

ILSBC CONSTITUTION - TABLE OF CONTENTS

- 1. INTRODUCTION**
- 2. LEAGUE OFFICERS**
- 3. LEAGUE STRUCTURE**
- 4. LEAGUE CALENDAR (ALL DEADLINES ARE 11:59 PM PST)**
- 5. COMPUTER GAME RULES**
- 6. BALLPARKS**
- 7. ROSTERS**
- 8. ANNUAL PLAYER RETENTION AND \$350 SALARY CAP**
- 9. REGULAR LEAGUE DRAFT**
- 10. SALARY SYSTEM AND LONG TERM CONTRACTS**
- 11. FREE AGENT DRAFT**
- 12. USAGE - REGULAR SEASON**
- 13. OVERUSAGE PENALTIES – REGULAR SEASON**
- 14. IN-SEASON FREE AGENT PICKUPS**
- 15. TRADING**
- 16. COMPUTER MANAGER (CM) - REGULAR SEASON**
- 17. FILES FOR PLAYING GAMES**
- 18. GUIDELINES FOR PLAYING GAMES**
- 19. POSTSEASON**
- 20. COMPUTER MANAGER (CM) - POSTSEASON**
- 21. USAGE PER SERIES – POSTSEASON (WHERE DIFFERENT FROM REGULAR SEASON)**
- 22. RULES CHANGES**
- 23. CHANGING LEAGUES**
- 24. RESPONSIBILITIES OF OWNERS**

ILSBC STRAT-O-MATIC BASEBALL LEAGUE CONSTITUTION

1. INTRODUCTION

The ILSBC is a 24-team, Strat-O-Matic baseball, salary based league. To be eligible to play in this league, you must have the latest computer baseball game, a valid e-mail address, and a willingness to join the league's Yahoo Group. The league uses the most recent MLB roster disk of the game. The league structure and rules are listed below.

2. LEAGUE OFFICERS

The Commissioner presides as the final authority on all issues not covered by the Constitution. The Commissioner's office normal duties include adding/subtracting league members, enforcing and interpreting rules, resolving disputes and assigning penalties when necessary, setting the league schedule and deadlines, sending out and receiving necessary league files, and maintaining the league website and other important league information. The ILSBC Co-Commissioners are Bob Schwerin and John Lawrence.

3. LEAGUE STRUCTURE

A. FORMAT

There will be 24 teams in the ILSBC, comprised of 6 divisions (3 AL / 3 NL) with 4 teams per division. The IL will use the designated hitter rule for all American League teams. In the National League, pitchers will bat for themselves. There will be no interleague games (other than the World Series).

B. SCHEDULE

1. Each team in the ILSBC will play a 162 game schedule. Managers will play their away games against the home manager's computer manager (CM). NetPlay is optional.
2. Each team will play teams in their own division 22 times each (total of 66 games), and teams in the other two divisions in their league 12 times each (total of 96 games) for a total of 162 games.
3. The league schedule will be generated by the Commissioner. The league will be divided into 7 blocks – April / May / June / July / August / September 1st-15th / September 16th-30th. September will be split into the 2 blocks to allow teams to closely monitor usage in the final few weeks of the regular season.
4. Eight teams make the playoffs, the 6 division winners and one wildcard team from each league.

4. LEAGUE CALENDAR (ALL DEADLINES ARE 11:59 PM PST)

A. PRESEASON

February 11**: Ballpark change requests and ballpark freezing decisions due to the Commissioner

February 12**: Ballpark Draft

February 17**: Trading frozen until Player Retention Lists finalized

February 18**: Player Retention Lists due (long term contracts must be announced at this time)

February 19** (or once rosters finalized): Trading reopened

February 23**: Free Agent Draft begins

March 1** (or 2 days after FA Draft concludes): Regular League Draft begins

** Preseason dates are approximate based upon the release date of the current Strat-O-Matic baseball season. An exact calendar will be released each year in early February once the SOM release date has been established.

B. REGULAR SEASON

March 25: Trade deadline for April block
March 26: League pre-block file for April block posted by the Commissioner
March 31: CM's for April block due
April 1: League playball file for April block posted by the Commissioner
April 25: Game files for April block due
April 25: Trade deadline for May block
April 26: League pre-block file for May block posted by the Commissioner
April 30: CM's for May block due
May 1: League playball file for May block posted by the Commissioner
May 25: Game files for May block due
May 25: Trade deadline for June block
May 26: League pre-block file for June block posted by the Commissioner
May 31: CM's for June block due
June 1: League playball file for June block posted by the Commissioner
June 25: Game files for June block due
June 25: Trade deadline for July block
June 26: League pre-block file for July block posted by the Commissioner
June 30: CM's for July block due
July 1: League playball file for July block posted by the Commissioner
July 25: Game files for July block due
July 25: Trade deadline for August block – FINAL trade deadline of the season
July 25: In-season free agent pickup deadline for August block
July 26: In-season free agent pickups processed and announced to the league
July 26: League pre-block file for August block posted by the Commissioner
July 31: CM's for August block due
August 1: League playball file for August block posted by the Commissioner
August 25: Game files for August block due
August 25: In-season free agent pickup deadline for September 1 block
August 26: In-season free agent pickups processed and announced to the league
August 26: League pre-block file for September 1 block posted by the Commissioner
August 31: CM's for September 1 block due
September 1: League playball file for September 1 block posted by the Commissioner
September 13: Game files for September 1 block due
September 14: League pre-block file for September 2 block posted by the Commissioner
September 19: CM's for September 2 block due
September 20: League playball file for September 2 block posted by the Commissioner
October 2: Game files for September 2 block due

C. POSTSEASON

October 3: League pre-block file for playoffs posted by the Commissioner
October 4: ILSBC playoffs begin
November 15 (approximate): ILSBC playoffs completed

