

# Yankee Clipper League (YCL) Constitution

(as last amended March 1, 2008)

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## 1. PURPOSE

- .. The YCL exists for the enjoyment of its member owner/managers; as such it will --
  - A. Provide its members the opportunity to make and maintain friendships through the play of simulation baseball using the APBA computer game - Baseball for Windows (BBWIN);
  - B. Provide its members the opportunity to test their baseball knowledge and organizational skills by competing against others with similar interests;
  - C. Promote a continued interest in baseball;
  - D. Provide a fraternal atmosphere in which member dialog and discussion are emphasized;
  - E. Enhance the technology competency of its members by providing a “fun” experience for the employment of computer and communications technology skills.

## 2. LEAGUE RULES

- A. League rules may be amended by a 2/3 majority vote of members’ “valid” ballots.
- B. Each member is entitled to one vote on any proposition.
- C. All votes on any proposition shall be submitted via e-mail to the Commissioner.
- D. In order to be “valid,” a member’s vote must be received by the Commissioner not later than the published deadline for the vote in question.
- E. Any rule change approved by the membership after the annual rookie/replacement draft for a YCL season shall be effective for the season following adoption of the rule change.
- F. The Commissioner has the right to make any rule changes he deems to be “in the best interests” of the YCL, effective immediately. Generally, these situations would be occasioned by some unforeseen change in the BBWIN software which would necessitate a change to how the YCL operates for an immediately upcoming season.
- G. A proposition may be submitted for consideration by the membership at any time, provided that 1/4 of all owners endorse the proposition and signify so by appending their names to the proposition. The endorsed proposition shall be delivered to the Commissioner via e-mail with the endorsements of the proposing owners attached to the submission message. The Commissioner is authorized to solicit and entertain proposals for rules changes in such manner and as frequently as he determines it to be in the best interest of the YCL. *(Added for 2002 season)*
- H. The league Commissioner shall interpret rules questions and make a decision on any matter not explicitly covered in the league rules.

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- I. Any ruling by the league Commissioner can be overturned by a 2/3 vote of the voting membership.
- J. League rules shall be promulgated by inclusion in this Constitution
- K. Commissioner interpretations and rulings shall be promulgated via e-mail to the membership and shall be incorporated in the RULINGS AND INTERPRETATIONS section of this Constitution.

## 3. MEMBERSHIP

- A. A member may own and manage only one team unless designated as a proxy manager for another team by the Commissioner.
- B. Annual dues may be imposed upon the approval of 3/4 vote of the voting membership. Dues shall not exceed \$50.00 per season per franchise.
- C. If dues are imposed, they must be paid by the day of the Free Agent Draft or the Rookie/Replacement Draft or the offending owner shall be dropped from the draft.
- D. The league treasury will be used for operation of the league.
- E. Each member is responsible for purchasing game materials and appropriate software licenses and shall hold the YCL harmless from any action brought by the APBA Game Company, Inc. or other then legal publisher of the software for breach of license.
- F. Members may be penalized for breach of league rules in accordance with the penalty provisions described in the various sections of this Constitution.
- G. Any member may be expelled by a vote of 3/4 majority of the Management Board.

## 4. ORGANIZATION

- A. The YCL shall consist of one BBWIN organization containing either one “league” or two “leagues” within the meaning of BBWIN.
- B. The total number of franchises shall not exceed 24.
- C. Each franchise shall have an affiliated “farm team” within the meaning of BBWIN.
- D. The league may or may not have two or more divisions within the meaning of BBWIN. The number of any divisions and the number of franchises in each division shall be dependent upon several factors:
  - the total number of franchises in the YCL
  - the geographical distribution of the franchise owners

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- the interrelationship among the following schedule requirements, subject to the ability of the League Manager Power Tool (LMPT) to produce a schedule that accommodates these schedule requirements:
  - ▶ a total schedule play not to exceed 36 calendar weeks
  - ▶ as near as possible to a 162 game schedule per team
  - ▶ an equal number of home and away games for each team
  - ▶ if there are two or more divisions, a schedule in which teams within the same division play at least ½ of their total games against competition within their native division

## 5. PLAYER ELIGIBILITY

- A. All players who appear on the current data disk that is being used for the league are designated as “carded” players. Any player who does not appear shall be designated as “uncarded.”
- B. Only players who are not under contract with a franchise at the time of the rookie/replacement draft shall be eligible for drafting in the rookie/replacement draft.
- C. Any player under contract who was drafted as a carded player, but in a subsequent year or years is uncarded may be retained and/or traded by the team that owns him.
- D. Any uncarded player under contract who was drafted as an uncarded player under the old YCL rules may be retained and/or traded by the team that owns him.
- E. Any player under contract who was drafted as a carded player, but in a subsequent year or years is uncarded may be retained and does not count against the franchise’s YCL Roster Limit until such season as he once again becomes carded.

## 6. EXPANSION

- A. The league may choose to expand by a 3/4 majority vote of members’ “valid” ballots.
- B. Any expansion or reorganization draft shall be held prior to the annual Free Agent draft.
- C. Rules governing any expansion draft will be established prior to the draft.
- D. A 2/3 majority of the membership shall approve the rules governing any expansion draft.
- E. The Commissioner shall establish rules governing any reorganization draft.
- F. The league Draftmaster shall conduct any expansion or reorganization draft according to the appropriate draft rules. He shall set the draft date and coordinate all draft activities assisted by the Commissioner or his designated representative.

