

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

**Valid for 2015. If you are searching for an answer to a question, it might be best to check out the BLGL FAQ first. Text in red indicates that the verbiage changed from previous year.**

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### **i. Definitions**

- A. A **Free Agent** (FA) is any player on an the active roster of any NL team who is not on any BLGL team.
- B. The **Free Agent Pool** (FA Pool) is the collection of all FAs.
- C. A **Cut** is a roster move by which a player is removed from a BLGL team, released to the FA Pool and consequently placed on Waivers if he is active in the NL.
- D. A **Reserve Move** is when a BLGL team sets the player's status to Reserve, removing any obligation to give the player an Active roster spot when active in the NL, but retaining ownership of the player.
- E. A **Legal Roster** is one where all Active players qualify for the position they are in and the collective salary of those players is at or below the salary cap and the Potential Salary is also below the salary cap.
- F. A **Temporary Replacement Player** (TRP) is a FA or Reserve/Minors status player selected to replace a player removed from his NL team's active roster. TRPs are initially linked to the player who was replaced.
- G. A **Keeper List** is a list of players a BLGL team is retaining going into a season.
- H. A **Long Term Contract** (LTC) is a player whose contract was extended after their option (B contract) year.
- I. An **Unrestricted FA** (UFA) is a FA that has passed through waivers unclaimed and may be claimed immediately via a valid transaction sent to the entire the league.
- J. The **Potential Salary** of a team is the sum of the salaries of active players, minus the salaries of TRPs, plus the salaries of players who are entitled to an active spot when they return to active status in the NL.
- K. **Topping Rights** is the privilege during the Auction Draft for a team to acquire a player who was a T contract the previous year at **\$3** more than the highest bid if they owned those rights going into Draft Day.

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### **I. Governance**

- A. The BLGL is governed by a single authority, the Commissioner (Commish), Chris Harryman (insert sinister laugh here). The Commish has ultimate authority including the veto or change of any rule appearing in this Constitution, although this is very much a democratic league where rules generally change by popular vote.
- B. There is also an Executive Committee (EC) of team owners to be used as an advisory panel to interpret these rules where they may be vague, advise on situations not handled explicitly, rule on disputes, and vote on whether to remove a team owner from the BLGL or issue a final warning for conduct detrimental to the league. Team owners who have been in the BLGL for the previous three years are automatically included in the EC. Members of the EC with a direct stake in an issue may express their opinions, as may we all, but the Commish may exclude such owner(s) from some or all deliberations. Once an opinion has been reached by the EC, the Commish may accept the EC's decision or make a different ruling.
- C. Once a season starts with an established written set of rules, then the rules will stand as written for the season. Original intent of a rule will only be relevant if a rule is unclear or vague as written. Rules that do not have the intended effect are still the rules, if clearly written, until they are changed. The only exception is when the Commish fails to include or alter specific rules based on a passing league proposal. Written rules will be the latest published version of the BLGL Constitution plus any changes voted on via e-mail that were

explicitly stated as effective during a given year. The only way to alter rules as they are written during a season is via a two-thirds majority of all BLGL team owners, including the Commish, to vote in favor of a mid-season change. Regardless, no new rule may be retro-actively applied to past events (no ex post facto rules).

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## **II. Object**

- A. To acquire a group of baseball players whose cumulative statistics during the regular, National League (NL) season, compiled via by the methods described herein, exceed those of other teams in the league.

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## **III. Teams**

- A. A team may not change its name during each NL season.
- B. A team is non-transferable during the regular NL season without prior league approval.
- C. A team may have multiple, equally empowered owners. If a partnership exists, any owner may make roster moves and trades without explicit consent and approval of the other partner(s).
- D. In the event an owner leaves the BLGL, the Commish will determine the best way to replace the owners and redistribute the players on open rosters.

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## **IV. Roster**

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

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## **V. Position Eligibility**

- A. A hitter may be assigned or drafted into any active position in which he appeared in 20 games in the previous MLB season. If a player did not appear in 20 or more games at any single position in the previous MLB season, he may be placed in the position(s) in which he appeared most frequently. Once the season begins, a player may also be assigned to any position in which he appears in at least one game.
- B. Any games played at the designated hitter (DH) position are disregarded for position eligibility.
- C. If a player did not play in MLB the previous year, or only pinch-hit, pinch-ran or DH'd in MLB, he shall be eligible only at a utility (UH or UP) position.

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## **VI. Draft Day**

- A. Ideally, the Auction Draft will be conducted on the weekend immediately prior to opening day of the NL season although the Commish will set the date each year. For the Auction Draft, the salary cap for each team's active 23 players shall be 260 fantasy dollars. Specific rules of conduct for both the Auction Draft and Reserve Draft shall be specified in an e-mail from the Commish prior to Draft Day.
- B. The order of nomination will be determined by the Commish. It will be the same for each round.

