

BLGL FAQ – 2013

Text in **red** indicates that the verbiage changed from previous year.

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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 (a Long Term Contract or "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 (described below) 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:

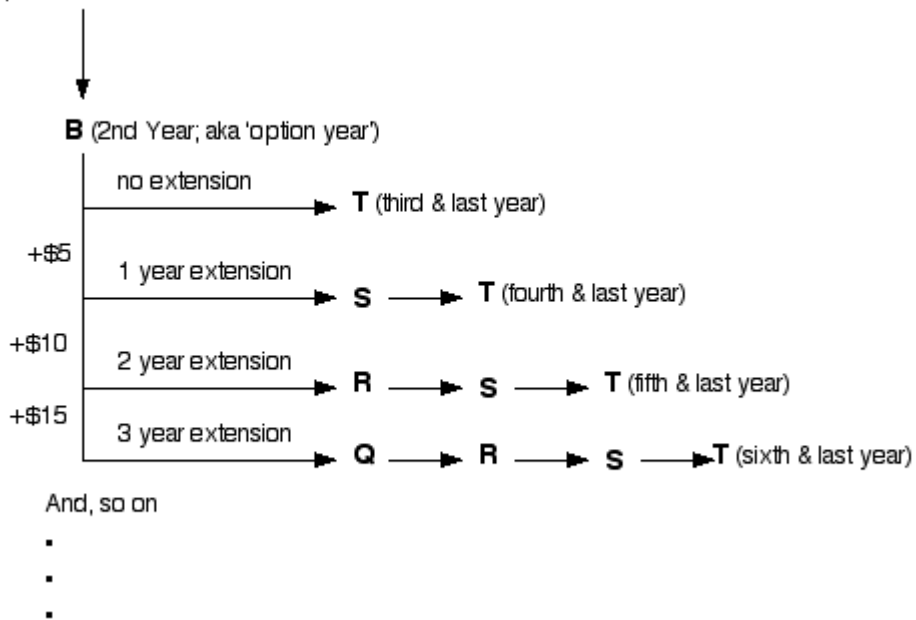
1. A and A* contracts are players drafted last year or undrafted players picked-up from the FA Pool. A* players were players selected in the Reserve Draft (a pick-em draft that follows the Auction Draft) and never given a permanent active roster spot, Cut, nor Reserved.
2. B contracts are players who 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, **if a team has Joe Blow with a B contract and \$6 salary and he is extended two years, then his contract is set to R and his salary becomes \$16**. Here's a diagram showing

this:

Contract Type **A** or **A***



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 do 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 and 3 standard Reserve Draft picks that may be used in the upcoming season. 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 (it is possible to also acquire the Draft Picks for the following season if that entry fee is paid); 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 upcoming season'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 (you can tell because his salary will be \$5 and his status will be

Minors). 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, YYYY) 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?***

I always send out specific instructions and a mock Keeper List each year, but here is what 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 **with contract, status, and salary all remaining the same so they don't count against your salary cap or fill an active spot during the Auction Draft, and beyond if you like.** 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 **and a \$5 salary**). 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 **kept in Minors status** 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 do it that way, 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 kept in Minors status 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, in a chat room. **Shortly after that**, we'll begin the Reserve Draft in which the teams use their Reserve Draft picks to

select (via [e-mail](#)) players to stash away on their teams in Minors status. There is no bidding in the Reserve Draft; It is strictly a pick 'em type draft.

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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 combined) 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 each of these players retains what is called their "Topping Rights". 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 (short) 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, 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.

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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 **wherever he went**. The player you pick up must fit on your team position-wise and salary-wise **as you must maintain an active team salary at or below \$300 and a Potential Salary at or below \$300 as well as long as a salary cap is in place (before Sept 1)**. 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 **or some other plan is made known to the Commish**).
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, 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 **Minors** status. 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 some other preplan is made).
3. You may trade for a player to fill the open active roster spot. The complication with doing this, however, may be 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 immediate/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 FAs' salaries are determined by which month they are acquired. Generally, undrafted and unkept UFAs have A contracts and an assigned salary of \$10 during April and it drops \$1 every month until claimed; 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). **The \$35 and \$20 claims are called "elevated wavier claims".**

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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 salary of all active players on a team must not go over that amount. **We also require that the "Potential Salary" of a team may not exceed \$300. The Potential Salary is calculated by adding the salaries of all the Active players, subtracting the salaries of TRPs and adding in all players' salaries who are entitled to an Active spot if/when they return to Active status in the NL (these are in Injured status on the rosters). This rule is in place so that teams do not over-extend themselves and put themselves in a position where they could end up with an illegal roster.** There is no salary cap on or from September 1.

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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).

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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 and not claimed) are called Unrestricted Free Agents (UFAs). **If you are claiming a UFA, then you should post to everyone on the cbssports message board** (<http://blgl.baseball.cbssports.com/messages>) or e-mail the league (blgl@baseball.cbssports.com) with your move. When your message is posted/received, 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). **It is recommended to use the message board since league e-mail can be significantly delayed and only the received/posted time counts.** 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 or message board post to just 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 amount (which depends 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 processed 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 real dollar 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

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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 on or after the times specified in the Constitution. 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 and a \$5 salary. 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"?***

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 unless you make some other corresponding move. 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 via a preplan. 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?***

As with any player who is removed from active status in the NL on your Active roster, the player may be replaced with a TRP. 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 Reserve 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?***

This is a bit fluid each year, but the Commish will send out e-mails with specific time-spans. In general, 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 (potentially with advice from the Executive Committee), but only if it significantly disrupts the league and/or not all owners were given reasonable notice that a given team was looking to trade. You need not announce to the league that you are trying to trade particular 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.