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## 7. DRAFTS

- A. The YCL shall hold two annual drafts, for the purpose of filling empty spots on team rosters --- the Free Agent Draft, and the Rookie/Replacement Draft.
1. The **Free Agent Draft** shall be held following the conclusion of the last game of the playoffs, at a time to be determined by the Commissioner. This draft may be held in a live/list format, or in an e-mail format, at the Draftmaster's discretion.
    - a. Only players that are declared Free Agents through the process outlined in the section, "Free Agency," are eligible for this draft.
    - b. When a team uses a pick in the Free Agent Draft, it surrenders the corresponding pick in the following Rookie/Replacement Draft to the team whose player it selected, as compensation.
    - c. A team may redraft it's own Free Agent on any round, but the corresponding draft choice in the Rookie/Replacement draft will fall to the end of that round, or 10 places, whichever is greater.
    - d. Any team that passes two picks in succession (whether the picks are in successive rounds, the same round, or five rounds apart) is out of the Free Agent Draft.
    - e. Franchises may elect to not participate in the Free Agent Draft, and are encouraged to notify the Draftmaster in advance of the commencement of the Free Agent Draft that they are doing so.
    - f. For the Free Agent Draft, in whatever form it takes, the Draftmaster is authorized to set time limits in which a franchise must announce its pick or its pass. If the franchise fails to respond within the established time limit and by whatever method the Draftmaster has set, the Draftmaster shall declare that franchise's turn as a "pass."
    - g. The Draftmaster shall publish an official Free Agent Draft Order as soon as practicable after the conclusion of the World Series. (See subsection D below).
  2. The **Rookie/Replacement Draft** shall be held in the off-season, within a reasonable number of days after the Free Agent Draft. This draft may be held in a live/list format, or in an e-mail format, at the Draftmaster's discretion.
    - a. All "carded" players for the current season data disk who are not under contract with a franchise (including those "carded" players who have been released) shall be eligible for the draft. Additionally, any "uncarded" who are not under contract with a franchise shall be eligible for the draft.
    - b. Due to trades and releases, not all franchises will have the same number of players on their roster at the beginning of the draft. Because of this, franchises will only draft until their roster reaches the YCL roster limit in

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effect at the time of the rookie/replacement draft. Once a team's roster is full, that team will make no more selections in the draft. The other franchises will continue until all franchises have a full roster.

- B. Draft Order. Both drafts will be held with the franchises drafting in reverse order of finish, modified as follows:
1. For the first round only, the draft order of the five franchises with the worst regular season records for the immediately preceding season shall be determined by an NBA-style lottery. The team with the worst record will have 5 chances, the next worst 4 chances, then 3 chances, then 2 chances, then 1 chance for a total number of 15 chances in the lottery pool. The Commissioner, assisted by the Draftmaster, shall conduct the lottery drawing.
  2. The franchises who lose in the first round of the playoffs will draft in order after the non-playoff franchises, with the team having the worst regular season record drafting first.
  3. The franchises losing in the next round of the playoffs will draft in order after the franchises who lost in the first round, with the team having the worst regular season record drafting first.
  4. The YCL Champion shall pick last, with the runner-up picking next to last in the draft order.
  5. Non-playoff franchises will draft in reverse order of finish from the prior regular season.
- C. The Draftmaster shall publish an official Draft Order as soon as practicable after the Release Date (the date by which each franchise must submit its player cuts to the Player Control Agent). The Draft Order will reflect each franchise's numerical picks and total picks in the rookie/replacement draft and, where appropriate, shall indicate any picks acquired by trade or as free agency compensation and the franchise from whom the pick was received.
- D. Each franchise will have 72 hours from the publishing of the Draft Order to dispute the numerical order for both drafts and/or the total number of picks in the rookie/replacement draft for his franchise. After the 72-hour deadline, no disputes will be entertained. Clerical errors that are brought to the attention of the Draftmaster will be corrected and all owners will be notified by the Draftmaster as soon as the errors are determined and corrected.

### 8. ROSTERS

- A. All rosters must be at the YCL roster limit then in effect by the end of the rookie/replacement draft.
- B. Each franchise will maintain a 36-man roster. This is the initial YCL roster limit. Franchises are limited to 3 "uncarded" players. **At no time may a franchise roster exceed the 3 "uncarded" player limit [added 3/12/07].** Players who were "carded" when they were