- C. An owner may nominate a player for which he has Topping Rights and his opening bid may be zero dollars. If all owners were to pass with an opening bid of zero, the owner who holds the Topping Rights would acquire that player for a salary of \$1.
- D. The Reserve Draft follows the Auction Draft. It consists of three (3) rounds with NO BIDDING. When a team selects a player, then that player will be placed on the team's roster in Minors status. The drafting order will be based on the previous year's final standings using the following order: 5th, 6th, 7th, ..., nth, expansion team(s), 4th, 3rd, 2nd, 1st. This formula is used for each of the three (3) rounds. Bonus picks granted to teams who lost players due to signing in the American League (AL) come at the end of each round and follow the same algorithm for order. The exact order will be established by the Commish before Draft Day.
- E. Reserve Draft selections will be done live shortly after the Auction Draft per instructions provided by the Commish via e-mail prior to Draft Day.
- F. All players selected in the Reserve Draft shall have a 'A\*' Contract. If the player chosen is under contract with an NL franchise at the beginning of the season then his assigned salary will be \$5. If he is not under contract with an NL franchise (minors or majors), then his salary will be \$25.
- G. There shall be absolutely no kibitzing during any part of Draft Day. No comments relating to the draft, or baseball in general, may be shared among the owners in the auction/draft room.

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## **VII. Player Salaries and Contracts**

- A. The salary of a player given a permanent roster spot is determined by the time and means of his acquisition and is not changed unless the player becomes an LTC or is unkept and unclaimed after Keeper Lists are turned in.
- B. Undrafted players in the FA Pool shall have an assigned, default salary of \$10 and an A-TRP contract after the Auction Draft and Reserve Draft. The default salary for undrafted and unowned FAs who have not had a permanent roster spot in the current season shall be reset based on month acquired. The default salary will go down by \$1 per month so it shall be \$10 before May, \$9 in May, \$8 in June, \$7 in July, \$6 in August and \$5 after August. For salary assignment, the month acquired is the month in which the player's stats begin for his BLGL team. When such a player is claimed and subsequently released and placed on waivers, his default salary will remain what it is through the waiver period (and beyond, if claimed via waiver or given a permanent roster spot). If such a player passes through waivers or the only claims received during the waiver period are explicitly stated to be standard UFA claims (which would be treated as preplanned UFA claims), or if the player is on waivers due to being activated in the NL, then the player's salary is reset again according to the month acquired. The salary of any player given a permanent roster spot is set and can not be changed during a given season.
- C. If a player is kept going into a new season, the contract letter advances one letter in the alphabet. The terms, eligibilities and restrictions of contracts are as follows:
  - i. **A:** A contracts are players won at the most recent Auction Draft or who went undrafted during the Auction Draft and Reserve Draft of the current season. After their first season, A contract players may either be released before the auction (without penalty) via omission from a Keeper List or be kept by their owners at the same salary with a B contract.
  - ii. **A\*:** A\* contracts are for players selected in the Reserve Draft. After a season, A\* contracts (like A contracts) may be released **by being left off of the team's Keeper List. If kept** to fill one of the team's 23 active roster spots, they become B contracts. If an A\* player **is activated by his BLGL team during the regular season**, then the contract is changed to a standard A for the rest of the year. **One A\***

player in Minors BLGL status per team may also be kept in Minors status, retaining the A\* Contract, going into the following season by noting this in the Keeper List.

- iii. **A\*\***: A\*\* contracts are for players who are not drafted in either the Auction or Reserve Drafts. A\*\* players remain A\*\* until they are given a permanent roster spot on a BLGL team in which case the contract becomes A. A\*\* players' salaries are fluid until they are given a permanent roster spot or the season ends.
- iv. **B**: The B contract season is the player's second and 'option' year after which the team may choose to extend the contract, release the player, or keep the player at his present salary. In the latter case, it becomes a **T** contract (short for 'Topping Rights'). If the team chooses to extend the contract going into the 3rd season making the player an LTC, \$5 is added to the player's salary for each year that the contract is extended. This new salary is effective immediately. The contract letter is determined by starting at T in the alphabet and going back one letter for each year of extension. For example, if they choose to extend it by 1 year, then the contract will be **S**, if it is extended 2 years, then it will be **R**, etc. The contract can only be extended once, so once it reaches T, that is the last season for that player under that contract.
- v. **T**: The T contract season is the player's last under the current contract. Before the next season's auction, the player is automatically released. No rules that apply specifically to LTCs will apply to any players with T contracts. At the next auction, however, the last owner retains Topping Rights to the player which may be traded during the normal trading periods.

