

BLGL FAQ – 2016

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 fantrax (stat service), my time, our website fees (\$10/team/year), plus shipping, etc. are paid out of that fund. The remainder 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.

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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/inactive 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 at the Keeper List deadline and (b) he is not selected in the Dispersal Draft (described below) by another team. **LTCs are easy to identify by contract letter - they are all greater than B and less than T in the alphabet.**

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

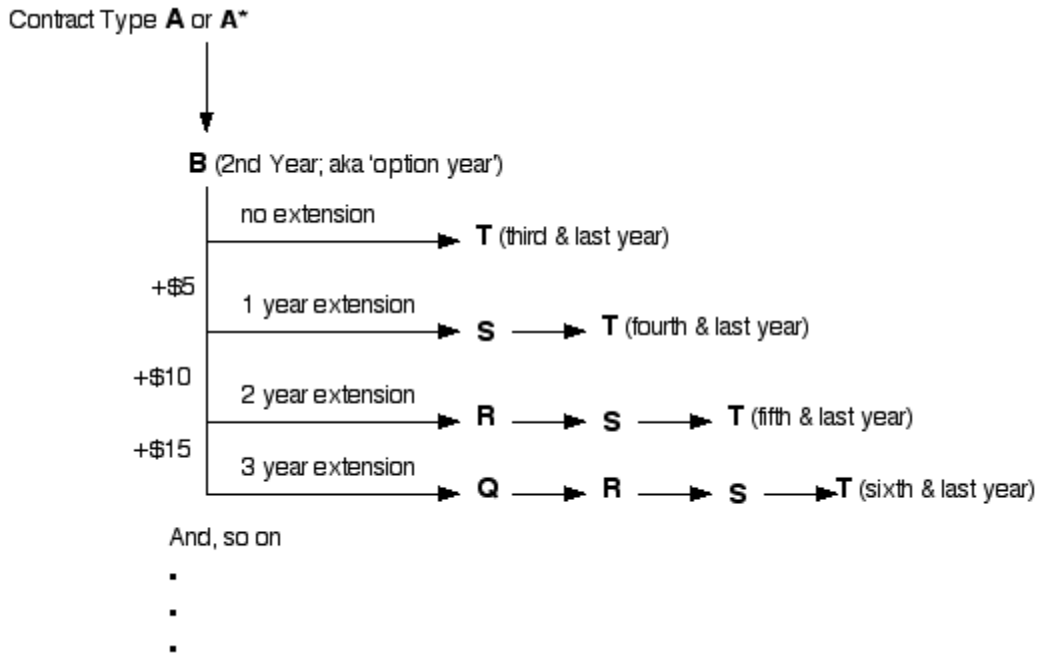
Before the draft, the contract letters listed on Fantrax are as they were at the end of the previous season:

1. A and A* contracts are players usually drafted last year (exception is the minors status players carried over in A* status from a previous 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 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. See diagram for visual:



3. A team may keep one Minors status player with an A* contract 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 must be 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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▪ ***Can you give me a rundown on Reserve Draft Picks and Reserve Moves?***

At the time the entry fee 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 Moves and Reserve Draft picks will be listed in files accessible to everyone (lately it's been on Google Drive with a link on Fantrax and/or BLGL.org). The "standard" 3 Reserve Draft picks per year are also listed on your team roster page on fantrax (if they haven't been traded), but not any compensation picks – you have to look at the file the Commish makes available to see all picks by round by team. Both Reserve Moves and Reserve Draft Picks are tradable **but future-year Reserve Moves may not be traded during a season**. The order of picks in the Reserve Draft is based on the previous year's final standings (5th-10th, 4th-1st).

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, and (d) his salary is at least \$11, and either (1) he finished the previous season in the AL (majors or minors) or (2) he was traded to the AL from the NL in the offseason. 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 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 a 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 will 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 or send a separate email with the password with a similar subject.

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

Right 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 attached 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 or make your subject clear that it shouldn't be opened until after the deadline. 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.

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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 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 (or?) 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 \$3 more than the highest bid or let the player go to the highest bidder. Teams may bid on players for which they have Topping Rights **and if they nominate such a player, they may do so at \$0 and if there are no further bids, the team gets the player at the minimum salary of \$1.**

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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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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 \$320 and a Potential Salary at or below \$320 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 preplan 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 Plate Appearances 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 and never given a permanent roster spot. 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 \$320. 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 \$320. 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 Fantrax.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 appropriate fantrax message board or e-mail the entire league in one email. When your message is posted/received, the transaction is effective immediately roster-wise provided your move is legal and stats will start the day of the following 9AM PT. It is recommended to use the message board since 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 or in an e-mail to just the Commish with a subject that indicates that it should not be read until

such-and-such date/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.

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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. You do not need to use a Reserve Move to invoke this rule.

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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 is in the AL as of the following year's Keeper List deadline, you may be granted a compensation Reserve Draft pick depending on several other factors (see FAQ 'Can you give me a rundown on Reserve Draft Picks and Reserve Moves' or Constitution).