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- drafted, do not count toward this limit if they become “uncarded,” as long as their team meets the requirements for PR count by position and MBF count.
- C. Before Opening Day, each team will select a 30-man Active Roster.
  - D. The additional players will comprise the franchise’s Farm Roster. Players on the Farm Roster remain property of the team, but will not be eligible to play in games, unless they are promoted to the Active Roster.
  - E. Players may be moved between the Farm Roster and the Active Roster as often as desired. Roster moves may only be made prior to the beginning of a series, not during a series. This restriction is due to the fact that the roster changes are updated by inclusion in a team’s F-File, which in-turn is recorded league-wide when the Commissioner’s C-File is transmitted to league members. It is not possible to run Advanced Draft while LMPT is running on a player’s computer. In order to make a roster move for a VISITING team, a home manager would have to destroy the integrity of the visiting team’s franchise file. Since it would be unfair to permit a home manager to make roster moves during a series and not provide for a means to do it for the visiting team, no roster moves will be permitted during a series.
  - F. Team owners are to make their own roster moves, and make sure they have exactly 30 players on their Active Roster at all times, and the balance of their carded players on their Farm Roster at all times. The Player Control Agent shall review any proposed uneven trade to ensure that sufficient players are still available for the remainder of the season. If, in his determination, such a trade would result in an insufficient remaining usage condition, he may disapprove the trade without recourse. If the Player Control Agent is one party to the trade, the Commissioner shall make the determination.
  - G. Franchises will retain the rights to all players on their roster at the end of the season, except for those players the team chooses to release, if any. Players who are retained will remain on the franchise roster for the next season or until they are traded..
  - H. After the conclusion of each regular season, each franchise shall submit its player cuts to the Player Control Agent by the Release Date (to be announced by the Commissioner each year). A franchise may keep all its players, some, or none of its players in accordance with its wishes. All released (cut) players will return to the rookie/ replacement draft pool for the upcoming season.
  - I. By Opening Day and throughout the season, each team's YCL Limit Roster must include at least two rated players at every defensive position and the combined AIM Player Rating (PR) for each defensive position must equal or exceed 1,100 rating points. For the purposes of this rule each of the three outfield positions constitutes a single defensive position. A player may be used to meet this requirement at more than one position.
  - J. By Opening Day and throughout the season, each team's YCL Limit Roster must include enough pitchers to meet a combined total of 172 Games Started (GS).
  - K. By Opening Day and throughout the season, each team's YCL Limit Roster must also include enough pitchers to have their total YCL-adjusted AIM MBF (Maximum Batters Faced) reach a minimum of 7,000.

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- L. YCL AIM MBF Adjustment. The Commissioner shall cause the Season Disk to be edited as follows prior to the distribution of the official YCL Season Disk default organization C-File:
1. Pitchers with a Starting Only data disk grade of 4 or less shall have their Maximum Batters Faced (MBF) value increased to a minimum of 750. Each pitcher so designated will be allowed to contribute the greater of 25 GS or their actual MLB number of GS to the team total requirement.
  2. Pitchers with a Relief Only data disk grade of 4 or less shall have their MBF factor increased to a minimum of 500 batters.
  3. Pitchers with dual grades (split grade pitchers) shall not be adjusted except in one instance. If a franchise owns a split grade pitcher such as 4/6\* or 3/9\*, and the owner informs the Player Control Agent via e-mail that he wishes to limit the pitcher's usage to that of a **starter only for the entire season**, then the PCA shall cause the pitcher's rating to be edited through the use of Wizard to remove the relief rating and shall make the MBF adjustment to a minimum of 750.
  4. Annual Owner Election with regard to Adjusted PR for SF<100 players. Each owner shall declare to the Commissioner not later than the deadline for finalization of rosters at the beginning of the season whether or not he desires to make the SF=100 adjustment to a player under contract for the season. With respect to each such player under contract, he shall state that he wishes to make the adjustment or to retain the PR/SF ratings as published on the season disk. His election as to each such player shall be binding for the entire regular and post-season and shall carry over to any team to which the player may be traded after the season has commenced. Failure to make a timely election will cause a player's SF to be adjusted to 100 with the corresponding decrease in PR.

## 9. CONTRACTS

- B. Every player on a team's roster must have a contract, which is assigned by his manager from a pool of assignable contract years.
- C. How acquired. Assignable contract years are acquired in the following ways
1. Players acquired in the Free Agent Draft are worth six assignable years each.
  2. Players who were eligible for the Free Agent Draft, but were not declared Free Agents under league rules (Returning Players), are worth four assignable years each.
  3. Players selected in the Rookie/Replacement Draft are worth four assignable years each.
- D. There is no upper limit on the length of a contract, but each player assigned a new contract must get at least one year out of the pool of assignable contract years.
- E. Once a contract is assigned to a player, it cannot be extended or reduced in any way.

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- F. In order to shorten a player's contract, his team must release him, at which time the contract is voided and the years remaining on the contract are lost. This can happen in three ways
  - 1. At season's end his team releases (cuts) him in order to create drafting room.
  - 2. A trade was made with an uneven amount of players on both sides, and his team must release him in order to get down to the 36-man roster limit.
  - 3. His team, as part of an in-season waiver move, releases him.
- G. When a player under contract is traded, his contract follows him to his new team, and cannot be altered.

## 10. FREE AGENCY

- A. Players who have their contracts run down to zero years left, are classified as Potential Free Agents.
  - 1. The only exception to this are those players added to a team through waiver pickups, or those added after an uneven trade to bring a roster back up to 36 players.
  - 2. Players in these instances are immediately returned to the Available Player Pool for the next Rookie/Replacement Draft if they appear on the corresponding data disk. If they do not appear on the data disk, they are simply released.
- B. A preliminary list of Potential Free Agents will be announced by the league, at which time each team will have an opportunity to release any player in this category that the team would not want to return to its roster for the upcoming season. (At the same time, teams may choose to release any players that are still under contract. The released players will be placed in the Available Player Pool for the Rookie/Replacement Draft, if they are on the corresponding data disk.) Any player who appeared on the preliminary list of Potential Free Agents and was then cut by his team will be removed from the Potential Free Agents list. This will result in the final official list of Potential Free Agents, which will be sent to all managers.
- C. At this time, the Commissioner shall place the Potential Free Agents on to lists of 36 players (one list may be less than 36), in any manner that will assure randomness from season to season. (NOTE: It is suggested that the Commissioner use methods like...1. assigning them right down the line, list-to-list as they come in...2. Assign certain teams to certain lists...3. Spread each team out over different lists...anything that keeps it different from season to season.)
- D. Each list shall have the 36 "traditional APBA dice roll numbers 11-66" assigned one to each player. On the list of less than 36 players, begin with the dice roll number of 11, and assign in order until the players run out.
- E. At this time the Commissioner shall recruit one manager who is not an officer and the Secretary to assist in the process. The Secretary will help in the determination of Free Agents. The manager will serve as the impartial checker for the work of the Commissioner and the Secretary.