D. OFFSEASON (dates are approximate)

November 1: League Rule Proposal Period begins

November 16: In-season free agent pickups **and players at the end of their contract** are released from rosters

November 16 (or 1 day after ILSBC playoffs completed: Trading officially opens again

November 30 (or prior): League file for next season posted by the Commissioner

December 10: League Rule Proposal Period ends—Commissioner to begin preparing polls for league voting

December 11: Polls for league proposals posted to Yahoo group—voting begins

December 31: Voting finalized on all league proposals and changes enacted if necessary

E. PENALTIES FOR MISSING DEADLINES

It is important for league harmony to stay on schedule as best as possible. To help promote everyone meeting the deadlines, the league will impose penalties for missing deadlines. These deadlines include submitting the player retention list in the preseason, and submitting CMs and game files during the regular season. Incomplete bulk game files submitted before the deadline, if not caught by the deadline, will be considered late. Penalties will be in the form of adjusted wins (which affect playoff chances and draft order), as more fully explained in Section 13A-B.

The penalties will be as follows:

- One adjusted win for the first violation
- Two adjusted wins for the second violation (for a total of three adjusted wins)
- Four additional adjusted wins for the third violation and each subsequent violation

5. COMPUTER GAME RULES

The ILSBC will use the following rule settings:

- Main Rules: Maximum Level
- Stealing: Super Advanced Steal System
- Miscellaneous: Use Miscellaneous Rules
- Injuries: Do Not Use Injuries
- Groundball A: Allow GBA On Pitcher Cards
- BP/Weather/Clutch: Ballpark Effects and Clutch Hitting only
- Strategy: Super Advanced Strategy Charts
- Closer: Use Closer Rules
- Pitcher Fatigue: Use SADV Fatigue & Pitch Count

Under the Max Rules option, the ILSBC will use the following rule settings only:

- Bunt for base hit
- Improve out distribution
- Improve baserunning realism
- More baserunning decisions
- Doubles/Triples options
- Realistic throwing errors
- Pitch-Around option
- Robbing HR Rule

6. BALLPARKS

- A. Each team in the ILSBC will play in one of the 30 MLB ballparks.
- B. The ILSBC allows its owners to freeze their ballpark dimensions by carrying over the dimensions from the prior season into the new season. Each team must notify the Commissioner prior to the ballpark draft if it intends to freeze the dimensions for its existing ballpark. If a team fails to notify the Commissioner, its ballpark dimensions will update to the current year's dimensions. If a team plays in a ballpark that has been frozen to a previous year's dimensions, it may choose to unfreeze the park and play with the new upcoming dimensions provided by Strat. If a park has been frozen for a number of seasons, it cannot be changed to a previous season's dimensions; it can only be unfrozen and played with using the new upcoming season's dimensions.
- C. Prior to each season, all qualifying teams [see next section] who wish to release their current ballpark and participate in the ballpark draft must notify the Commissioner via email of their intentions by the date listed on the league calendar. Once all qualifying owners have announced their intentions, the Commissioner will publish a list of all available ballparks which will include the parks released by the draft participants. Each owner participating in the ballpark draft will then choose a new ballpark by sending an email to the league announcing their choice. The order of the ballpark draft will be based on the same order as the regular draft.
- D. To qualify for changing parks and entering the ballpark draft, one of the following conditions must be met:
 - 1. The actual MLB team has moved out of its ballpark in the most recently completed MLB season.
 - 2. The ILSBC team has been taken over by a new owner and he has never changed ballparks before.
 - 3. The ILSBC team occupying the ballpark has kept the ballpark for at least 3 full seasons.
- E. Owners drafting new ballparks must use the current year's ballpark settings.

7. ROSTERS

A. OVERALL ROSTER

The roster size in the ILSBC is 40 players. Teams should be at exactly 40 players when they finish the regular draft, but though subsequent uneven trades, rosters may go below 40. If an uneven trade puts a team at more than 40 players, that team must immediately announce which player(s) it is cutting to return to 40 players. During the off-season, rosters may go above or below 40 players.

B. ACTIVE ROSTER

- 1. For each series in Blocks 1-5, the ILSBC will use the 40/25 setting—40 players on the roster with 25 eligible. For both September blocks, all 40 players may be eligible.
- 2. Each team must set a 25-man active roster for each block and must keep the same 25-man active roster for the duration of the block. Roster moves may be made only between blocks.

C. ROSTER MAKEUP

1. Each team must have at least five starting pitchers that are NOT used in relief during the block. Exception—if a team has four starting pitchers ALL rated with a * they can use just the four.
2. Pitchers rated at both starter and reliever must be given ONE role during each block in the regular season—no pitcher may both start AND relieve during a block.
3. Each team MUST have at least two players rated at catcher and every infield position on the 25-man roster. The outfield is considered one position, and a team must have a minimum of five players who can play the outfield on its 25-man roster.

8. ANNUAL PLAYER RETENTION AND \$350 SALARY CAP

- A. Each team may retain a maximum of 25 players when the player retention lists are due in mid-February. The combined salaries of the retained players—the salary cap—may not exceed \$350. There is no minimum amount of players that must be retained. On the date specified in the CALENDAR (see 4.A above), each team will submit its list of retained players to the Commissioner and to the Yahoo Group. This list would include all players currently signed to long term contracts, and also include all 1st (*), 2nd (**), and 3rd (***) year players being retained.
- B. Once the pre-draft retention lists are finalized, the \$350 salary cap disappears for the season. Teams may make trades, sign free agents and draft players in the regular draft without immediate regard for the \$350 salary cap. The \$350 salary cap won't become relevant again until retention lists are due prior to the following season's free agent draft.