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#### **VIII. Standings**

- A. Teams are ranked from first to last in each of the following statistical categories. The lowest team in each category gets 1 point, the second lowest gets two points and so on. After points are given for each category, total points for each team are added up and used for the overall team standings.
  - i. Total Home Runs
  - ii. Total Runs Batted In
  - iii. Total Runs
  - iv. Total Stolen Bases
  - v. On-Base Percentage
  - vi. Earned Run Average
  - vii. WHIP (Walks plus Hits divided by Innings Pitched)
  - viii. Total Quality Starts plus Total Wins
  - ix. Total Saves plus Total Holds
  - x. Total Strikeouts
- B. If a team fails to pitch 1200 innings during the course of the season, they will be placed in 10<sup>th</sup> place in the ERA and WHIP categories and teams who would otherwise be ranked below them in those categories will be raised up. The team will also take a \$10 cap penalty in the next season's Auction Draft unless the team changes ownership.
- C. If a team fails to get 6000 Plate Appearances (PAs) during the course of the season, they will be placed in 10<sup>th</sup> place in the OBP category and teams who would otherwise be ranked below them in that category will be raised up in the rankings. The team will also take a \$10 cap penalty in the next season's Auction Draft unless the team changes ownership.
- D. Pitchers' offensive stats and hitters' pitching stats are not counted. A player must be a hitter or a pitcher.

- E. All ties in the final standings are ties. For the purpose of deciding draft order and other such league matters which rely on the final standings, the team with the most PAs plus IPs will get preference. If there is still a tie then a coin flip or some other game of chance specified by the Commish will decide the order.

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#### **IX. Stats**

- A. Refer to BLGL.org, our official website, for a link to our official database for the computation of standings.
- B. Stats for players effectively acquired by 9AM PT count begin to accrue starting with games that calendar day.
- C. Claims for a UFA posted on the league message board or emailed to everyone in the BLGL are effective immediately roster-wise and stats start that calendar day if posted by 9AM PT, else they start the next day. If you temporarily do not have internet access, transactions may be called in or texted to the Commish's cell phone and he will forward/post them to the league if appropriate and the claim will be valid once the entire league is notified. Claims for players still on waivers should not be posted/sent to the entire league; They should be sent just to the Commish via email – attaching a password protected Word doc is OK provided the password is sent to me promptly after the waiver deadline for that player. Stats for players acquired via Waiver Claim start same day if the claim is received by 9AM PT or the next day if sent after 9AM PT.
- D. Claims for a UFA may be sent to just the Commish but they are treated like a preplanned UFA claim and are trumped by claims sent to the entire league prior to the next 9AM PT. For example, a claim for a UFA emailed to just the Commish at 9PM PT will be trumped by a claim sent/posted to the entire league at 8:59AM PT the following calendar day. Preplanned UFA claims, like Waiver Claims, are dependent on the daily standings if there are multiple such claims for the same player.
- E. The only official stats shall be the final stats.
- F. Performance stats of a player shall be assigned to a team only when that player is on the team's active roster.
- G. Owners shall report any known mistakes to the stat keeper and Commish immediately.
- H. A transaction made in error (i.e. in violation of some rule or procedure) will be reversed no matter how much time has passed. It is each owner's responsibility to make sure that your transactions are legal and valid. Every effort will be made by the Commish to catch errors, but all erroneous transactions will be reversed.
- I. The stat keeper and Commish will decide the proper way to correct any errors.
- J. The stat keeper shall report any transactions to the Commish. The Commish shall report any personal moves to the stat keeper. If these two are one in the same, then the Commish will email transactions to a designated owner under the same requirements as any other owner.

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#### **X. Fees (Real Dollars)**

- A. The Commish may appoint a treasurer to collect, manage and pay out funds.
- B. There is an Entry Fee of \$125 due before January 1 for the upcoming season. \$10 of each Entry Fee is kept by the Commish for expenses related to our website and stat service.
- C. At the time the entry fee is paid, the team is issued their Reserve Moves and standard Draft Picks for the upcoming season which are tradable during normal trading periods.
- D. The standard Draft Picks for the year after the upcoming (if preseason) or current (if during the regular season) year may be acquired by paying the entry fee for that year. If the owner leaves the BLGL after trading at least one of those future season picks, then their entry fee is not refunded or credited to them and is equally divided among all other teams.
- E. Side bets are allowed, but neither money nor favor (nor "future considerations" or players to be named later) may be part of any transaction, including trades, in the BLGL.

- F. If a team uses more than 5 Cuts during a given season, they will be assessed a fee. The 6th Cut will cost \$1 and each succeeding Cut used will cost \$1 more than the previous and must be paid in advance.
- G. Elevated waiver claims are assessed a fee equal to half of the claim amount (e.g. a \$20 claim would mean a real fee of \$10) and must be paid in advance.