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- F. *(Amended 3/23/06 new language in red)* The Commissioner will ask the Secretary for **18** APBA dice rolls for each full list of 36, and **3** rolls for each group of 6 on the one list that may be less than 36 plus one (1) roll for any remaining group of less than six. The Secretary will then inform the Commissioner that he has the dice rolls completed by list. (EXAMPLE: Assume 87 Potential Free Agents. That means **18** rolls for each two lists of 36 players, and the third list contains only 15 players...2 groups of 6 = **6** rolls, one group of 3 = 1 roll...the list would generate **7** rolls. The total dice rolls in this example would be **18+18+7=43.**)
1. If duplicate numbers are rolled **in any list group, the Secretary shall continue to roll until 18 unique roll results per 36 group are achieved and 3 unique roll results per 6 group are achieved.**
  2. In the list with fewer than 36, only dice rolls that match numbers assigned to the Potential Free Agent, will result in that player becoming a Free Agent.
- G. The Commissioner will then inform the Secretary to send his dice roll numbers to both the manager and the Commissioner. At the same time, the Commissioner will send the lists of names with corresponding dice roll numbers to both the Secretary and the manager. All three individuals will match the dice rolls from the Secretary to the lists from the Commissioner; and, when all is in 100% agreement, announce the list of Free Agents for the upcoming Free Agent draft.
- H. All Potential Free Agents from the lists that are not at this point “Free Agents,” are returned to their original teams with four assignable contract years each.

## 11. TRADES

- A. When Trades are Allowed
1. Out-of-Season. Trading will be allowed during the following periods:
    - a. Beginning upon the conclusion of the World Series and ending just prior to the Free Agent Draft as announced by the Commissioner
    - b. Beginning upon the conclusion of the Free Agent Draft and ending just prior to the Rookie/Replacement Draft as announced by the Commissioner
    - c. Beginning upon the conclusion of the Rookie/Replacement Draft and ending just prior to the start of the regular season as announced by the Commissioner.
  2. In-Season. Trading will be allowed during a period beginning after the conclusion of series 10 of the regular season schedule and ending with the completion of series 30.
  3. No trading will be allowed during drafting periods.
  4. The Commissioner may temporarily suspend any trading period, if he deems that the situation warrants it.

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## B. How Trades are Reported and Processed

1. Trades are not official until they have been submitted to the Player Control Agent (PCA) by all parties involved, approved by the PCA, and ratified and reported to the membership by the Commissioner. If the PCA is a party to the trade, he shall report the trade to the Commissioner. If both the Commissioner and the PCA are parties to the trade, they shall submit the trade to the Secretary.
2. In-season trades will be effective for the next series after the trade is approved. The PCA shall advise the Commissioner to adjust the rosters of the franchises involved in the trade and he shall make the necessary moves in the C-File.
3. Trades that involve more than two teams may be made, but the report to the Player Control Agent must be clear and concise by all involved parties.
4. Should the PCA feel that the trade is “not in the best interest of the YCL,” he shall notify the trade participants and shall refer the trade to the Commissioner for approval or disapproval. The PCA’s referral to the Commissioner shall state his reasons for recommending disapproval and he shall send a copy of his referral message to the trade participants. The Commissioner shall take action on the matter within 48 hours of receipt of the PCA’s referral. If the trade involves the Commissioner and the PCA, the matter shall be resolved by the Management Board’s non-participant members.
5. The Commissioner shall retain the power to step in and suspend trades “for the good of the league.” This would have to be an extreme measure, and would only be used when no other recourse is available.

## C. Which Players May be Traded

1. Trades may NOT involve the infamous “Player To Be Named Later” (PTBNL)
2. Any players on a team’s YCL Limits Roster may be traded during a trading period, provided that the trade is of relatively equal value to each team. No obviously 'one-sided' trades will be permitted.
3. Trades do not have to be made with even numbers of players exchanging hands.
4. If an in-season trade is made with uneven numbers of players, the team that goes over 36 players must cut immediately to get back to 36, and the team that goes under 36 players must immediately claim enough players to get back to 36 from the Available Player Pool.
  - a. Players chosen from the Available Player Pool bring with them a contract only for the current season, and are released immediately upon the end of the team’s final game.
  - b. Players released by their respective teams into the Available Player Pool, due to a roster over 36, have their contracts voided and any remaining years lost.
  - c. Claims on players in the Available Player Pool are awarded based on the worst W-L record. If there is a tie, Tie-Breaking Procedures will apply. (See Waivers)

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5. If a trade is made with uneven numbers of players during the off-season, the following options apply
  - a. Prior to the Rookie/Replacement Draft there is no effect, but at the time of the suspension of trading prior to the draft, any team over 36 players, must cut players to get to 36, or must cut to below 36, in order to participate in the draft.
  - b. After the Rookie/Replacement Draft, team roster sizes may fluctuate, but the Commissioner will set a date prior to the start of the season, when each team shall be at 36 players. This process will be handled the same as in subsection 11C-4 above.
- D. Draft Picks in Trades
  1. Trades may involve draft picks in the next Rookie/Replacement draft or in the Free Agent Draft and must designate which. This must be reported to the PCA at the time of the trade. Draft picks in future drafts beyond the next upcoming draft are not allowed.
  2. Picks for the upcoming drafting periods prior to each season may be dealt during any out-of-season trading period.
  3. Trades made in-season may include draft picks in the following season's draft.*(amended for 2008 and subsequent seasons)*
  4. Picks for trading periods that are two seasons or more in the future, cannot be traded.
- E. Violations of the trading rules will result in the immediate suspension of the trading privileges of the offender, pending further review by the Commissioner and Player Control Agent.