9. REGULAR LEAGUE DRAFT

A. DRAFT DETAILS

The ILSBC will hold a regular draft in early March. The regular draft will be held via the Strat Draft website. If this website isn't available, an alternate draft method will be chosen. Players who didn't appear in the major leagues during the prior major league season are ineligible to be drafted. All other players who were not protected or were not selected in the free agent draft will be eligible. This includes players in the "Major Leagues" set and the "Non-Carded Players" set. For players who appeared in both the National League and the American League, the ILSBC will use the combined card only.

Important note regarding the draft: Whether we use the Strat Draft site or some other method, once a team makes a pick, that pick is FINAL. Please be very careful when making your selection.

B. DRAFT METHOD

The regular draft will run in a standard format (1-24, 1-24, etc.). The draft will continue until all teams' rosters have reached 40 players. Once any team has chosen its 40th player, all of its future draft picks for the draft are forfeited.

C. DRAFT ORDER

The draft order for the regular draft will be determined as follows:

- Non-playoff teams, worst record to best

- Divisional Series losers, worst record to best
- League Championship Series losers, worse record first
- World Series loser
- World Series champs

Ties in record amongst teams in the same category (i.e. non-playoff teams, Divisional Series losers, etc.) will be broken by the following method:

- Less penalized team (based on overusage **and missed deadlines**)
- Head-to-head record, with the worse record receiving the higher slot
- Record within own division, with the worse record receiving the higher slot
- Run differential head-to-head, with the negative run differential receiving the higher slot
- Run differential within own division, with the worse run differential receiving the higher slot
- Coin flip, with the winner receiving the higher slot

10. SALARY SYSTEM AND LONG TERM CONTRACTS

A. STARTING SALARY STRUCTURE

The initial salary of a player is determined by the round he is drafted in. Salaries in the regular draft will be assigned as follows:

| Round: | Salary: | Round: | Salary: | Round: | Salary: | Round: | Salary: |
|---------------|----------------|---------------|----------------|---------------|----------------|---------------|----------------|
| 1-2 | \$10 | 5-6 | \$8 | 9-10 | \$6 | 13-14 | \$2 |
| 3-4 | \$9 | 7-8 | \$7 | 11-12 | \$4 | 15+ | \$1 |

B. SALARY SYSTEM

In a player's first year of being drafted, his salary will be notated with a single asterisk (*) after the dollar amount. Example: Player X, drafted in round 6, will show a salary of \$8*. In Player X's second year (if retained), his salary will remain the same, but gain a second asterisk (\$8**). In Player X's third year (if retained), his salary will remain the same, but gain a third asterisk (\$8***). In Player X's fourth year, the owner now has an option to either retain him once more at the same salary (\$8****) or sign him to a long term contract. If the owner chooses to retain Player X at the same salary, Player X will be automatically released at the end of the season and become available in the free agent draft. (See 11. FREE AGENT DRAFT below.)

C. LONG TERM CONTRACTS

1. If the owner chooses to sign Player X to a long term contract, he then must determine the length he would like the contract to cover. A long term contract comes at a price of \$5 PER SEASON EXTENDED, which does not include the upcoming season.

Example: Player X has a salary of \$10*** going into his 4th season, year 2015. His owner could sign him through 2017 for \$20 per season (\$10 current salary + 2 extra years, 2016 and 2017, at \$5 per year for a total of \$20). In this example, his salary would now read \$20LT17 (\$20 in salary, LT for long term contract, and 17 to designate the year his contract expires, 2017).

2. No team may have more than \$250 in non-expiring contracts on their roster at any time. This includes both long term contracts and free agent contracts. Any contracts which are expiring at the end of the current season do not count against this \$250 limit. [Same as Rule 11.C.6.]

3. Long term contracts are guaranteed as long as the player receives a card in the computer game. If he misses an entire season and is not listed in the computer game, his owner may release him IMMEDIATELY AFTER protection lists are finalized. Thus, while he will still count against the 25-man player limit and the \$350 cap, he will no longer count against the \$250 LT salary cap (if he otherwise would have) and an additional roster spot will be created.
4. If a player is in the last year of his contract, his owner may release him IMMEDIATELY AFTER protections lists are finalized, whether he is carded or uncarded. Thus, he will still count against the 25-man player limit and the \$350 cap, but his release will create an extra roster spot. If he is a carded player, he will be eligible for the FA draft.
5. New replacement owners will be allowed to cancel two long term contracts of their choice at the time protections lists are due.

11. FREE AGENT DRAFT

A. PLAYER POOL FOR THE FREE AGENT DRAFT

1. Prior to the regular draft each season, there will be a free agent draft. The player pool for the free agent draft will consist of the following types of players:
 - Players who were retained at their original salary for a 4th season (notated by **** after their salary figure)
 - Players who just finished the final year of a long term contract
 - Players who were released from a long term contract due to a new owner taking over the franchise
2. These players will be placed into a free agent draft to be held in late February. Any players who did not play and were not listed in the computer game will not be eligible for the free agent draft.

B. FREE AGENT DRAFT ORDER

1. The draft order for the free agent draft will be determined as follows:
 - Non-playoff teams, BEST* record to worst
 - Division Series losers, best record to worst
 - League Championship Series losers, best record to worst
 - World Series loser
 - World Champion

*This is an incentive for teams to try to win as many games as possible during the regular season.

