

**2018**

Mutiny Simulation  
Baseball Official  
Rulebook

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**[OFFICIAL RULEBOOK]**

Overview, Structure & Activities

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## ***Mutiny Simulation Baseball Overview:***

### ***About the League***

*A brief overview of the Mutiny Sim League can be found at our [website](#).*

### ***Commissioners***

*[MSB Commissioners](#) are volunteers and team owners. The goal of the Commissioners (CO), is to provide a fair and balanced approach to the responsibilities of league affairs. It is the Commissioners firm belief that when we are called to perform tasks as Commissioners, we put our team ownership aside and do what is best for the league as whole. Our rulings reflect competition, fairness, and respect to our fellow owners.*

### ***The Rulebook***

*It is your responsibility to make sure you understand and are compliant with the rules. The rulebook may not be altered once the season begins; however the Commissioners may opine upon a specific situation where no rule previously exists or to clarify ambiguities in an existing rule. In such cases, all league members will be informed about these rules clarifications.*

*At the end of each season, owners are encouraged to suggest any changes and/or clarifications to the rulebook. The Commissioners will determine all rule changes. These rules will always be brought to the league for discussion, input and suggestions. The Commissioners will make the final decision on implementation and, to the extent the CO offers the rule change to the league for a vote, a 2/3 vote of the league will be required to implement the rule change.*

### ***GM Conduct***

*With Mutiny SIM Baseball, we expect two things: good competition and good fun. All members are encouraged to contribute to the league's web page, contributing news items, essays, game recaps, analysis, color commentary or anything else remotely interesting. What will not be tolerated is GMs being disrespectful toward one another. The Commissioners' Office will consider replacing any GM who shows a pattern of continuous manipulation and/or disregard for the rules. Basically, don't be a jerk, or you'll walk the plank.*

## *Calendar*

*This calendar serves only as an overview so GMs can see how a year in MSB typically flows.*

### *In Season:*

#### *April*

- *Season Begins*

#### *July*

- *Minor League Draft*

#### *August*

- *Trade Deadline*

#### *September/October*

- *September Call-ups*
- *Regular Season Ends*
- *Playoff Rosters and MP's due*
- *Season awards voting and announcements*
- *Post Season: Wild Card Series'*
- *Post Season: Championship Series'*
- *Post Season: MSB Championship Series*

## *Offseason:*

### *November*

- *Transaction “Freeze” implemented until rules are finalized for the new season*
- *Commissioners' discussion (possible minor rule changes, GM roll call, etc.)*

### *December*

- *Commissioners' discussion continued*
- *Injury Settlement Requests due*
- *Updated roster information sent out to league*
- *DMB new season disk prepared and sent out to League*

### *January*

- *Rule V Draft*
- *Ballpark Draft*

### *February*

- *Arbitration week 1*
- *Free Agency begins*

### *March*

- *Free Agency ends*
- *Arbitration week 2*
- *GMs finalize rosters*
- *Manager Profiles due*

## Divisional Structure

<b>Harwell League</b>	<b>Scully League</b>
<u>East Division</u> Ankeny ACLs Data City Cache Hogs Lakeview Rougarou Orange County Devils Roxbury Robots	<u>West Division</u> Grants Pass Brewers North Natomas Nomads River City Cutthroats Seattle Rainiers Walla Walla Sweets
<u>Central Division</u> Ann Arbor Landlubbers Brooklyn Kraken Chicago Rum Runners Motor City Madmen Windy City Rattlers	<u>South Division</u> Arizona Asterisks AZ Koi Bako Bums Phoenix Miners Scurvy Dogs

Check out our [website](#) for an up-to-date list of all GMs and teams.

## Unbalanced Schedule

The league will use an unbalanced schedule. Each team will play 13 games against teams within its own division, 12 games against other opponents within the same league, and 5 games against each inter-league opponent.