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#### **XI. Prize Fund**

- A. All fees will be put into the general fund. All league expenses will be paid from this fund. The remainder shall be divided among the teams in the top four ranks in the final standings as follows:
  - i. First place gets 50% less \$125, plus a free entry for the following BLGL season
  - ii. Second place gets 25%
  - iii. Third place gets 15%
  - iv. Fourth place gets 10%
- B. The League Champion(s) will get their name emblazoned on the *Harryman Cup*, an athletic supporter and cup that is sent to the new Champion each year.
- C. First Place team owners who return will not be charged an Entry Fee in the BLGL the following season. For each team that finishes in 1st Place, the amount of Entry Fee will be applied to the next year's general fund as if they paid it. If a 1st Place owner elects not to return to the BLGL the following year, the amount of the Entry Fee will be credited to each of the other team owners equally at the start of the following season.

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#### **XII. BLGL Transactions**

- A. A player on an active BLGL roster with a permanent roster spot may be replaced with a TRP after the Reserve Draft if the player was under an NL team's ownership (majors or minors) on or after the day Keeper Lists were due for the current season and the player is no longer on an NL active roster. Examples of this are when the player is placed on the DL of his NL team, sent to the minors, traded or sold outside the NL, suspended.
- B. A BLGL team's roster may also be changed by the following means:
  - i. By trading with another BLGL team.
  - ii. By Cutting a player.
  - iii. By using a Reserve Move.
  - iv. By expanding rosters on or after September 1.
- C. Teams must maintain an active roster salary cap of \$320 as well as a Potential Salary of \$320 or less after the Reserve Draft until September 1 (exception: see Rule XVI, C.)
- D. To replace a player with a permanent roster spot who is removed from active status in the NL, a team may choose from its Reserve or Minors rosters, the Free Agent Pool, or acquire a player via trade. The replaced player is placed in Injured status. A TRP chosen from the Reserve or Minors rosters or the FA Pool is linked to the player being replaced at the time of the transaction unless specified otherwise in the request. A BLGL team may request that a player removed from NL active status be moved from Active to Injured status on the teams roster regardless of whether a TRP or other replacement is chosen after (after the Reserve Draft only).
- E. When a player in Injured status becomes active in the NL he is entitled to an active BLGL roster spot. By default, (a) any linked TRP is returned to his place (or status) of origin unless a legal move is made to prevent this and (b) a legal, open, active roster spot must exist on his BLGL team for him to be placed into unless the team has preplanned some other move(s) such that the roster remains legal.
- F. Players are given a permanent active roster spot by being made active with no TRP link to another player; Such players are entitled to an active BLGL roster spot as long as they are active in the NL.
- G. No TRP link is created between a player received via trade to any other player as part of the trade transaction.

- H. A TRP may be traded, actively released (by using a Cut), actively Reserved (using a Reserve Move), or auto-released by rule. In each of these cases, the link between the replacement player and the replaced player is broken. A new TRP may be chosen from the FA Pool or Reserve/Minors status and linked to an NL-inactive player with a permanent active roster spot whenever the latter has no such link and there is an open active roster spot that both players can legally fit into. To actively Reserve a TRP, a team must use a Reserve Move unless (a) the player was in either Reserve or Minors status just prior to being used as a TRP and (b) the player must have been in Active or Injured status on his BLGL team(s) for at least the previous 14 days (may be on multiple BLGL teams). A TRP from Minors status (selected in a Reserve Draft) goes to Reserve status when the player he is replacing becomes active in the NL or if he is actively Reserved.
- I. When a TRP is chosen from the FA Pool and he is subsequently removed from an NL active roster during the regular season (e.g. by going on the DL, being sent to the minors, released), then the player is automatically dropped from his BLGL team.
- J. When a TRP is chosen from the team's Reserve or Minors squad and he is subsequently removed from an NL active roster, then he may also be replaced by a TRP. This creates a chain of TRPs, linked in sequence.
- K. Waiver Rules: FAs (re-)entering the FA Pool are placed on waivers through 9AM PT of the 3<sup>rd</sup> day of being in the FA Pool. At the beginning of the season, all undrafted players in the FA Pool are placed on waivers where Day 1 is the day on which the first NL game is played or Draft Day (whichever is later) and after that Day 1 is the day all owners are reasonably notified. For FAs entering the FA Pool other than being released by a BLGL team, this is usually a post on MLB.com's transaction page (or other site we use for official transactions). However, for players released by rule or by preplan, then Day 1 is when the transaction is listed on our official stat service site (e.g. fantrax) or emailed to the entire league. For all players who share the same waiver period, all claims are pooled and players are granted to teams based on claim amount and/or reverse order of standings. First, if there are Elevated (\$20 or \$35) claims for players who have not held a permanent roster spot on any BLGL team during the current season, then those are processed as per Rule XII, L. After that, all other players who share the same waiver period are processed (same way as Rule XII, L) to distribute these players to teams. Teams need to rank their selections and provide dollar (\$) amounts for Elevated Waiver Claims to avoid ambiguity and an invalid claim. Players put on waivers may be claimed even if they are no longer active in the NL on Day 2 and 3.
- L. Players on waivers who have not yet held a permanent roster spot on any BLGL team during the current season may be claimed at the default salary. In addition, if the player enters the FA Pool before August 31 and a valid claim is submitted by the end of the player's waiver period, then the BLGL team may specify one of the following additional, elevated salary (\$) tiers: \$20 or \$35. Claims not specifying a salary amount will be assumed to be at the default amount. Claims at \$20 or \$35 get preference, but must be to place the player in a permanent, active roster spot (not to be used as a TRP) and provide valid instruction on how that is made possible. The waivers process will assign players to teams in rounds by ranking teams' claims based on salary (\$) tier first (higher amounts ranked higher) and reverse order of standings as of the beginning of Day 3 second. If there is a tie in the standings, the previous day's standings will be used. Until the second Monday of the regular NL season, the previous season's final standings will be used.
- M. If a BLGL team sends in waiver claims separately for multiple players with the same waiver period, then the player(s) claimed earlier will be assumed to be more desirable unless otherwise specified in an email/post. For example, if both Player A and Player B have the same waiver period and I send a claim for Player A in on Day 1 and a claim for Player B on Day 3 before the 9AM PT deadline, then my order of preference will be Player A then Player B unless I specify that I'd prefer Player B **over** Player A (e.g. in the email to claim Player B).