2. Ties in record amongst teams will be broken by the following method:
 - Less penalized team (based on overusage)
 - Head-to-head record, with the better record receiving the higher slot
 - Record within own division, with the better record receiving the higher slot
 - Run differential head-to-head, with the positive run differential receiving the higher slot
 - Run differential within own division, with the larger run differential receiving the higher slot
 - Coin flip, with the winner receiving the higher slot

C. FREE AGENT DRAFT SALARY SYSTEM

1. The salaries for the free agents in this pool will be determined by the round they are drafted in (rounded off to the nearest dollar amount), as follows:
 - Round 1: 140% of last year's salary or \$30, whichever amount is higher
 - Round 2: 120% of last year's salary or \$25, whichever amount is higher
 - Round 3: 100% of last year's salary or \$20, whichever amount is higher
 - Round 4: 80% of last year's salary or \$15, whichever amount is higher
 - Round 5: 60% of last year's salary or \$10, whichever amount is higher
 - Round 6: 40% of last year's salary or \$10, whichever amount is higher
 - Round 7: 30% of last year's salary or \$10, whichever amount is higher
 - Round 8: 20% of last year's salary or \$10, whichever amount is higher
 - Round 9: 10% of last year's salary or \$10, whichever amount is higher
 - Final Round: \$10 salary
2. The first round in which all players are exactly \$10 will be designated the "Final Pass Round". That round could be as early as the 5th round but will always be no later than the 10th round.
3. Teams are allowed to pass in any round until the Final Pass Round. Once a team passes in the Final Pass Round, they are done participating in the free agent draft. Remaining teams may continue to draft for as long as they have available LT salary cap room, or until they pass. The Final Pass Round will continue until all teams have passed on their turn.
4. Free agents must be signed for between 2 and 4 years. The length of the contract must be announced at the time the player is drafted. The player's salary is not affected by the length of the contract. EXAMPLE: Player X just completed a long term contract and his salary was \$23. If Player X is drafted in round 1 of the free agent draft, his salary would be \$32 ($\$23 \times 140\% = \32.20 which rounds off to \$32) regardless of whether he is signed for 2, 3, or 4 years
5. Any player not chosen during the free agent draft will be placed into the regular draft pool.
6. No team may have more than \$250 in non-expiring contracts on their roster ***at any time***. This includes both long term contracts and free agent contracts. Any contracts which are expiring at the end of the current season do not count against this \$250 limit. [Same as Rule 10.C.2.]

12. USAGE - REGULAR SEASON

A. POSITION PLAYERS

1. Position players will be limited to 110% of their plate appearances (defined as at bats plus walks), rounded off to the nearest plate appearance. For example, a position player who has 565 plate appearances on his card would be eligible to have 622 plate appearances ($565 * 110\% = 621.5$ which rounds off to 622 plate appearances), while a position player who has 564 plate appearances on his card would be eligible to have 620 plate appearances ($564 * 110\% = 620.4$ which rounds off to 620 plate appearances).
2. Outfielders may play any outfield position. If an outfielder is not rated to play a certain outfield position, the computer will automatically assign a defensive rating once he is moved to that position.

3. Infielders, pitchers and catchers may not play any position they are not rated for. However, a batter with no position listed on his card may be used as a first baseman, with the worst possible range and error ratings (i.e. "5e30"), as determined by Strat-O-Matic each year.
4. Batters with fewer than 20 AB+W on their cards are ineligible to be used during the season.

B. PITCHERS

1. Pitchers will be limited to 110% of their innings pitched, rounded off to the nearest full inning. For example, a pitcher who has 55 innings on his card would be eligible to pitch a total of 61 innings ($55 * 110\% = 60.5$ which rounds off to 61), while a pitcher who has 54 innings on his card would be eligible to pitch a total of 59 innings ($54 * 110\% = 59.4$ which rounds off to 59).
2. Starting pitchers with an "*" may start a game every 4th day. All other starting pitchers may start a game every 5th day. There are off days built into the schedule to add some flexibility to the pitching rotation.
3. Pitchers without a starter rating may not start a game. Pitchers without a reliever rating may not pitch in relief. Pitchers with both a starter and reliever rating may not start AND relieve in the same block.
4. Pitchers with fewer than 5 IPs on their cards are ineligible to be used during the season.

13. OVERUSAGE PENALTIES – REGULAR SEASON

The ILSBC currently allow 110% usage on all players. If a player exceeds that, the following penalties will be incurred:

- A. Penalties for overuse as it pertains to a team's final record for determining possible playoff spots and free agent draft position:
 1. Hitters: For every 10 PA's (or part thereof) a player is overused, the offending team loses 1 win and gains 1 loss on their final record.
 2. Pitchers: For every 3 IP's (or part thereof) a player is overused, the offending team loses 1 win and gains 1 loss on their final record.
- B. Penalties for overuse as it pertains to a team's final record for determining draft position in the regular draft:
 1. Hitters: For every 10 PA's (or part thereof) a player is overused, the offending team gains 1 win and loses 1 loss on their final record.
 2. Pitchers: For every 3 IP's (or part thereof) a player is overused, the offending team gains 1 win and loses 1 loss on their final record.
- C. Any extremely overused player, as defined below, is ineligible for the postseason.
 1. Hitters: Any hitter who is overused by 30 PA's or more.
 2. Pitchers: Any pitcher who is overused by 10 IP's or more.

- D. All players who are overused to any degree are ineligible to be placed on a team's active roster for the rest of the season. If an overused player IS placed on a team's active roster, he will be immediately released into the free agent pool without compensation.
- E. It is the responsibility of each manager to ensure his team's players are not overused. Try to avoid situations where an odd decision by HAL could put a player over their limit. The Commissioner reserves the right to disregard certain overuse violations if it is deemed that HAL did something against league rules which caused the violation (such as, bringing a pitcher from the starting rotation in to relieve even while there are other relievers available). Be aware that if a team is using the Super Hal bullpen and has a starter/reliever listed as a reliever in that function during a month that the same pitcher is listed in the rotation, Hal may use that pitcher in relief in violation of the ILSBC rules. This violation is considered the responsibility of the team's manager.

