

RRBL Constitution

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I. LEAGUE STRUCTURE

- A. Association is composed of 20 teams.
- B. Association will consist of 2 leagues.
- C. Leagues will consist of 2 divisions.
- D. Divisions will consist of 5 teams.
- E. Teams will adhere to the provisions of this Constitution.

II. LEAGUE SCHEDULE

- A. Regular season (162 games)
 1. Teams in same division will play each other 18 times (9 home, 9 away).
 2. Teams in same league, but opposite divisions, will play each other 10 times (5 home, 5 away).
 3. Teams in opposite leagues will play each other 4 times (2 home, 2 away).
 4. For relief pitching and injury purposes, there will be a "day off" between series. The day off does not apply to the starting pitching rotation.
 5. The schedule will consist of 10 "Sets" of games.
- B. Post-season
 1. At the end of the regular season, four teams from each league will make the playoffs. The first place team in each division receives an automatic berth. Once the division winners have been determined, the next two best records in each league become wildcard teams. It is possible that both wildcard teams in one league could come from the same division.
 2. Playoff format
 - a. First round games will match the division winners with the better records (#1 seeds) against the wildcard teams with the second best records (#4 seeds). The division winners with the second best records (#2 seeds) will play the wildcard teams with the better records (#3 seeds).
 - i. Playoff rounds will each be best-of-seven series, with games 1,2,6 and 7 taking place at the higher seed's home park. Games 3,4 and 5 will take place at the lower seed's home park (Games 5,6 and 7 are only played if necessary).
 - ii. There will be a "day off" for travel between games 2 and 3, and between games 5 and 6.
 - b. The winners of the first round series will face each other in the two League Championship Series.
 - c. The winners of the League Championship Series will meet in the World Series.

III. ROSTERS

- A. Each franchise will have a roster of 40 players, with 25 players on the active roster for any given set.
- B. If, as a result of a trade or free agent selection, a roster exceeds 40 players, the owner must release the appropriate number of players to restore the roster to 40.
- C. Each team may have no more than 3 players that did not play in the previous MLB season.
- D. If a player has more than one Strat-O-Matic card, the combined card will be used.
- E. Each season, the Commissioner will request each owner to provide a copy to the league of his 25-man active roster.
- F. Notification of roster changes must be provided one set in advance of the change being made (This is to aid opposing owners so that they may be adequately prepared for the series).
- G. Beginning with Set 9, all players will be activated to the big league roster. The 25-man active roster limit will be suspended for the balance of the regular season.
- H. Owners retain the right to their players in perpetuity, unless a player is traded, forfeited due to overuse, or released.
- I. Owners must notify the Commissioner of all player transactions, including trades and minor league recalls.

IV. TRADES

- A. Teams may trade players, Spring Draft picks, and/or Free Agent Draft picks.
 1. Ballparks may be exchanged (VII. e.), but not as part of a trade.
- B. In-season trades must be announced as being effective at the beginning of a particular set prior to the trading deadline. All owners involved in the trade must agree upon the effective set.
 1. To be effective for a given set, the trade must be announced prior to the results deadline of the prior set.
 2. The Commissioner will set a deadline for trades to be effective for Set 1 of a given season.
- C. All owners involved in the trade must consent to the trade and notify the Commissioner with the following information:
 1. First and last names of players exchanged.
 2. Year, round and original drafting team of any draft picks involved.
 3. The effective set of the trade.
- D. Spring Draft picks can only be traded for the upcoming draft and the following year's Spring Draft.
- E. Free Agent Draft picks may only be traded for the upcoming Free Agent Draft.
- F. The trade deadline will be prior to Set 8 each season.
- G. All trades that occur between the player release deadline for the Spring Draft and the conclusion of the Spring Draft must be even in the total number of players traded and/or current Spring Draft picks exchanged.
- H. Once the trade deadline has passed, no more trades will be allowed until the regular season is completed.
- I. If an owner involved in a trade withdraws from the Association prior to the trade taking effect, the trade is nullified.