- N. A TRP released automatically by rule is still the property of the BLGL team from which he was released for a grace period coinciding with his waiver period. That BLGL team may make any legal move to give the released player a permanent roster spot (Active or Reserve), use the player as a TRP again (if the player is active in the NL), or trade the rights to do either of those to another team during the grace period. In addition to other legal moves, a BLGL team may elect, without having to use a Cut nor Reserve Move, during the waiver period to reclaim an automatically released TRP due to the player he was linked to and replacing returning to Active status in the NL and specify some other TRP that they choose to remove from Active status instead. In this case, the latter player is sent to his place (or status) of origin (which may be the FA Pool or Reserve status) and the inactive player to which he was TRP-linked shall then be linked to the re-claimed player.
- O. Any transaction that is not effective immediately upon submission may be revised or retracted depending on timing. For Waiver Claims, they may be revised or retracted during the same calendar day they are submitted unless they are submitted on Day 3 in which case the deadline to revise/retract is the end of the waiver period at 9AM PT that day. For most other transactions/claims, the deadline to revise/retract is the Commish or Constitutionally-specified deadline (e.g. September Expansion lists, Keeper Lists, roster alterations not involving an immediate claim of a UFA, 60-Day Rule invocations, etc.). The only transactions that are effective immediately are valid UFA claims posted/sent to the entire league.
- P. In order to establish for BLGL purposes that a player has been added to or taken off of an active NL roster, MLB.com's transaction lists will be used as the primary source. If there is more than one entry for a given transaction on the MLB transactions list or individual Major League team's transaction list on MLB.com, then the earliest date listed will be used. This includes counting a player active in the NL if traded from the AL (as an active player) on the date that he is so listed even if there is a later date of activation listed. If a transaction can not be found at MLB.com, then we will use other URLs as listed in *Useful Links* on BLGL.org. If there are multiple, conflicting dates for a transaction listed on those three sites' transaction lists, then the earliest date will be used. If, at a later time, a transaction shows up in MLB.com's transaction list, then that list will be used retroactively if the effective date is different, but any FA Claims that were based on non-MLB.com transaction lists will not be affected (i.e. a team will not lose a FA because an effective date changed). For activations, if the date of a game played by a player is earlier than the date we would otherwise use, then that date will be used as Day 1. Transactions listed on any of these sites for a given date are treated as occurring simultaneously; The time of day a transaction is posted on any of the official sites is not relevant.
- Q. The following are procedures/penalties for an illegal roster usually, but not always, caused by a replaced player on his BLGL team returning from the DL or Minors after his replacement was traded or the returning player himself was traded. If the team owner has made no valid plan known to the Commish to make sure his roster is legal and the return of a player to active status in the NL will create an illegal roster, then the Commish will do the following, in order:
- i. If the player is returning from the DL and may be Reserved via The 60-Day Rule, he will.
  - ii. If there are any players with a permanent roster spot in Active status on the BLGL team's roster who are inactive in the NL, they will be moved to Injured status if it helps to make the roster legal.
  - iii. Else, the Commish will identify a hitter or pitcher (whichever the returning player is) with a permanent roster spot on the team's active roster (including the returning player himself) with the fewest current-year IP/PAs necessary such that removing that player from active status makes the roster legal. If more than one player fits that description, then the Commish will use the previous years' IP/PA stats as a tie-breaker to determine which player will be identified. Once the player is identified,



if the team has a Reserve Move available, **it will be used** on the team's behalf. Else, then the player will be Cut and the team will be responsible for any penalty and payment required for that Cut.