## 12. WAIVERS

- A. During the season, players may be acquired from the Available Player Pool through the use of Waiver Claims.
- B. The Waiver Claim Period will run from the start of the 10<sup>th</sup> series during the season, until the end of the next-to-last series.
- C. Each team may claim a total of three players on waivers during each Waiver Claim Period.
- D. In order to claim a player, a player who is on the 36-man YCL Limit Roster of the team placing the claim must be released. The player being released is sent to the Available Player Pool, and his contract is voided with any remaining years lost. Any stats that he accumulated up to this point will carry on if another team claims him.
- E. Any player who is successfully claimed will carry a contract that lasts only for the remainder of the season in progress, after which the player is returned to the Available Player Pool.
- F. If two teams claim the same player, Tie-Breaking Procedures apply.

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- G. As with trades, managers cannot assume that the claim is successful until notified by the Player Control Agent. Only the Commissioner may make changes to rosters on the data disk.

## 13. THE GAME

- A. All games shall be played with the BBWIN version 5.0 or higher. All owners must have LMPT 5.0 or higher as well.
- B. LMPT Organization Rules must be set prior to the activation of a BBWIN organization's League Initialization. This is done on the "Commissioner's" computer. The Commissioner computer shall set the Organization Rules as follows:
1. **Skill Level = Professional**
  2. **Designated Hitter = On**
  3. **Intentional Walk (IW) with the bases full = On**
  4. **Sacrifice with two outs = On**
  5. **Allow Bunt for Hit = On**
  6. **Allow infield IN with 3<sup>rd</sup> base empty = On**
  7. **Exiting during game = On**
  8. **Enable Ballpark Effects = Off**
- C. LMPT AIM and Schedule Rules for the Organization shall be set as follows:
1. **Inter-League Play = Off**
  2. **Wild-Card Teams = On**
  3. **Bench Pitching Rotation = On**
  4. **Boxscores not Saved = Off**
  5. **Reduced Injuries and Fatigue = On.** - this option is identical to **All Injuries and Fatigue** except that the duration of AIM injuries has been somewhat reduced in version 5.5. **All Injuries and Fatigue** - acts just like **Game Injuries and Fatigue**, which tracks fatigue and also tracks game injuries (those injuries that occur during a game). Players who receive game injuries will not be available for use in a game until the injury is expired. Injured players may be placed on the Disabled List. **All Injuries and Fatigue** makes fatigued players (Tired, Bushed or Worn-out) who appear in games subject to AIM injuries. These injuries do not appear in the game script or the box score but show up on the team status report after the game. *These injuries can be a significant length and the length of the injuries are directly related to the level of overuse a player has received.* The **Reduced Injuries and Fatigue = On** option reduces the length of the injuries in *italics* in the preceding sentence.
  6. **Pitcher Durability and Recovery = Late 20th Century**
  7. **Enforce Batters Faced Limits = On**

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8. **No PR 930 for (SLG+OBP)<.600 = On.** This is the “innocuous player” rule. Since the YCL will use Active Rosters of 30 players, this rule will NOT be supported.
9. **Pregame AIM Auto Substitutions = On**
10. **Pregame AIM AutoSub Platoon = On**
11. **Pause Pregame if Starting Player is ... Tired, Bushed or Worn Out**
- D. Rain-Outs. The Commissioner shall assign the generic **Baseball Park Domed=On** as the home park of all teams. Since **Enable Ballpark Effects** will be set to **Off**, this will simply have the effect of preventing Rain-Outs. If a rain-out does occur, the Commissioner shall determine if and when the game will be played.
- E. LMPT Franchise File options for each franchise shall be set as follows:
  1. **Include Rosters = On**
  2. **Include Farm Rosters = On**
  3. **Include Lineups = On**
  4. **Include Rotations = On**
- F. A Player may appear at any position for which he has a fielding rating.
- G. Before a player may appear at a non-rated position, all rated-player substitutions must have been used.
- H. Pitchers may not hit, unless all available substitutions have been exhausted.
- I. Pitchers may pinch run, of course, they may become subject to any and all injuries when so doing.
- J. Pitcher usage and fatigue are subject to the limitations imposed by AIM's fatigue system. This means there are no further limits on pitcher use (but see Pitcher Roster Requirements under Sections 8J-8L above).
- K. Stolen Base Limitations. Players who have reached a stolen base total equal to 125 percent of their corresponding MLB total may not be used to steal a base.
  1. Violation of this rule will result in the violating player to have the following changes made to his ratings, effectively preventing him from stealing any more bases:
    - a. Change his Attempted Steals to 0
    - b. Change his Successful Steals to 0
    - c. Change his Caught Stealing to 0
    - d. Change his Steal Allowance Letter to "N"
  2. Should the player be a participant in post-season play, his settings will be restored for the post-season segment.
- L. Each owner shall be responsible for playing his team's home games. Each team owner shall also be responsible for making sure his team is prepared to play while on the road. This includes providing lineups and batting orders, pitching rotations, and MicroManager choices. If this information is not provided, the home team manager will use his best