14. IN-SEASON FREE AGENT PICKUPS

- A. In late July (for the August block) and in late August (for the first September block), teams will be allowed to pick up as many as 2 free agents from the free agent pool. These free agents are for use during the current season only, are not eligible to be used during the playoffs, and will be released back to the free agent pool at the conclusion of the regular season.
- B. Only free agent hitters with a minimum of 75 plate appearances (not including the 110% adjustment), and free agent pitchers with a minimum of 30 innings pitched (not including the 110% adjustment) are eligible to be picked up.
- C. The order for free agent claims will be the reverse order of the standings from the just concluded block. Free agent moves are due by midnight on the last day of the block, and are then processed by midnight the following day once all game results have been imported and current standings determined. Each team will have a shot at their first free agent before the second round of free agent pickups is processed. A team's roster may not exceed 40 players, so if a free agent is picked up which puts a roster over the 40 player limit, another player must be released at the same time.
- D. When emailing free agent claims to the Commissioner, use one of the following formats:

- 1. If you want to drop specific players on your roster REGARDLESS of who you pick up in return, use this format:

Drop: Player A, Player B

Add: Player Q, Player R, Player S, etc. (listing as many players as you'd like in case your first choice is gone)

- 2. If you want to drop specific players on your roster depending on who you pick up in return (for example, if you only want to drop a pitcher if you get a free agent pitcher back, but want to drop a hitter if you get a free agent hitter back), use this format:

Drop: Player A

Add: Player Q, Player R, Player S, etc.

Drop: Player B

Add: Player V, Player W, Player X, etc.

Important note: If the players you are trying to add are ALL unavailable when your turn comes, your drop of that player will be voided. For example, if your two moves were listed like this:

Drop: Joe Smith
Add: Bob Jones, Bill Jackson

Drop: Jim Johnson
Add: Steve Thompson, Mike Brooks, John Cabrera

...and both Bob Jones and Bill Jackson were claimed prior to your turn, the drop of Joe Smith would be voided and you would keep him. Your second move would then be processed and you would drop Jim Johnson and pick up Steve Thompson (assuming he was available). It's very important to make sure you list your free agent claims properly.

3. If your 40-man roster is under 40 players and you wish to add free agent(s) without dropping anyone, note that in your email.

15. TRADING

A. TRADE ETIQUETTE

Teams are asked to follow proper trade etiquette when discussing trades. Please refrain from posting specific trade offers over the Yahoo group. However, group trade inquiries (such as 'I am willing to trade Player X, Player Y – looking for starting pitching') are acceptable. To avoid misinterpretation, trades will not be considered valid until one team has emailed the structure of the trade to the Yahoo group in the format: Team A gives up Player X and Player Y, Team B gives up Player Z and draft choice YYYY.RR.NN (or something similar), and the other manager(s) has confirmed that email.

B. ANNOUNCING/CONFIRMING OF TRADES

All consummated trades must be announced by email to the Yahoo group by one manager and confirmed by the other manager(s) before the trade becomes official. As soon as the Commissioner receives the two emails announcing and confirming the trade, the deal is finalized—not before.

When announcing a trade, the trade is invalid unless all the relevant salary information for each player is included, and, in an uneven trade, any players needing to be dropped are named. If a trade involves players with LT contracts, the teams involved have to calculate the new totals for each team's LT salaries and ensure that that both remain under the \$250 LT salary cap. Both the total of LT contracts prior to the trade and the total after the trade should be shown.

C. DRAFT PICK NAMING METHOD

In order to properly track draft picks which have been traded, the following format is required:

Draft picks from the current year's draft: YYYY.RR.NN, where YYYY is the year of the pick, RR is the 2-digit round number and NN is the 2-digit number of the pick (example: 2014.02.14).

Draft picks from the following year's draft: YYYY.RR.TTT, where YYYY is the year of the pick, RR is the 2-digit round number and TTT is the 3-letter team code for the pick (example: 2015.01.CAL).

D. TRADING OF "REGULAR DRAFT" PICKS

- a. Regular draft picks for the upcoming draft may be traded at any time.

- b. Regular draft picks for the following year may also be traded, but only after the World Series is complete. For example, once the World Series for the 2015 season is complete, draft picks for both the 2016 and 2017 drafts may be traded.

E. TRADING OF “FREE AGENT DRAFT” PICKS

Free agent draft picks may NOT be traded. Instead, teams are welcome to work out “sign and trade” deals, keeping in mind that the “signing” team cannot draft a player whose salary would put the team over the \$250 salary cap.

F. TRADING OF SALARY CAP MONIES IS NOT ALLOWED IN THE ILSBC

G. TRADE DEADLINES

A trade must be announced AND confirmed by the last day of the current block’s trade deadline in order to take effect for the next block. The trade deadline for each block is listed on the league calendar. The final trade deadline of the season will fall near the end of July just prior to the August block.

H. TRADE FREEZES

1. On the day just prior to final protection lists being due, there will be a freeze on all trading. On the day after final protection lists are emailed out to the league, the trade freeze will be lifted.
2. A second freeze on trading will occur at the final regular season trade deadline and will remain in effect until after the playoffs have ended.

16. COMPUTER MANAGER (CM) - REGULAR SEASON

A. Each team will provide the league with a computer manager for each block. Each team’s CM is to be uploaded to the proper files section on the Yahoo group site using the following file naming method: MMM-TTT.mgr, where MMM is the 3-letter abbreviation for the month and TTT is the 3-letter abbreviation for the team (example: APR-CAL.mgr).