V. SPRING DRAFT

- A. All players not currently on club rosters are available each year in the Spring Draft.
- B. The date, method and time for the Spring Draft are to be determined by the Commissioner.
- C. Teams may release as many players as they desire prior to the Spring Draft. However, teams may not release players during the Spring Draft.
- D. Once releases are announced for all clubs, a draft matrix will be created and only picks listed on the matrix for the current year may be traded. There will be no creation of additional current Spring Draft picks due to trades during the Spring Draft.
- E. Each team must participate in the Spring Draft until it reaches 40 players. If a team should ever have 40 players after the releases are announced, that club will not participate in the draft.
- F. All releases must be provided to the Commissioner 7 days prior to the Spring Draft.
- G. Teams draft in reverse order of the previous season's finish, with the exception that non-playoff teams always draft before playoff teams. Playoff teams are slotted in reverse order of regular season record.
- H. The Spring Draft will be timed as follows:
 1. For the first 5 rounds, each team will have up to 3 minutes to make a pick.
 2. For all remaining rounds, each team will have 90 seconds to make a pick.
 3. The timer will start when the team that is to pick is announced.
 4. Timeouts
 - a. For the first 5 rounds, each team will have one 3 minute timeout.
 - b. For all remaining rounds, each team will have one 3 minute timeout.
 - c. Timing for the timeout will start at the end of the allotted time for the pick.
 - d. Only the team with the current pick may call a timeout.
 5. If a trade occurs involving the current pick, the clock resets accordingly to the round (3 minutes for the first 5 rounds, 90 seconds for all other rounds).
 6. There will be a minimum 3 minute break between all rounds, with longer breaks as deemed necessary by the Commissioner.
 7. Once the time has expired, the next picking team is announced and the timer for that team will begin.
 - a. The team that did not announce a pick will be allowed to announce a pick at any time.
 - b. Any picks made before the skipped pick will stand (the late pick does not get override authority).
 8. The Commissioner may halt the draft at any time to deal with unforeseen circumstances.

VI. FREE AGENT DRAFT

- A. The Free Agent Draft will be one round in length.
- B. The Free Agent Draft will be held during Set 5 each season.
- C. Any player, not on another club's roster, who accumulated statistics in the previous MLB season is eligible to be drafted.
- D. Teams draft in reverse order of the previous season's finish, with the exception that non-playoff teams always draft before playoff teams. Playoff teams are slotted in reverse order of regular season record.
- E. When the selection of a player forces a club to exceed 40 players, one player must be released from the roster to make space for the new player.
 1. The released player must have MLB statistics from the previous season.
 2. Players released during the draft may not be drafted by teams with subsequent Free Agent Draft picks.

VII. GAME PLAY RULES

- A. There will be no designated hitter.
 1. Any player who did not appear at a defensive position the previous MLB season will automatically be assumed to be a first baseman. The player's rating will be 1b 5e30 (the default defensive rating for a player out of position).
- B. All Strat-O-Matic super-advanced rules will be used with the following exceptions:
 1. Non-outfielders may not be used out of position unless the last player at that position is injured and there are no other players for that position.
 2. The closer rule will not be used.
- C. If a player played the outfield, he may play any outfield position according to the Strat-O-Matic outfielder out of position rule.
- D. Player usage shall be limited to 110% of the actual at-bats or innings pitched accumulated in the previous MLB season.
 1. Starting pitchers with an asterisk (*) in their endurance rating may start every fourth day. All other starters may start every fifth day.
 2. No pitcher may relieve in a series less than 4 days before/after he starts. If this occurs, his relief outing must not exceed one (1) inning.
- E. Owners must use a ballpark furnished by Strat-O-Matic.
 1. Only one franchise may play in any Strat-O-Matic ballpark.
 2. During the offseason, ballparks may be exchanged among owners and owners may change ballparks with locations not used by another team in the league.
 - a. Priority for unoccupied ballparks will be based on owner longevity/seniority.
- F. All teams must have a replacement player on their 25-man roster (a rated player for each position) for every fielding position. The only time this is waived is if the team has a player who cannot get injured.
- G. The super-advanced injury rules will apply.
 1. Injuries do not extend beyond the end of any series, including playoffs.
 2. Injuries are for games missed, so if the number exceeds the remaining games in a playoff series, that player is out for the remainder of that playoff series.
- H. A player may not be removed from a game if he is the only player left who is available to play a position.
- I. Strat-O-Matic rules will apply when there is an injury to the last available player at any position except pitcher. If a pitcher is injured and no other pitcher is eligible to replace him, a position player must be assigned to pitch. The pitching card found in the super-advanced rules will be used in that instance.
- J. If a situation arises where a player must either be overplayed or played out of position, he may play out of position. If this should ever occur, the Commissioner should be notified as soon as possible.