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- judgment in making all decisions for the visiting team for anything not automatically taken care of by the visiting team's F-File.
- M. **Cancelled Games.** *(Added for 2008 and subsequent seasons).* Be aware that any League Play game started from LMPT and cancelled prior to its finally being played to completion (at least once) is denoted as such by a (c) in the Game Box for that day.
1. The commissioner may require the home manager to submit an explanation as to why the game was cancelled. If, in the sole discretion of the Commissioner, the reason for cancellation is found to be unsatisfactory and if the home team benefitted from the cancellation, the Commissioner will replay the cancellation game and any subsequent games in the series.
  2. If a franchise develops a suspicious pattern of cancelled games, upon discovery of the suspicious pattern the owner will be expelled from the league. Remaining members will be notified of the expulsion and reasons therefor immediately.
- N. Any MicroManager that is designed to manage using AIM setting may be used. Teams are responsible for ensuring that the YCL's Commissioner's Office has a copy of any MicroManager not contained in the BBWIN 5.0 version.
- O. All road games shall be played by using the visiting team's MicroManager.
- P. Home games may be played using a MicroManager.
- Q. **Penalties.** Remember that there are many other Team Owners in the YCL; therefore each owner must make a commitment to be fair, prompt and reliable in carrying out his responsibilities. Deadlines will be strictly enforced. If a team owner consistently misses deadlines, penalties will be assessed according to the following schedule:
1. The first and second time a team owner fails to adhere to the deadline shall result in that owner being issued a warning from the commissioner.
  2. The third failure to adhere to the deadline shall result in the offending team forfeiting their third round pick in the next draft.
  3. The fourth failure to adhere to the deadline shall result in the offending team forfeiting their second round pick in the next draft.
  4. The fifth failure to adhere to the deadline shall result in the expulsion of the franchise owner from the league.
  5. When a franchise owner is expelled under these rules, all forfeited draft picks shall be restored to a replacement owner, so as not to penalize the new owner for previous actions of the expelled owner.
- R. Deadlines are for the home teams. Visiting teams for a series are not required to update F-files; however, any untoward results from failure to do so shall not be subject to dispute.
- S. If any home team fails to submit its Results FF by the submission deadline, the Commissioner shall play (or cause to be played) the series in Auto Mode, employing the

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last-notified road MicroManager as designated by the home team. Of course, for the visiting team in the series, the current FF will be used.

- T. The schedule for submission of files is set forth in the Statistics Section.

## 14. STATISTICS

- A. All statistics, roster moves, pitching rotations, lineups, and batting orders shall be submitted by team owners via e-mail to the Commissioner using the LMPT Franchise-File (FF) system.
- B. The Commissioner shall employ the LMPT Commissioner-File (CF) system to distribute all pertinent data to the franchise owners.
- C. Commissioner Files and Franchise Files will use naming conventions slightly modified from those described in the LMPT Help. Those modifications are explained below.
- D. Overview of File Submission and Play Cycle
1. Commissioner sends out a "Commissioner's Default Instructions File" (e.g., **C-ycl01d.alp**) to each of the franchises.
  2. After loading this file, each owner makes any and all changes to his roster, batting orders, pitching rotation, and MicroManager, and then creates and sends as an e-mail attachment the "Franchise Default Instructions File" back to the Commissioner. **IMPORTANT...**A naming example would be "**F-\*\*\*01d.alp**" ...the "\*\*\*" in the filename signifies the abbreviation given to each team in LMPT. To find this, open LMPT to the YCL organization, and look in the black area on the lefthand side. Each team will have a two-letter or a three-letter abbreviation (assigned by the Commissioner in Advanced Draft when he creates the Official YCL Organization) in front of the team's name. Each owner **MUST** use his team's unique abbreviation in the construction of the FF name. If a team has a two-letter abbreviation, the FF name would appear as "**F-\*\*01.alp**".
  3. Commissioner then assembles all of the F-files in the LMPT "Commissioner's Box", makes roster changes to reflect approved trades effective for the upcoming series, creates an updated "Commissioner's Play Game File" with a file name like "**C-ycl01g.alp**," and sends it to all YCL owners as an e-mail attachment.
  4. After extracting the e-mail attachment and loading the "Commissioner's Play Game File", the HOME TEAM owners then play all of the games for that series. They then create their "Franchise Game Result Files" with a name like "**F-\*\*\*01r.alp**" and send it as an e-mail attachment to the Commissioner.
  5. The cycle then goes back to step 1 and the process is repeated.
  6. From time to time, the Commissioner may alter the file submission cycle to provide for more than one series per week so as to reduce the length of the season cycle from 36 calendar weeks to 26 calendar weeks. (*Added for 2002 season*)

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## E. **File Naming Rules**

1. The first letter in the filename signifies if it is a Commissioner (C-) or a Franchise (F-) File.
2. After the hyphen, the next two or three letters are the unique abbreviation for each team in LMPT. This must be exact ... no deviation at all.
3. After the abbreviation are two numbers like 01 (for Series 1) or 25 (for Series 25). ALWAYS make sure that you number your F-files to match the number of the C-file you just got. (If you get a message warning you that box scores will be overwritten, answer "OK" and go on.).
4. After the series number is one letter..."**d**" for the "Default Instruction Files" both Commissioner and Franchise..."**g**" for the "Commissioner's Play Game File"..."**r**" for the "Franchise Game Result Files."
5. The extension of ".alp" at the end of the file is AUTOMATICALLY added by LMPT under the "Create Franchise File" option under "League Play" on the LMPT menu bar. NOTE: you do not have to type in the "F-" at the beginning, so if the River City Renegades were sending a franchise game results file to the Commissioner, in the box under "Enter File Name" they would type "**r**cr**01r**" for River City's Series 1 results.

