) \$40 of cap room for trade differentials and elevated FA claims at the beginning of the season plus any salary freed-up by players going on the DL or ML during the season (which is where most cap room comes from, btw). My two cents: This would encourage teams to better their team if there's a FA out there better than one of their active players since they wouldn't have to worry about the salary cap penalty for using a Cut. The penalty for Cutting would be effectively more severe for those that make a bad choice on LTCs or elevated FA claims since they'll have less cap to play with...which means we'll think twice about making a claim willy-nilly. Actual \$ costs for Cuts will not change...first 5 are free, 6th is \$1, etc.

2012-L) Change the elevated FA Waiver Claim levels from three (\$15/\$25/\$35) to two (\$20/\$35). My two cents: This makes these claims a bit more for teams who managed their salary cap well or were decimated by injury and gives a little more mojo to the teams lower in the standings (due to fewer tiers and the slightly higher 1st tier). The \$15 level isn't that much more than the standard claim anyway.

2012-M) Teams putting in an elevated FA Waiver Claim must pay a real dollar fee equal to half the salary level (amount) of the claim. For example, a \$35 winning claim sets the player's salary at \$35 and the team must also pay a real fee of \$17.50 (in addition to any Cut fee that they may have to spend to free up an active spot).

This would apply any time elevated FA Waiver Claims are allowed (currently only before August 31 pending outcome of 2012-N below). Still no extra fee for standard Waiver Claims.

2012-N) For players whose stats would start after August 31, elevated FA Waiver Claims will now be allowed, but the team must (a) forfeit a Reserve Move, (b) forfeit their lowest draft pick for the following season, and (c) pay a real dollar fee as described in 2012-M above. This means a team must have a Reserve Move and a Draft Pick and a sufficient \$ balance with me to make a valid elevated claim, of course. Passage of this one is not dependent on passage of 2012-M (and vice versa). Standard (non-elevated) Waiver Claims will stay as they are so successful standard claims made on players whose stats would start after August 31 will give the player a \$5 salary with no extra fee nor forfeitures. Caveat: Any forfeited Draft Picks will be restored to the team if the team owner leaves the BLGL and the team is taken over by a new owner the subsequent year.

2013-A) Increase the league Entry Fee from \$125 to \$150 and establish mini-pots for monthly champs: \$50 granted to the team(s) that finishes 1st based on monthly stats, from April to September (any tied teams split the winnings for that month). The \$50 per month (\$300 total) comes out of the general fund. The \$50 is granted on the 1st day of the month following each stat month so it can be used for Cuts but none of the excess will be paid out until the conclusion of the season. The increase in entry fee pretty much offsets the sum of the mini-pots so the overall 1st-4th place teams won't see a significant difference in their pay-outs in 2013 versus previous seasons.

2012-A) Did not pass with a 4-4 vote
Yay: FM/DG, MH, RR, CH
Nay: TC, JB, MW, DL

2012-B) Passed with a 6-2 vote
Yay: TC, FM/DG, JB, DL, MH, CH
Nay: MW, RR

2012-C) Passed with a 4-4 vote
Yay: FM/DG, RR, DL, CH
Nay: TC, JB, MW, MH

2012-D) Did not pass with a 2-5 vote
Yay: FM/DG, DL
Nay: TC, JB, MW, MH, RR

2012-E) Passed with a 5-3 vote
Yay: FM/DG, MW, DL, RR, CH
Nay: TC, JB, MH

2012-F) Did not pass with a 2-5 vote
Yay: FM/DG, DL
Nay: TC, JB, MW, MH, RR

2012-G) Passed with a 7-1 vote
Yay: TC, FM/DG, JB, MW, DL, MH, CH

Nay: RR

2012-H) Passed with a 8-0 vote

Yay: TC, FM/DG, JB, MW, DL, MH, RR, CH

Nay:

2012-I) Passed with a 7-1 vote

Yay: TC, FM/DG, JB, MW, DL, MH, CH

Nay: RR

2012-J) Did not pass with a 4-4 vote.

Yay: TC, JB, DL, CH

Nay: FM/DG, MW, MH, RR

2012-K) Passed with a 5-3 vote

Yay: JB, DL, RR, DG/FM, CH

Nay: MW, JV, MH

2012-L) Passed with a 6-2 vote

Yay: JB, MW, DL, RR, DG/FM, CH

Nay: JV, MH

2012-M) Passed with a 5-2 vote

Yay: JB, MW, DL, RR, CH

Nay: MH, JV

2012-N) Did not pass with a 2-4 vote

Yay: JB, DL

Nay: MH, MW, JV, RR

2013-A) Did not pass with a 3-4 vote

Yay: JB, DL, MH

Nay: MW, JV, RR, DG/FM

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