## Ball Parks

Each GM will choose a unique, active MLB ballpark as his team's home ballpark, as listed in the current DMB season disk. Once a ballpark is drafted, teams are required to keep the same ballpark for at least 3 years. After 3 years, you may choose a different park if you wish, but the ballpark is yours as long as you wish to call it home.

The draft will take place on the league message board before the free agent signings, and the draft order is determined by the won-loss records from the previous season, worst to first.

## Name Changes

Each GM will choose a unique team name. Once selected, teams are required to keep the same name for at least 3 years except in circumstances where that team is taken over by a new owner.

## *DMB Tips*

*DMB Tips addresses the very basics of managing your team. We highly recommend reading through this page while your DMB program is open, so that you can refer to it as you read along. Of course, all 3 commissioners and other experienced MSB GMs are available via email or the league message board for any clarifying questions you may have.*

### *Managing your roster:*

- *Lineups: GMs must set their daily lineups (batting order and defensive alignments) versus left-handed and right-handed pitching opponents. Optionally (and highly recommended), GMs may also set up depth charts, utility player usage, defensive replacements and other in-depth management strategies.*
- *Pitching Staff: At a minimum, GMs must set up their starting pitching rotation using at least 4 SPs though we recommend 5 SPs. This rule applies during playoff series. You should also consider developing a depth chart for each bullpen role.*
- *Manager Tendencies: This screen determines the general personality of your team. All settings are set to neutral as a default. The DMB database help-file provides explanations of these settings and how they might affect your team. You should read through those explanations.*
- *Player Tendencies: This allows for more control over your lineup by dictating specific tendencies to individual players. Changes you make to this screen trump changes you make (regarding this specific player) to the Manager Tendencies screen.*
- *Export Your Profile: Once your roster tinkering is complete you should always submit a new managerial profile to the CO so that changes to your roster will be up-to-date.*
- *For a much more detailed look, see our reference material section at the end of this Rulebook.*

### *Playing Time Limits:*

- *We will be using Diamond Mind Baseball to penalize teams for exceeding playing time limits. If your player exceeds his total specified playing limit, the DMB system will treat that player as if he is a replacement player. In other words, despite his stats, he will be treated as a marginal player. Therefore it is in your best interest to keep up with your players that are getting closer to or are already exceeding their limits.*

#### *Batting limits:*

- *A batter's limit is reached when his Total Plate Appearances reach or exceed 105% of his real-life total or when his plate appearances against either a LHP or RHP pitcher exceeds 120%.*

### Pitching limits:

- A pitcher's limit is reached when his Total Batters Faced reaches or exceeds 105% of his real-life total.

### The Eligibility Matrix

The general rule is that a player can play at any position for which he has a defensive rating. If a player does not have a rating at a particular position, then the following matrix applies to determine if the player is allowed to be used at a position in which he does not have a rating. However, a pitcher can be either a relief pitcher or starting pitcher (your choice). Putting a player at a position that is not consistent with the matrix will be treated in the same manner as the abuse of roster limits described above.

The rows indicate the positions the player has a rating at and the columns are the positions that the player can (Y) or cannot (N) play:

	C	1b	2b	3b	SS	LF	CF	RF
C	Y	Y	N	N	N	Y	N	N
1b	N	Y	N	N	N	Y	N	Y
2b	N	Y	Y	Y	Y	Y	Y	Y
3b	N	Y	Y	Y	Y	Y	N	Y
SS	N	Y	Y	Y	Y	Y	Y	Y
LF	N	Y	N	N	N	Y	Y	Y
CF	N	Y	N	N	N	Y	Y	Y
RF	N	Y	N	N	N	Y	Y	Y

Remember each team is required to have a defensively rated player for each position. DMB will penalize your team for using an unrated player at a particular position with poor defense. Depending on the position, that penalty varies in degree. In a situation where you exhaust all players qualified at a position, the matrix above may help you fill that spot.