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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 within timing specified in the Constitution. 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 next daily deadline (currently 9AM PT). If you only want to do the trade if it is effective for stats on the day following the default day based on receipt of confirmation emails (or any other conditions), you must 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 open to trading. 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 PA 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 PA total is less than 4000 or have less than 800 IP. There are also annual requirements for PA and IP and not meeting them means being penalized in the standings. 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 (23 to 26). 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 at a certain time 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, Square Cash, checks in the mail 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 and Square Cash, to send money for Entry Fees, Cuts, or Elevated Claims, you can use these links:

PayPal: <https://www.paypal.me/BLGL>

or

Square Cash: [https://cash.me/\\$BLGL](https://cash.me/$BLGL)

Square Cash doesn't require sign-up and you can use an ATM card if it has a Visa or MC logo. If you haven't used Square Cash before and want to, I can send you an invite and we'll each get \$5.

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MISCELLANEOUS QUESTIONS

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

Effective 2016: None

Here is text of each proposal. The ones in green passed for 2016 and actual voting is at the bottom:

2016-A)

Re-proposal to change the category S+H to S+.5*H or 2*S+H (whichever Fantrax will do) so that Holds count half as much as Saves.

CH: Will require 7 Yay votes to pass because I don't like it mucho*

2016-B) The current rule for the Topping Right 'fee' that is added to the final bid and becomes the player's salary is \$3 (original was \$1).

This proposal is to have a sliding scale fee based on the final bid:

\$1 for a final bid between \$0 and \$9

\$2 for a final bid between \$10 and \$19

\$3 for a final bid between \$20 and \$29

\$4 for a final bid between \$30 and \$39

\$5 for a final bid of \$40 or more

2016-C)

This proposal is to change the Topping Right 'fee' back to the original \$1. Logic provided by the owner proposing this is: the auction determines the value of the player so even \$1 more is overpaying, by definition. If both this and 2016-B pass, the one with the most votes will be enacted.

2016-D) The point of this rule (and the next few as well) is to disallow trading by teams that significantly neglect their teams by not replacing inactive players in a timely fashion. The IP/PA thresholds are unchanged and will remain if this passes (and depending on 2016-H).

Rule text:

A team may not trade if it has more than two dead spots on any of the seven stat/calendar days prior to the effective date of a trade *except* the day before the trade would be effective. In other words, a team may trade if they have more than two dead spots the day before the trade is effective but not the six days prior to that.

2016-E)

If 2016-D passes only: a team that would normally not be allowed to trade for may still trade if they pay a real \$5 fee per player/pick/Reserve Move involved in the trade. For example, if the trade is Player A and Player B and Pick X for Player C and Reserve Move Y, then the team(s) violating 2016-D must pay \$25 to the money pot for the winners to be able to make that trade. If both teams are in violation of 2016-D, then both teams would have to pay the fee.

2016-F)

A trade will be disallowed if either team will have more than two dead spots and there are no conditions/transactions specified by the team to avoid that. For example, a team with the max 23 active players, all active in the NL, can trade three of them for picks and/or Reserve/Minors status players but only if they tell the Commish/league how they are filling at least one of those active spots to be effective the same day as the trade. For the purposes of this rule, players becoming inactive on the same day as a trade becomes effective do not count.

2016-G) This is sort of an alternative to 2016-D although both could pass.

If a team has a dead spot for more than 15 consecutive days because of the same player, the team is charged a real \$5 fee per day starting with the 16th day and is suspended from trading. The suspension is lifted 72 hours after the team (a) no longer has any violations because of this rule and (b) all fees are paid, whichever is later. Fees are added to the winners' shared pot, of course.

2016-H)** Also a quasi-alternative to 2016-D, but can also pass with or without it or 2016-G: Use GP (Games Played) instead of IP and PA for the thresholds to trade. See analysis below** from 2015 to see how I came up with these thresholds (John's idea, my thresholds, for the record).

To trade in May, teams must have 60 Pitching GP and 300 Hitting GP.

To trade in June, teams must have 120 Pitching GP and 600 Hitting GP.
To trade in July, teams must have 180 Pitching GP and 900 Hitting GP.
To trade in August, teams must have 240 Pitching GP and 1200 Hitting GP.

2016-I)

After August 31, allow players to be treated as if they are no longer active in the NL if they do not play for 10 consecutive days. A TRP may be put in for the player.

2016-J)

Currently, we move teams to the bottom of the ERA, WHIP and OBP categories if they do not meet the respective IP/PA (or GP) thresholds at the end of the season which means other teams may move up in the category and overall standings. This proposal is to remove those penalties so that the standings are unaffected.

Voting summary:

2016-A)

Yay: MW,MH

Nay: BL,RR,BG,JJ,CH,HH

2016-B)

Yay: JJ,CH,HH

Nay: MW,MH,BL,RR,BG

2016-C)

Yay: MH,BG,CH

Nay: MW,BL,RR,JJ,HH

2016-D)

Yay: MH,HH

Nay: MW,BL,RR,BG,JJ,CH

2016-E)

Yay: MH,HH

Nay: MW,BL,RR,BG,JJ,CH

2016-F)

Yay: MH,BG,CH,HH

Nay: MW,BL,RR,JJ

2016-G)

Yay:

Nay: MW,MH,BL,RR,BG,JJ,CH,HH

2016-H)

Yay: MH,CH

Nay: MW,BL,RR,BG,JJ,HH

2016-I)

Yay: MH,BG,CH,HH

Nay: MW,BL,RR,JJ

2016-J)

Yay: MH,RR,BG,HH

Nay: MW,BL,JJ,CH

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