B. Each computer manager must include:

- A properly filled out pitching rotation in the “Starters Schedule” section. Any pitchers listed in the starting rotation during a particular month who are starter/relievers should be removed from any relief role in the CM, including the Super Hal bullpen.
- At least 5 different starting pitchers for the rotation with the dropdown choice of “Never” selected next to their names (only 4 may be used if all are * rated). [Note that failure to do this causes HAL to disregard your pitchers listed in the Starters Schedule and instead choose for you.] Teams must make sure to update this section prior to every block to ensure that the current block’s starting pitchers are properly listed. In addition, starter/relievers should be removed from this section during that block in which they are relieving.
- At least two different default lineups, vs. Left, vs. Right
- No more than 25 players checked as eligible in each block (Exception: during the two September blocks, as many players may be made eligible as desired. During September, some players may be checked for home games, but unchecked for road games)
- At least 2 rated players at each of the infield positions and catcher
- At least 5 rated outfielders

17. FILES FOR PLAYING GAMES

- A. The Commissioner will post a pre-block file for the coming block to the proper file section of the Yahoo group using the following file naming method: IL-YYYY-MMM-PRE.lzp, where IL represents our ILSBC league, YYYY represents the current year, MMM represents the 3-letter abbreviation for the month, and PRE designates it as the pre-block file. The pre-block file will be posted to the Yahoo group just prior to the beginning of the block per the league calendar. Once the file has been posted and announced via email, teams are free to import the file and create their CM's.
- B. Once all CM's are posted, the Commissioner will create the playball file for the current block using the following file naming method: IL-YYYY-MMM-PLAYBALL.lzp, where PLAYBALL designates it as the final playball file. The Commissioner will then post it to the proper file section of the Yahoo group at the beginning of the block. Once the playball file has been posted and announced via email, teams are free to import it and begin playing their games for that block. In the regular season, each manager will play their away games against their opponent's CM.

C. GAME FILES

Upon completion of the series, the hosting manager is responsible for uploading the results to the file section of the Yahoo group. The format for submitting results is as follows:

1. A separate zip file for EACH series, including all game files (from the EXPORT directory), as well as all BOX and PAC files (from the PRINT directory), is to be uploaded to the "Results (Individual series)" section on the Yahoo group site using the following file naming method: **VVV@HHH-MMM.zip**, where VVV is the 3-letter abbreviation for the visiting team, HHH is the 3-letter abbreviation for the home team, and MMM is the 3-letter abbreviation for the month, (example: **CAL@DET-APR.zip**).
2. After all series are played, a separate file containing all the game files (but NO boxscores) for all the series played that month is to be uploaded to the "Results (Bulk game files)" section of the Yahoo group site using the following file naming convention: **VVV-MMM**, where VVV is the 3-letter abbreviation for the visiting team which played the games and MMM is the 3-letter abbreviation for the month. The comment line should include the team's record for the month.
3. Managers should make every effort to upload the individual series files as soon as possible after each series is completed, and to upload the bulk files as soon as possible after all series are played. In this way, it will be easier for the Commissioner to rectify any problems involved in the game play before the end of the month.

D. INABILITY TO FINISH GAMES ON TIME

1. In the event that a manager is not able to complete his block schedule on time, the manager may request for a league member to act as a sub for him. Substitutes may only be league members or designated subs approved by the Commissioner. Every effort should be made by a substitute manager to avoid overusing players. However, any overusage issues that arise in this situation are the responsibility of the original team manager.
2. Any series not completed by the month-end deadline will be autoplaced by the Commissioner **and the team will be penalized for missing the deadline**. Any overusage issues that arise in this situation are the responsibility of the original team manager.

18. GUIDELINES FOR PLAYING GAMES

- A. At the start of each series the visiting manager will give 15 days of rest to all players.
- B. Before starting a game, the manager of the visiting team must check his opponent's lineups and ensure he selects the correct one, paying attention to his starting pitcher's handedness, balance rating, or any other characteristic describing the home team's lineups. **The visiting team should ensure he actually clicks on the correct lineup, even if it looks correct by default, because otherwise outfielders playing a position not on their card could be incorrectly removed by HAL.**
- C. In order for a starting pitcher to be removed from a game, he must meet either one of the following requirements:
- He must have pitched at least five full innings (three innings in the playoffs), or
 - He must have surrendered at least four runs (two runs in the playoffs)
- D. Position players may not pitch in a game except in the following situation: A relief pitcher may not be removed from a game if he is the last relief pitcher available (regardless of fatigue level) unless the game is in extra innings. In this situation only, the last relief pitcher may be replaced by a hitter (utilizing the hitter's pitching card) as long as the team has a hitter available on the bench.
- E. A batter may not be removed from a game if he is the last rated player at his position.
- F. A base runner may not be removed from the game for a pinch runner once he has attempted to get a lead in a steal situation unless one of the following occurs:
- The base runner advances at least one base via successful steal attempt, **balk**, wild pitch, passed ball, etc.
 - The opposing team manager brings in another pitcher or catcher
 - The opposing team manager stops holding the runner on base
- G. Managers may issue special instructions to their opponents, but the opponents are not obligated to follow those instructions.
- H. If two team managers choose to NetPlay their series, they are free to do so. However, any pre-arrangement between managers is not binding. In other words, if two managers agree to NetPlay both their home and road series against each other and one manager does not follow through with his end of the deal, this will not be considered a league matter.

19. POSTSEASON

- A. The postseason will begin on October 4th, after the completion of the regular season. The division champion in each division will be the team that finishes in 1st place in their respective division. The wild card team for each league will be the team that has the best overall record in its league that did not win its division. The ILSBC playoffs will be mandatory NetPlay.
- B. TIEBREAKER SYSTEM FOR POSTSEASON SPOTS
1. If there is a tie for a division or a tie for the wild card, there will be a one game playoff on October 1st to determine who goes to the postseason, with the home team for this game decided by coin flip. The whole 40-man roster will be available EXCEPT FOR players ineligible for the

postseason because of extreme overuse, any other player who is already overused after 162 games, ~~players picked up in the mid-season FA drafts~~, or players who lack the minimum ABs or IPs to play in the postseason. [See eligibility requirements in 21A-B-C.] All SPs are eligible to start, and usage during the season is not considered. The SP used in the tiebreaker game must follow normal days off before pitching again in the postseason. Note: if a player is not overused prior to this one game playoff, he cannot become overused in this game.