VIII. POSTSEASON GAMEPLAY RULES

- A. All rules in VII shall be in use with the following exceptions:
 - 1. Starting pitchers may start every fourth day in relation to the Strat-O-Matic calendar being used. Regular rest between the end of the regular season and the start of the playoffs and between playoff series must be maintained.
 - 2. Starting pitchers who do not have a relief rating may be used in relief for a total of up to 10 innings in a series, given the usage restrictions described below.
 - 3. Starting pitchers who do not have a relief rating will have a POW according to Strat-O-Matic rules.
- B. Players who have been on a team's 25 man roster prior to Set 8 are eligible for the playoffs.
- C. Usage limits
 - 1. Hitters with fewer than 100 at-bats and pitchers with fewer than 40 innings are limited to 10% of their at-bats or innings for a playoff series.
 - 2. Hitters with 100 or more at-bats and pitchers with 40 or more innings are limited to 20% of their at-bats or innings for a playoff series.
 - 3. All values are rounded down when making calculations.

IX. PLAYER OVERUSE

- A. A player who is used in excess of the limitation imposed in VII. d. will be immediately released and ineligible to participate in that season's playoffs.
- B. A player who is used in excess of the limitation imposed in VIII. c. will be immediately released and ineligible to participate in the remainder of that season's playoffs.
- C. Players released due to overuse are eligible for the following Spring Draft.
- D. If an overused player is intentionally used in a series after the series in which the initial overuse occurs, the team will forfeit its first round pick in the next Spring Draft.
 - 1. If the first round pick has been traded or forfeited, the next available pick will be forfeited.
- E. If an overused player is intentionally used in a playoff game after the initial overuse occurs, that game (and any subsequent games in which he is used) will be forfeited.
- F. If an owner flagrantly violates this rule, he is subject to franchise revocation. The fate of the offending owner's franchise will be decided by the other league owners. The majority will rule.
- G. Within limitations of the rule, the Commissioner will use his discretion to impose penalties for overuse of players.
- H. Any manager who overuses players is entitled to a hearing of the particular case. This is to guard against accidental overuse due to negligence by another owner, and other issues detrimental to league competitiveness.
 - 1. Should an owner subsequently decide to withdraw his interest in the league, the commissioner is empowered to reinstate any forfeited players or draft picks (due to overuse) to the new owner.

X. SENDING INSTRUCTIONS TO OPPONENTS

- A. Each team is to send a CM to the Commissioner and any additional instructions to his opponents by the date specified on the league schedule.
- B. Owners may include any instructions they desire as long as the computer manager includes a current 25-man roster and valid starter schedule.
- C. Home team owners shall play games using the visiting manager's instructions.
- D. Upon completion of each series the home team owner is to e-mail the GRFs and box scores to the visiting owner and the Commissioner.
- E. If there is a valid reason for instructions/results to be submitted late, the Commissioner and opponent must be notified as soon as possible.
- F. If the Commissioner does not receive a CM by the deadline, he will generate a CM for that team. That team will be bound to the 25-man roster and starter schedule set by the Commissioner.
- G. If the Commissioner does not receive home results by the deadline, he will quick play all missing series.
- H. Penalties for late CMs and/or results (without a valid reason):
 - 1. 3 late mailings = loss of Free Agent Pick for the following season.
 - 2. 4 late mailings = loss of 3rd round pick in the next Spring Draft
 - 3. 5 late mailings = loss of 2nd round pick in the next Spring Draft
 - 4. 6 late mailings = loss of 1st round pick in the next Spring Draft
 - 5. 7 late mailings = league vote for franchise revocation.
 - 6. These penalties are cumulative.
 - 7. If a particular pick has been forfeited/traded, the next best pick will be forfeited.
- I. If, when reviewing box scores, a visiting owner does not think his instructions were followed properly, he may file a protest with the Commissioner.
 - 1. The protesting owner must provide instructions and box scores for the game(s) in question, with an accompanying explanation of the protest.
 - 2. The Commissioner will contact the home manager for his account of the situation.
 - 3. The Commissioner will render a decision: forfeiture by home team, replaying the game, or allowing the game to stand.
 - 4. If protests become numerous, the league may institute a filing fee to curb excessive use of this mechanism.

XI. STATISTICS

- A. Statistician will have the power to request specific statistical information throughout the season.
- B. League records will be kept in the following categories for hitters: games, at-bats, hits, doubles, triples, home runs, runs batted in, runs scored, walks, strikeouts, stolen bases, caught stealing, errors, ground into double plays, batting average, on-base percentage, and slugging percentage.
- C. League records will be kept in the following categories for pitchers: games, games started, complete games, shutouts, wins, losses, saves, innings pitched, hits allowed, runs allowed, earned runs allowed, walks allowed, strikeouts, home runs allowed, and earned run average.
- D. Statistician will post statistics on the website at regular intervals.
- E. For players acquired, released, or traded during a season, managers must be aware of their accumulated statistics so that their combined totals don't exceed usage requirements.