## F. Schedule for file submissions to the appropriate authority for play during the season

1. Series default C-file will be posted by 10 pm ET each Monday.
2. Series default franchise files will be due to Commissioner by 10 pm ET each Thursday.
3. The play game commissioner file will be posted by midnight ET each Friday.
4. Result franchise files will be due to Commissioner by 10 pm ET each Sunday.

## 15. PLAYOFFS (*re-stated for Two League, Divisional Play*)

- A. If the total number of franchises is 16, four teams shall qualify for the playoffs
- B. If the total number of franchises is 18, five teams shall qualify for the playoffs
- C. If the total number of franchises is 20, six teams shall qualify for the playoffs
  1. The two division winners plus the non-division winning team with the highest winning percentage shall qualify for the playoffs in each league (total of six teams).
  2. In the case of a tie for any of the playoff spots, the team with the higher road winning percentage shall be designated as the higher ranked team.

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3. If teams are tied even after consideration of the road winning percentage, the team with the better head-to-head record against the team or teams with which it is tied shall be designated as the higher ranked team.
  4. If, after application of the tie-breakers described in 2 and 3 above, teams are still tied, the team with the better overall record against the other qualifying teams not involved in the tie shall be designated as the higher ranked team.
  5. If, after application of the tie-breaker described in 4 above, teams are still tied, the tie will be broken by a coin-flip conducted by the Commissioner, except in the case where two teams are tied for the last available playoff spot; in which case, subsection 12F shall be used to determine the qualifier. The coin flip described in subsection F-3 shall be used to determine the host team for the tie breaker game.
  6. After all playoff spots are determined, the playoff series shall be conducted in accordance with subsection 15G following.
- D. If the total number of franchises is 22, seven teams shall qualify for the playoffs
- E. If the total number of franchises is 24, eight teams shall qualify for the playoffs
- F. Tie-Breakers. In the event of a tie for any playoff position, a one game playoff between the two teams will be scheduled.
1. The team that has the superior head-to-head record shall host the playoff game.
  2. If the head-to-head records of both teams are equal, then the team with the superior divisional record shall host the playoff game.
  3. If the divisional records of both teams is equal, then a coin flip will be used to determine the home team, with the Commissioner conducting the coin flip and having the team whose team name appears first in the alphabet calling the results of the coin flip.
  4. Both teams will send a franchise file to the Player Control Agent who will then send a CF to the home team. The home team will play the game.
- G. Playoff Format. All playoff series and the YCL Championship Series will be a best-of-seven series.
1. The team or teams with the best record shall host four of the series games, with the series to be played on a 2-3-2 basis with a minimum of one off-day preceding the series and in-between the changes in venue. The World Series shall always begin on a Saturday. AIM status of players shall be carried over to the post-season. The Commissioner shall generate and distribute to the participants a new schedule segment which will establish post-season AIM factors.
  2. Six-team Playoff Format. Round One.

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- In each league - division winner with higher winning percentage receives a bye
  - In each league - next higher winning percentage playoff team (regardless of whether or not it was a division winner) hosts lowest winning percentage playoff team (2-3-2)
3. Six-team Playoff Format. Round Two (LCS)
- In each league - division winner with higher winning percentage hosts winner of Round One series (2-3-2)
4. Six-team Playoff Format. Round Three (World Series)
- League champion with higher winning percentage hosts other league champion (2-3-2)

## 16. SEASON

The season shall run from April of each year until the season is completed which should occur within 7 months after the beginning (generally, the season shall run concurrently with the MLB season).

## 17. SCHEDULE (see also Section 4D above)

The schedule will be generated by LMPT and will consist of as near as possible 162 games. AIM rules shall be conformed to the actual schedule length.

## 18. LEAGUE MAILING LIST

The league mailing list shall not be sold nor used for any form of solicitation that is not directly related to league business.

## 19. AWARDS

- A. MVP, Cy Young, Rookie of the Year, Comeback Player of the Year, and Manager of the Year awards may be awarded upon a vote of the membership at the end of the season.
- B. A yearbook describing the previous years statistics, transactions, etc., may be published in the off-season and distributed to the membership via the league website.

## 20. LEAGUE OFFICERS

- A. There shall be as many league officers as necessary for the smooth operation of the YCL.