- R. Transactions may be pre-planned. BLGL owners may record plans with the Commish to be executed on their behalf under well-defined circumstances. For example, if Player X is a TRP for Player Y, a BLGL owner may ask that when Player Y comes back from the DL, to Cut Player Z and keep Player X. When pre-planned, transactions are effective when the conditions of the transaction are met so in that example, there would be continuity of stats for Player X on that BLGL team. A team may also, for example, provide a list of TRPs (from the FA Pool and/or Reserve/Minors) to put in for any active player(s) on their team who become inactive in the NL. Stats for the TRP would then start immediately on the day the replaced player became inactive in the NL. Only the last pre-plan e-mail received by the Commish prior to 9AM PT on the day the triggering event occurs is valid. Pre-plans received after 9AM PT that cover an event that happens on that day may not be changed on an intra-day basis. Pre-planned claims for the same UFA by multiple teams that would be effective on the same day shall be handled in the same way as waiver claims to determine who receives the player (i.e. reverse order of standings).
- S. TRP links may be switched such that a TRP for Player A becomes the TRP for Player B and vice versa. A TRP link may also be reassigned to an NL-inactive player that does not have a TRP link and is so eligible (usually due to being on the DL or sent to the Minors). For all links created via this rule, the inactive player must be legally able to fit into the active roster spot occupied by the TRP to which he shall be linked. TRP links may only be made in conjunction with a move to acquire, release or change the status of at least one player.
- T. A BLGL team may grant a TRP or a player from Reserve or Minors status an open, permanent active roster spot into which he legally fits. For Reserve/Minors players this may be done even if the player is not active in the NL. In the case of a TRP, the link between that player and the player he had been replacing is broken.
- U. If a Cut or Reserve Move is specified in a transaction sent on or after the date on which the player is removed from active NL status, then the Cut or Reserve Move will not be executed unless verified in a separate, second communication by 9AM PT two days after the player is removed from active NL status.
- V. Players who have a permanent roster spot who are removed from active status in the NL during the regular season may be released by their BLGL team without using a Cut. This only applies to such players who are no longer signed with an NL franchise (i.e. not sent to the NL minors).

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### ***XIII. The Disabled List (Real)***

- A. An active BLGL player put on the NL DL is automatically put on his BLGL team's injured/disabled list when he is replaced by a TRP. However, any active BLGL player who is removed from active status in the NL may be moved to Injured status on his BLGL team (e.g. to make room for a traded-for active player).
- B. 60-Day Rule: Players with a permanent roster spot who are placed on the NL DL for at least 59 days may be set to Reserve status without having to use a Reserve Move. If exercised, and the player has a TRP, then the TRP will be given a permanent active roster spot unless some other move is specified. If a decision is not made known to the Commish prior to the day of the player's activation, then the returning player will automatically be activated for the first day back on an active NL roster and any TRP will go back where he came from (Reserve or FA Pool). The grace period to make the final decision to Reserve the player via this rule ends at 10PM PT the day after the player was removed from the DL and activated in the NL whether the player was eligible to play on the day he is removed from the DL or not. When a player is Reserved via the 60-Day Rule and then granted a permanent active spot on his BLGL team, he may not be re-Reserved via the 60-Day Rule unless he remains inactive in the NL for at least 59 days after his last activation by his BLGL team.

- C. 60-Day DL Rule: Same as the 60-Day Rule except that (a) it allows players on the NL 60-Day DL, specifically, to be moved to Reserve status regardless of how much time they have been on the DL and (b) if invoked prior to the 60<sup>th</sup> day on the DL, then the player may not be activated by in the BLGL for the rest of the season.

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#### **XIV. The Minor Leagues (Real)**

- A. When an active BLGL player with a permanent roster spot is sent to the minors by his NL team, he is put into Injured status when he is replaced unless (a) the season is at least 14 days old and that player has not been owned in the BLGL for the 14 continuous days prior to the day he is replaced by his current BLGL team, or (b) the season is less than 14 days old and the player was not owned in the BLGL continuously from the beginning of the season to the time his BLGL team replaced him. If (a) or (b) are true, then the player is released by his BLGL team if he is replaced by a player from the FA Pool (a TRP from Reserve or Minors status will not trigger the release of the player sent to the NL Minors).