2. If there is a tie for a division and the losing team is assured of winning a wild card spot, there is no one game playoff. Instead, the following tiebreaker method will be used:
 - Head-to-head record, with the better record winning the division
 - Record within own division, with the better record winning the division
 - Run differential head-to-head, with the positive run differential winning the division
 - Run differential within own division, with the larger run differential winning the division
 - Coin flip, with the winner of the flip winning the division

C. POSTSEASON MATCHUPS

1. The Division Series **will start on October 4th and** match-ups in each league will be as follows:
 - c. If the wild card team and division champion with best overall record come from different divisions, the first round playoff match-ups in each league will be as follows
 - Wild card team at division champion with best overall record
 - Division champion with 3rd best overall record at division champion with 2nd best overall record
 - d. If the wild card team and division champion with the best overall record come from the same division, the first round playoff match-ups in each league will be as follows:
 - Division champion with 3rd best overall record at division champion with best overall record
 - Wild card team at division champion with 2nd best overall record
2. The Division Series will follow a 2-3-2 format, with the team having the better overall record hosting games 1, 2, 6 & 7. Ties in record will be broken by the following method:
 - A division winner always hosts a wild card team
 - The team with the higher winning percentage in head-to-head competition amongst the teams involved in the tie will receive the higher seeding
 - The team with the higher winning percentage in their division will receive the higher seeding
 - The team with the higher overall run differential will receive the higher seeding
 - The team with the higher winning percentage in the final 81 games will receive the higher seeding
 - Coin flip
3. The League Championship Series **will start on October 14th and** will follow a 2-3-2 format, with the team having the better seed hosting games 1, 2, 6 and 7.
4. The World Series **will start on October 24th and** will follow a 2-3-2 format, with the team having the better overall record hosting games 1, 2, 6 and 7. If the team with the better overall record is

a wild card team and the opponent is a division champion, then the division champion will host games 1, 2, 6 and 7.

D. POSTSEASON OFF-DAYS

There will be one day off after games 2, 5, and 7 of the Division Series, League Championship Series and after games 2 and 5 of the World Series. There will be a set calendar for the entire postseason, so some teams will end up with several days off between series if they finish in less than 7 games.

20. COMPUTER MANAGER (CM) - POSTSEASON

Each team that qualifies for the postseason will provide the league with a computer manager prior to each series that it participates in. Each team's CM is to be uploaded to the proper files section on the Yahoo group site. Teams are allowed to make changes to their 25-man active roster between playoff series. Once two opponents have posted their respective CMs, they can begin their series.

The CM should include:

- A properly filled out pitching rotation in the "Starters Schedule" section. A team can alter its rotation once the series starts as long as the changes correctly reflect all usage requirements.
- At least 4 different starting pitchers for the rotation (3 may be used if all are * rated)
- Two different default lineups, vs. Left, vs. Right. Note that these lineups do not have to be used in any game, but by entering them in the CM, game play can start more quickly if they simply need to be modified rather than entered from scratch.
- At least 2 rated players at each of the infield positions and catcher
- At least 5 rated outfielders

21. USAGE PER SERIES – POSTSEASON (WHERE DIFFERENT FROM REGULAR SEASON)

A. POSITION PLAYERS

1. Position players must have at least 75 plate appearances on their card to be eligible for postseason play.
2. For each playoff series, eligible position players will be limited to 11% of their plate appearances, rounded off to the nearest plate appearance. For example, a position player who has 460 plate appearances on his card would be eligible to have 51 plate appearances ($460 * 11\% = 50.6$ which rounds off to 51 plate appearances), while a position player who has 459 plate appearances on his card would be eligible to have 50 plate appearances ($459 * 11\% = 50.49$ which rounds off to 50 plate appearances).

B. STARTING PITCHERS

1. Starting pitchers must have at least 10 starts on their card and at least 80 innings pitched to be eligible to start a postseason game.
2. Eligible starting pitchers have no innings pitched limit, but are instead limited as follows:
 - a. Starting pitchers with an * rating may start 3 games per series and must rest for 3 days between starts.

- b. Starting pitchers without an * rating who have at least 130 innings pitched on their card may start 2 games per series and must rest for 4 days between starts.
 - c. Starting pitchers without an * rating who have at least 80 innings pitched on their card may start 1 game per series and must rest for 4 days between starts.
3. Rotations reset at the beginning of the playoffs, but not after each round. Thus, a starting pitcher who pitched in game 162 of the regular season may start game 1 of the playoffs, but a starting pitcher who pitched game 7 of the first round of the playoffs would NOT be able to start game 1 of the second round of the playoffs.

C. RELIEF PITCHERS

1. Relief pitchers must have at least 30 innings on their card to be eligible for postseason play.
2. Starting pitchers without a relief rating are allowed to be used as relievers during the postseason, but must be designated as such prior to the beginning of the postseason and are then ineligible to start a postseason game. Starting pitchers used in this relief role will be given a rating of 0/3/N.
3. Eligible relief pitchers will be limited to 11% of their innings pitched, rounded off to the nearest 1/3 of an inning, per series. For example, a relief pitcher who has 55 innings on his card would be eligible to pitch a total of 6 innings ($55 * 11\% = 6.05$ which rounds off to 6 innings), while a relief pitcher with 52 innings on his card would be eligible to pitch a total of 5 2/3 innings ($52 * 11\% = 5.72$ which rounds off to 5 2/3 innings).

D. STARTER / RELIEVERS & RELIEVER / STARTERS

1. Pitchers with both a starter and reliever rating who are used in a series as a starter ONLY have no innings pitched limit in the series, and must follow the limits regarding starting pitchers.
2. Pitchers with both a starter and reliever rating who are used in a series as a reliever ONLY must follow the limits regarding relief pitchers.
3. Pitchers with both a starter and reliever rating who are used in a series as BOTH a starter and as a reliever must follow the limits regarding starting pitchers AND the limits regarding relief pitchers. In addition, they must be given at least 4 days off after any start followed by a relief appearance, and 3 days off after any relief appearance followed by a start. If he has a * rating, he must be given only 3 days off after a start before any relief appearance.