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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 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 2013:

In addition to the following, we decided to primarily use the cbssports message board for transactions, especially UFA claims and go back to using e-mail for the Reserve Draft.

Here is the text of each proposal. The ones in green passed for 2013 and the actual voting is at the bottom:

2013-A) Only allow voting of rule changes during the offseason just prior to odd numbered years. Only exceptions will be: (a) if 80% or more of the teams want to vote on an individual rule change just before an even numbered year (i.e. to correct something that almost all think shouldn't wait), or (b) if the rule will not be effective until the next odd numbered year or later (some rules can't/shouldn't be changed for the upcoming year).

2013-B) Two options for TRP salary changes. If both pass, the one with the most votes will be enacted. 2013-B2 would win in case of a tie since that's the easiest for me :-)

2013-B1) Temporary Replacement Players (TRPs) from the FA Pool and those with an A* contract (Reserve Draftees who have never been given a permanent active roster spot) will no longer count as \$1 against the salary cap. Instead, they will count as the lesser of (A) their salary if given a permanent roster spot and (B) the salary of the player they are replacing and linked to. TRPs from our Reserve will still count fully as they do now. For example, if I have Brandon Belt at \$6 and he is sent to the minors in May and I replace him with Joe Blow from the FA Pool, then Joe Blow's effective salary will not be \$1...it will be \$6 (same as Belt's) unless I give him a permanent spot and then he'll count as the full \$9.

2013-B2) All TRPs will have their full salary count. This is the same as option (a) above, except that in cases where the TRP's salary is more than the salary of the player he is replacing. For example, if I have Brandon Belt at \$6 and he is sent to the minors in May and I replace him with Joe Blow from the FA Pool, then Joe Blow's full \$9 salary will count.

2013-C) Stop allowing (unlimited) TRP switches. This is a huge pain in the butt for me and we can all preplan for who to let go in what order when our DL/ML players come back to the NL anyway (which most teams do)...and we have a 2 day grace period to let a different TRP go even if we don't preplan. So, this proposal is to only allow TRP switches in conjunction with a move to acquire, release or change the status of at least one player. Have a heart and vote Yay.

2013-D) Change rules requiring a preplan and, instead, require that all teams maintain a 'potential' salary at or below the salary cap. That means we can not put in a FA Claim (elevated or not) or trade with another team if the active team salary

would exceed the salary cap if all the team's players in "Injured" status become active in the NL (even the ones traded to the AL or released, etc.). Currently, the only rule that *requires* a preplan when the 'potential' salary is over the cap is when claiming a FA to give him a permanent roster spot. The boon here is that if we don't allow 'potential' salaries to exceed the cap, then there is no need for preplanning unless a team wants to tell me the order of players (usually TRPs) they want to remove from active status as their "Injured" (DL/ML) players come back and it would also eliminate the 'penalty' algorithm I have to walk through when a team exceeds the salary cap because they failed to plan properly (Rule XII, P.).

2013-E) Allow players who have a permanent roster spot who are removed from active status in the NL during the season to be released by their BLGL team without penalty (no need to use a Cut) except for those who are sent to a ML team affiliated with an NL team or put on an NL team's DL; So, this covers players traded to the AL, released, sold to Japan, etc. The main reason I can think of why a team would do this is to help with their 'potential' salary. The downside is that the team could miss out on a Reserve Draft pick the following year if the player is in the AL at that time.

2013-F) Allow one player kept on the Keeper List to be released without penalty after the Dispersal Draft and at least 2 days before the day of the Auction Draft.

2014-A) We currently allow one player who was selected in a Reserve Draft and never activated to be carried over to the following year via Keeper List in the same Minors status without incrementing the salary nor contract (A*). This proposal is to allow that for one hitter and one pitcher instead of one or the other. If this passes, it would not be effective until 2014's Keeper List.

2014-B) Currently we grant the following year's Reserve Draft picks at the time the entry fee for the upcoming year is paid and they can be traded. So, under current rules, we now have the 3 standard picks for the 2014 Reserve Draft (not showing on my rosters properly yet) and we could trade them to help our 2013 campaigns. The downside is we could then leave the BLGL and the replacement owner without pick(s). The proposal is to require the following year's entry fee to be paid to acquire that year's Reserve Draft picks. If the owner leaves the BLGL after trading at least one of those picks, then their entry fee is not refunded and left in the league pot. So, bottom line, you wouldn't be able to trade picks for a year in which you didn't play (or at least pay for). [effective 2013]

2014-C) Change the number of Reserve Draft picks granted to each team which is currently 3, one for each of three rounds (not counting compensation picks for players in the AL at the time of the Keeper List deadline). Whether you want to have fewer or more rounds of Reserve Draft picks, vote Yay. Else, vote Nay if 3 is good for you. This will give me an idea of whether the league wants that aspect to change and, if so, we'll have to change the compensation draft pick salary ranges...and that will require a new vote.

2013-A) Did not pass
Yay: RR, JB
Nay: MH, DL, CH, MW

2013-B1) Did not pass

Yay: RR, CH, DL

Nay: MH, MW, JB

2013-B2) Passed

Yay: RR, CH, DL, MW

Nay: MH, JB

2013-C) Passed

Yay: MH, CH, RR, DL, MW, JB

Nay:

2013-D) Passed

Yay: RR, CH, MW, DL

Nay: MH, JB

2013-E) Passed

Yay: MH, RR, CH, DL, MW, JB

Nay:

2013-F) Did not pass

Yay: MH, JB

Nay: RR, CH, DL, MW

2014-A) Did not pass

Yay: MH, MW, CH

Nay: RR, DL, JB

2014-B) Passed and effective this year

Yay: MH, RR, CH, DL, JB

Nay: MW

2014-C) Did not pass

Yay:

Nay: MH, RR, CH, DL, MW, JB

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