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#### **XV. Players Leaving the NL for the AL**

- A. After the Keeper List deadline passes, each BLGL team may be eligible to receive 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
- Is, at the time of the Keeper List deadline, signed with an AL franchise, **and either (a) finished the previous season with an AL franchise or (b) was traded to the AL after the previous season ended, and**
  - Finished the previous season with a non-T contract, and
  - Was in the NL (including NL minors) when originally drafted, and
  - Was not claimed via waivers with an Elevated (non-default) salary during the previous season.
- B. There is no compensation for a player otherwise leaving the NL between the end of one season and following year's Keeper List deadline, including when a team moves from the NL to the AL.
- C. The formula for these compensation Reserve Draft picks is as follows:
- A team with a **\$11 - \$19** player satisfying the above will receive a bonus 3rd round Reserve Draft pick
  - A team with a **\$20 - \$29** player satisfying the above will receive a bonus 2nd round Reserve Draft pick
  - A team with a **\$30+** player satisfying the above will receive a bonus 1st round Reserve Draft pick

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#### **XVI. Trading between BLGL Teams**

- A. Trading is not allowed:
- During pre-season periods TBD by the Commish (e.g. during the Dispersal Draft and just before Draft Day until after the Reserve Draft completes). Teams must pay their entry fee to trade.
  - From September 1 until the end of the regular season.
- B. The trading period from August 5 at 10 PM PT to 10 PM PT on August 31, inclusive, will be restricted to trades between teams within two places in the standings, ties included. The standings for the calendar day before the trade is confirmed by both teams will be used for the purposes of this rule.
- C. A trade that causes an illegal roster is allowed so long as it is made legal by the following 9AM PT.
- D. Any real injury, suspension, or trade that happened involving a player to be traded in the BLGL on the same day must be disclosed before a BLGL trade is valid.
- E. All terms of a trade are to be announced at the time of the trade to the Commish. Absolutely no cash, favors, future considerations, or players to be named later are allowed.
- F. A trade becomes official when it is e-mailed or posted to the Commish by both teams and approved by the Commish. **Unless otherwise specified by both teams in their confirmation notifications to the Commish**, trades are effective immediately roster-wise and effective stat-wise the day of the following 9AM PT **after the first team's confirmation is received by the Commish provided that the other team confirms by 9AM PT the**

following day. For example, a trade confirmation from Team 1 is received by the Commish at 8:45AM PT on Day 1 and Team 2 confirms the trade by 9AM PT on Day 2, then players' stats will start for their new teams for games on Day 1; If Team 2 sends a confirmation on Day 2, but after 9AM PT, then Team 1 will need to re-confirm the trade by the following 9AM PT and, if so, stats will start on Day 3. For trades involving the Commish, he must send an e-mail to himself and his trading partner(s) for the trade to be considered official.

- G. A trade will not be approved if there is any dispute among the trading owners over any information (salaries, contract status, etc...) or if any part of Rule XVI is violated. In addition, a trade may be voided if, in the opinion of the Commish and the EC, there was collusion or purposeful self-degradation of a team involved (e.g. a team owner sabotaging his own team may be forced to relinquish control of the team). Voiding a trade would be an extraordinary measure and an option only available if one of the trading parties ignored all trade inquiries for months and then traded without announcing in some way that they were open to responding to new trade offers. "Lopsided" trades are generally allowed as the short and long-term measure of a trade and the potential of the players, Draft Picks, and Reserve Moves involved is in the eye of the beholder. There are times when it is a good strategy to trade away what is perceived to be more value than one receives back or to avoid trading with particular other teams; Neither of those raises to the level of collusion. Teams should respond to offers as a matter of courtesy, regardless. A trade in which one team does not get anything is not allowed.
- H. Any owners found guilty of collusion shall be expelled from the league.
- I. To be eligible to trade after June 30, a team must maintain a reasonable pace to reach the AB+BB and IP requirements. Specifically, a team may not trade in July if they don't have at least 3000 for AB+BB and 600 IP. Teams may not trade in August if their AB+BB total is less than 4000 or have less than 800 IP.
- J. Players' BLGL statuses do not change because of being traded from one BLGL team to another and TRP links are not broken if both the TRP and the player he is replacing are included in the trade.