Example # 1: A starter/reliever with no * rating starts game 7 of the Division Series. The earliest he may pitch in relief is game 3 of the League Championship Series (4 days off—1 day off between DS and LCS, 2 days off during games 1 & 2 of the LCS, 1 day off between games 2 & 3 of the LCS).

Example # 2: A starter/reliever pitches in relief in games 1, 2 and 3 of the Division Series. He may not start until game 6 of the Division Series at the earliest (3 days off—2 days off during games 4 & 5 of the DS and 1 day off before game 6 of the DS).

E. OVERUSE

It is the responsibility of BOTH managers in a postseason series to track usage for BOTH teams. Because both managers should be tracking usage in the playoffs, the penalty system for overuse of a player in the postseason is as follows:

1. If during a game one team is about to overuse a player (by leaving a pitcher whose innings are depleted on the mound, allowing a batter to hit when his plate appearances are depleted, etc.), the opponent should immediately inform him of that before the next pitch is thrown. In this instance, the offending owner would then be required to immediately replace the player so that the game could continue, thus avoiding any overuse penalty. If neither owner notices the overuse prior to play continuing, anything that happened prior to the overuse being noticed would stand. At that time, the offending team would be required to make whatever changes necessary to remove the overused player from the game.
2. If the last player eligible to play a certain position during a game has used up all his allowed plate appearances, he may remain in the game to play the field, but must be pinch hit for if his spot in the lineup comes up to bat again. If the game does not end in that half inning, the penalty for running out of eligible players at that position is that the offending manager must put in a starting pitcher, one not eligible to relieve in the game, at the vacant position. He will play with the worst possible range rating, e-rating, and throwing arm (if applicable). The starting pitcher now playing a position may not be removed from the game or allowed to change position.
3. If a manager attempts to begin a postseason game with an overused player in the lineup or rotation, the opposing manager should refuse to begin the game until that player is removed. Any disputes on overuse issues should be communicated to the Commissioner immediately, prior to the continuation of play.

F. ADDITIONAL NOTES REGARDING OVERUSE

1. Any player usage that occurs during extra innings of game 7 of any postseason series will NOT count towards the usage limit for that player.
2. A pitcher who has reached his usage limit may not pitch to another batter again in the series. This includes leaving him in the game to intentionally walk the next batter once his usage limit has been reached. However, he may be used as a pinch runner or pinch hitter in a later game.
3. A pitcher who is one out away from reaching his usage limit MAY pitch in any situation where a double play or a triple play could occur and put him over his usage limit. If this situation occurs and the offending pitcher is removed from the game prior to pitching again, there will be no penalty for overuse.
4. At the completion of every postseason series, the Commissioner will review the results and verify that there was no overuse. If a player is found to have been overused, the offending team will lose a roster spot and play with 24 eligible players for the balance of the postseason. If more than one player is overused, roster spots will be reduced accordingly. The Commissioner reserves the right to disqualify a team from further postseason play for multiple violations of overuse.

22. RULES CHANGES

- A. During the season, the Commissioner may change or modify rules if there is an obvious reason to do so for the betterment of the league. The Commissioner will not abuse this privilege and will make every attempt to address rules changes during the offseason.
- B. The League Proposal Period will begin on approximately November 1st ~~(or after the completion of the ILSBC regular season)~~ and close on or about December 10th. League members will be able to submit rule change, format changes or other suggestions to the Commissioner in writing during this time. Do not send these out to the league for discussion. All rule change suggestions will be reviewed by the Commissioner before being presented to the league. The Commissioner reserves the right to disregard a suggestion if he feels it isn't worthy of league review.
- C. Once the League Proposal Period ends, the Commissioner will send out a league-wide notice of the possible changes, adding any necessary explanations. Each possible change to the league will either be accepted or rejected by the Commissioner outright, or else be submitted to the Yahoo group site in the form of a poll so that the league may vote on it. The voting period will begin in mid-December and continue through December 31st. A vote result of at least 66 2/3% in favor is required to pass a proposal. This percentage is calculated as the total in favor of the proposal divided by the sum of those in favor and those opposed (example: with a 24-team league, if only 15 members vote either in favor of or against a proposal it would take 10 votes in favor for the proposal to pass).
- D. After the proposals are voted upon, those that pass will immediately go into effect (unless logic dictates otherwise) and will be added to the text of the Constitution as soon as possible.

23. CHANGING LEAGUES

- A. League members may request to switch leagues with another manager in the opposite league. Such requests will only be honored in the period after the regular season ends and before trading resumes after the World Series, approximately from October 1st until November 15th. The switch will occur in the upcoming season. Requests made after the trading deadline resumes must wait a full year to take effect.
- B. Once one league member publicly requests a change, any member of the opposite league has 10 days to respond. If more than one member responds in that period, a transparent random process will be used to determine which team gets to switch. If 10 days elapse without a response, the first request after that will automatically become the switch partner.
- C. No owner may swap leagues within four years of a prior swap. A team with a new owner is not bound by this four year restriction.

24. RESPONSIBILITIES OF OWNERS

- A. Aside from the responsibilities listed elsewhere in this document, each owner is required to meet certain standards of conduct. Please do not use foul language when communicating with other league members or the Commissioner. League communications should be polite and respectful. If a dispute arises, the Commissioner will make every effort to resolve it in a fair manner.
- B. Repeated violations of these rules of conduct could result in penalties up to and including removal from the league. The Commissioner will have the final say on assessing penalties in such a case.

- C. Owners are responsible for knowing the rules of this league. Ignorance of any rule is no excuse for a violation. These rules exist in order to ensure a consistent and fair opportunity for all owners to build and manage a team as they wish, and to maximize the enjoyment of the league for all owners.

Updated: November 6, 2015