XII. TIEBREAKERS

- A. In the event of a tie for first place in a division, a single game playoff shall be played via netplay (if possible) or by the Commissioner, using instructions by both managers. The winning team finishes first and the losing team finishes second.
- B. In the event of a tie between the 2nd position for wildcard, a single game playoff will be played as in the previous section. In this case, the winner would be in the playoffs, the loser would not be eligible for the postseason.
- C. If one of the teams is managed by the Commissioner (and he and the other manager cannot netplay), he and the other manager shall agree on a third manager who can play the single playoff game on behalf of both teams.
- D. If two or more teams are tied for any position other than first in the division or 2nd wildcard position, the tie shall be broken in the following order:
 1. Record in head-to-head competition.
 2. Record in league competition (if tie is within same league).
 3. Run differential (for three or more teams only).
 4. A coin flip by the Commissioner.
 - a. If a coin flip determines draft position, the teams will alternate higher picks each round.
- E. The procedures in section d. will also determine draft position and home field advantage for playoff encounters.

XIII. LEAGUE FINANCES

- A. Each owner in the Association will pay an annual franchise fee of \$10.00 to the league fund. This fee is due by the date of the Spring Draft.
 1. If there are sufficient funds in the bank, the Commissioner can waive the franchise fee for any given year.
- B. The treasurer will hold/control the league fund.
- C. League funds will be spent on website fees and championship trophy.
- D. If a manager withdraws from the Association at any time after his fee is submitted, his fee will not be returned.
- E. Owners who take over a vacated franchise after the Spring Draft are not responsible for a franchise fee for that particular season.

XIV. LEAGUE COMMUNICATIONS

- A. Upon receipt of the results from each Set, standings will be posted on the website as soon as possible.
- B. Whenever wholesale roster changes occur (Spring Draft, Free Agent Draft, etc.), league rosters will be updated on the website.
- C. Upon receipt of the statistics from each Set, the statistician will regularly prepare team and league statistics for regular posting on the league website.
- D. The Commissioner will communicate with any of the Association's owners when necessary to facilitate smooth operation of the league. Most communications will occur through e-mail, but the Commissioner may communicate by phone as well if needed.

XV. FRANCHISE VACANCIES

- A. When an owner vacates his franchise, the Commissioner will alert the rest of the Association immediately, so that another owner can be found for the vacated club as soon as possible.
- B. Until a vacancy is filled, the Commissioner may appoint someone to operate the franchise. The appointed individual shall send CMs and play home games until a replacement is found.
- C. When a new manager takes over a franchise, that club may be awarded special draft picks to replace picks that have been forfeited or traded away. In most instances, these picks will be slotted at the end of any rounds that are so designated for replacement picks.

XVI. AMENDMENTS

- A. Any owner may propose amendments to this Constitution at any time.
- B. Proposed amendments will be posted on the league website.
- C. At a designated time (after the World Series champion is determined), the league will vote by e-mail on the proposals.
- D. Majority will rule (In a 20-team Association, barring abstentions, 11 teams will have to vote an issue through).
- E. Voting results and rule changes will be posted on the website and in the new Constitution.

XVII. OWNERS' RESPONSIBILITIES

- A. Owners are bound by the provisions of this document.
- B. When outside conflicts affect an owner's participation (planned vacation, business trip, moving, etc.), he must contact the Commissioner and the affected opposing owners to make arrangements to have the games played in a reasonable fashion.
- C. Owners are *always* encouraged to participate in the function and administering of our league. Not all owners can win regularly, but hopefully everyone enjoys trying to build towards success and championships.

XVIII. COMMISSIONER'S POWERS AND RESPONSIBILITIES

- A. The Commissioner has all the rights and responsibilities of the other Association owners.
- B. The Commissioner is entrusted to ensure that the provisions of this Constitution are followed.
- C. The Commissioner must not take any action with the intent of giving a competitive advantage to any individual team, including his own.
- D. The Commissioner shall have the following responsibilities:
 1. Overseeing the formation of the league schedule.
 2. Tracking team rosters.
 3. Ability to rescind trades under the following conditions:
 - a. Either manager has announced his intention to withdraw from the Association.
 - b. Either manager is, in the Commissioner's opinion, engaging in transactions in a capricious manner in order to damage the integrity of the Association.
 4. Scheduling and overseeing the Spring Draft and Free Agent Draft.
 5. Keep communications open to facilitate an active and involved ownership.
- E. The powers/responsibilities of the Commissioner may not be limited to those noted in the Constitution. There may be situations that occur that may need his involvement at various times for the best interest of our Association.