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#### ***XVII. Cuts, Reserve Moves, Keeper Lists, Dispersal Draft***

- A. A Cut is used to remove a player from an active BLGL roster and release him to the FA Pool. Time periods in which a Cut may be used are sometime between the end of the Dispersal Draft and the Auction Draft and sometime between the end of the Reserve Draft and the end of the NL regular season (details to be provided by the Commish each year). Once a player is Cut he is placed on waivers as of the day when all teams can potentially see the transaction.
- B. A Reserve Move may be used to change the BLGL status of a player from Active to Reserve (he is not released nor put on waivers). Reserve Moves are tradable. Each team receives four Reserve Moves once they have paid the entry fee for the upcoming season. No Reserve Moves may be used prior to the Auction Draft. Reserve Moves may not be used prior to the end of the Auction Draft and expire after the last day of the NL regular season. The four Reserve Moves become useable thusly:
  - i. One (1) as soon as the Auction Draft ends,
  - ii. One (1) on Opening Day (day of first NL regular season game played in the U.S.),
  - iii. One (1) on the day the All Star Game is played, and
  - iv. One (1) on September 1.
- C. Before each year's Draft Day, all teams are required to turn in a Keeper List which is a list of players they wish to keep for the upcoming season. The deadline and other details will be announced by the Commish to the league each year. All players, regardless of BLGL status, may be kept if a legal position is available on the team's active roster (exception: see Rule XVII, E). Those players not on the team's Keeper List and who weren't T contracts the year before shall be considered released. A Dispersal Draft shall be held after the

Keeper List deadline (time TBD by the Commish) where each team may submit a list of players it wishes to have of the ones that were released (not kept). To claim a player, a team must send its lowest Reserve Draft pick as compensation to the team that released the player. A team may claim as many players as can legally fit on its roster so long as it has draft picks to give as compensation. Players who are signed with an AL franchise at the time of the Keeper List deadline and players who were T contracts the previous year may not be claimed in the Dispersal Draft. In a case where a team claims more than one player, the pool of lowest picks are assigned to the releasing team(s) such that the best picks are sent in exchange for the most desired players. The fifth place team from the previous season shall have the first selection in this Dispersal Draft with the draft order determined by rules analogous to those used in Section VI for the Reserve Draft. An owner may include any directions he wishes the Commish to execute on his behalf (e.g. a maximum number of players/pitchers/hitters/salary he wishes to obtain). All unkept players who go unclaimed in the Dispersal Draft become FAs going into the Auction Draft (i.e. their BLGL contracts and salary are reset).

- D. When Keeper Lists are turned in, a team may indicate that they wish to trade in a 1st Round Draft Pick for an extra Reserve Move. This rule may be used as many times as the team has 1st Round Reserve Draft Picks. In cases where a team has more than one 1st Round Draft Pick and they don't convert them all to Reserve moves, it will be assumed that they are turning in their lowest 1st Round Draft Pick(s) to acquire the Reserve move(s). These extra Reserve moves are granted and are useable after the Auction Draft.
- E. A player obtained in a previous season's Reserve Draft who has not yet activated by his BLGL team(s) shall be in Minors status on his BLGL team and may be carried into the following year with no change in his salary, contract, or status. Use of this rule must be noted in the team's Keeper List. This rule may only be used on one player per team per year. All other kept players must fit into an Active roster spot.
- F. A salary cap penalty will be assessed that is effective for the current/upcoming season for the following circumstances. There is no carry-over of salary cap penalties from year to year.
  - i. When an LTC with at least one more full year left is left off of his team's Keeper List and not selected in the Dispersal Draft or Cut after the Dispersal Draft, then his BLGL team will be assessed a salary cap penalty of 50% of the product of the number of remaining years on the contract (including the upcoming/current year) and the player's salary, rounded to the nearest whole fantasy dollar and will be effective from that point until there is no salary cap. The only exceptions shall be if (a) the player is left off of the Keeper List and was not signed with an NL franchise at the time of the Keeper List deadline or (b) the team is now owned by someone who didn't own the team the previous year.
  - ii. If a non-LTC player is kept by being included on a Keeper List and then Cut prior to the Auction Draft, then the salary cap penalty will be equal to 50% of the player's salary, rounded to the nearest whole fantasy dollar, and will be effective immediately and until Sept 1. These pre-season Cut players are placed on waivers such that they are all considered released at the same time and all will have the same waiver period as determined by the Commish. The waiver claim order shall be the same as the Reserve Draft and Dispersal Draft.
- G. LTCs with at least one more full year left (i.e. not a T contract) may only be Cut while a salary cap is effective.

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### ***XVIII. September Roster Expansion***

- A. On September 1, a team may expand its roster to as many as 26 total active players. The additional spots on the roster shall be considered utility spots (UH or UP). A team may not, however, have more than 11 pitchers or more than 16 hitters at any time. **No salary cap will apply after August 31.**
- B. Teams wanting to expand with stats effective September 1 must submit a list of players by 10PM PT on August 31 (with special instructions if the owner so wishes) that they want to claim (from the FA Pool) or

activate (from Reserve/Minors status). FAs will be granted to teams in rounds in which each team gets one player. Picking order for each round will be the same as the waivers process except that no elevated salary claims will be allowed.

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