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- B. One individual shall be elected by a simple majority of the membership to serve as the Commissioner. His term of office shall be 2 years; however, he may serve any number of terms.
1. The Commissioner's Term of Office shall expire upon the election of a new Commissioner or upon the his re-election to a new two-year term.
  2. Upon the conclusion of the regular season schedule in a season at the end of which the Commissioner's Term of Office is due to expire, the Commissioner must call a meeting for the purpose of, at a minimum, electing a Commissioner. By whatever means held, the election process must be completed prior to the Free Agent Selection for the next YCL season. The successor Commissioner's Term of Office shall take effect immediately upon the notification by the outgoing Commissioner of the official results of the League Championship Series to the membership. Generally, the new Commissioner's first official act shall be to conduct the Free Agent Selection process.
  3. The Commissioner may be removed from office by a 3/4 majority of valid ballots on a recall petition submitted to the Management Board. The Secretary shall conduct the recall election on behalf of the Management Board.
  4. Duties of the Commissioner. He shall
    - a. Interpret and enforce the rules of the league,
    - b. Recruit and select new members,
    - c. Arbitrate any conflict between members of the league,
    - d. Fill all other officer positions.
    - e. Have the authority to delegate tasks to any league member in order to facilitate the smooth operation of the league.
- C. One individual shall be appointed to serve as the Secretary.
1. Duties of the Secretary: He shall
    - a. Assist the Commissioner on policy issues,
    - b. Maintain the constitution of the league,
    - c. Prepare all proposals or changes to the constitution for league vote, and
    - d. Perform any other duties as may be assigned by the league membership.
    - e. Assist the Commissioner in the Free Agent selection process (Section 10F)
- D. One individual shall be appointed to serve as the Draftmaster.
1. Duties of the Draftmaster. He shall
    - a. Assist the Commissioner in the every day operation of the league,

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- b. Arbitrate any conflict between the Commissioner and any member of the league,
  - c. Handle the rookie/replacement draft, free agent draft, and expansion draft
  - d. Perform any other duties as may be assigned by the league membership.
- E. One individual shall be appointed to serve as the Player Control Agent.
- 1. Duties of the Player Control Agent. He shall
    - a. Maintain a separate listing of the rosters and player contracts of each franchise in the league ensuring that all rosters conform to league rules,
    - b. Report all trades and transactions to the commissioner,
    - c. Keep a record of all trades, transactions and draft picks for each team,
    - d. Administer the Waiver system and maintain appropriate records of waiver claims and player releases
- F. Other individuals shall be appointed to those offices that the league deems necessary for the efficient operation of the league.
- G. The Commissioner may call a general meeting of the YCL whenever he deems it to be in the best interest of the organization. Meetings may be conducted in any venue at the discretion of the Commissioner. It is anticipated that they would be held telephonically, by Chat Room conference, or by e-mail as may be warranted by the subject matter of the meeting.

### 21. GRIEVANCE PROCEDURE

In the event an owner/manager believes any decision of a League Officer is incorrect or they have a grievance pertaining to a trade or waiver process, that individual may file a grievance with the league Management Board. This board will review any grievance filed by any member of the league. Decisions of the Management Board shall be final. The Management Board shall consist of the Commissioner, Secretary, Draftmaster, and the Player Control Agent. The officer against whom the grievance is filed shall abstain from the vote.

### 22. EXPULSIONS

In addition to expulsion for constantly missing deadlines as described in Section 13P, an owner may be expelled for cheating. Cheating will not be tolerated by the YCL. All members are advised that an allegation of cheating is a serious matter and no such allegations should be made lightly. The YCL exists for the enjoyment of its members. Above all, a member's integrity should be treated with the utmost respect.

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## 23. RULINGS AND INTERPRETATIONS.

### A. Injured Reserve Replacement Players (added during 2000 season)

1. When applicable - A team must have an injured player or players. The team must place the player or players on either the 15 or 60 day disabled list.
2. Eligible Replacement non-pitchers:
  - a. The Replacement Player must come from the pool of Free Agents for the current season (on the season disk, but not owned by any franchise or already serving as a replacement player with another franchise)
  - b. The Replacement non-pitcher must qualify as "innocuous," he must have a  $PRO < .600$ . LMPT defines  $PRO = OBP + SLG$
  - c. The Replacement non-pitcher must have a minimum of 10 official At-Bats.
3. Eligible Replacement Pitchers:
  - a. The Replacement Player must come from the pool of Free Agents for the current season (on the season disk, but not owned by any franchise or already serving as a replacement player with another franchise)
  - b. The Replacement Pitcher must have a starting and relief grade of less than 4 (1,2,or 3).
4. Period of Use - the Replacement Player can be used only as long as the replaced player is assigned to the DL. This will require that DL moves be made between series, which might extend a disabled player's non-available status past his eligible return date.
5. Use of a Replacement Player by a team will in no way establish any claim on the Replacement Player in future seasons.
6. After cut by one team, a Replacement Player may be claimed by another team, but their total playing time will be governed by the player's PR/SF factor.

### B. Returned potential and non-drafted Free Agents (January 26, 2003)

#### 1. Case ONE:

If a potential free agent is NOT CUT by his team AND he is missed by the free agent selection process (i.e., doesn't wind up in the actual Free Agent draft pool, THEN ...

he returns to his original team and brings with him 4 assignable contract years. He must be assigned at least a 1-year contract by his team (the other 3 assignable years may be awarded to other eligible players).

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### 2. Case TWO:

If a potential free agent is NOT CUT by his team AND he winds up in the actual Free Agent draft pool AND he is NOT DRAFTED by any team in that draft THEN ...

he is treated the same as a Case ONE player --- he returns to his original team and brings with him 4 assignable contract years. He must be assigned at least a 1-year contract by his team (the other 3 assignable years may be awarded to other eligible players).

The rationale behind the ruling is that in either case one or two, the team owning the player, by not cutting the player, has in essence tendered an offer of a contract to the player. Since any contract must be for a minimum of 1 year, the player must be issued at least a 1-year contract upon his return to the team.