### Penalties

Time is a huge issue for all of us. We all have lives outside of MSB. At the same time, in order for a league of this nature to operate smoothly and efficiently for the greatest amount of fun possible, we have to create a good set of rules to govern by. The CO's intent is not to dictate every aspect of your enjoyment of this hobby, but we have found over the years that rules and penalties are an essential part of any organized activity.

Therefore, the following penalties will be employed:

#### Exceeding 40 men on your major league roster during free agent signings:

You will have 72 hours to get your roster down to 40 men. Penalty: Loss of your 6th round draft pick in the next minor league draft. Additionally you will lose the free agent player that put you over the limit.

Exceeding 40 men on your major league roster when claiming players on waivers:

You will be granted 72 hours to bring your roster down to 40 men. Failure to comply results in the loss of the player you wished to claim.

Exceeding the minor league roster limit during the minor league draft:

Exceeding the minor league roster limit is simply not allowed. If you attempt to sign an additional minor leaguer, you will be notified by the commissioner running the draft that your selection is invalid until you drop a minor league player to make room. Your pick will be skipped until you make the adjustment.

Making a trade that puts you over the roster (major or minor league):

Just like when you make a trade in fantasy baseball, if a trade puts you over the roster limits, it will simply not be allowed. You must make all adjustments to your roster to stay within the roster size limits before the trade is accepted by the league.

Exceeding the Salary Cap:

Any trade or acquisition that pushes you over the salary cap will simply not be permitted. There is no penalty per se. The move will simply be invalid.

Failure to field a valid lineup at any point during the season:

If a team is unable to field a valid lineup at any point during the season, that team will be allowed to select the needed player(s) from the free agent pool to complete the season. Upon completion of the season, those players will be returned to the free agent pool. As a penalty, the team will lose one minor league draft pick for each needed player -- beginning with the 6th round, or next best pick in the upcoming minor league draft.

In all other instances:

When the CO discovers any other violation than the ones discussed in the previous sections, or are alerted that such a violation has taken place, to the extent that the violation may be remedied, the CO shall notify that owner that they must rectify the violation within 24 hours. If the violation is not rectified, penalties will automatically ensue.

The Commissioners' Office will consider replacing any GM who shows a pattern of continuous manipulation and/or disregard for the rules. The commissioners hope to never have to come down so heavy-handed, and certainly will do everything they can to encourage GMs to do their best to stay within the rules, to avoid such a decision.

## *Pythagorean Records*

*In order to help keep the league competitive, the Pythagorean Record is used to determine the order in which team's draft in the minor league draft or pick in the waiver system. The Pythagorean record is a formula for converting a team's Run Differential into a projected won/loss record and is used for purposes of determining the best/worst win/loss records in the event two or more teams have identical records.*

*The formula is:*

$$\frac{\text{Runs Scored}^2}{(\text{Runs Scored}^2 + \text{Runs Allowed}^2)}$$

## **Roster Construction**

### **Roster Makeup**

#### **40-man Roster:**

*The 40-man roster is made up of your eligible playing talent for any given Simulation Season. These players may be moved to and from your 25 man roster. Players on a 40-man roster, but not in Diamond Mind's current database are still counted on any given team's 40-man roster. We allow flexibility in the size of your roster, however all teams must have at least 25, but no more than 40 players.*

#### **25-man Roster:**

*The 25-man roster cannot exceed 25 players with the exception of 12:00am on September 1st, when active rosters may be expanded to 40. If your roster consists of more than 25 players, your roster will be considered invalid. This must be rectified as soon as possible so we do not have any delays in running games. If this is not dealt with in a timely manner, the CO will construct a suitable roster.*

#### **Composition Rules:**

*In addition to the roster numbers, there are a few roster composition rules. Most importantly a team must always field a complete and valid lineup for play, which includes at least 4 starting pitchers on the active roster. Please remember that if a player is demoted when activating another player, they are ineligible for recall until 14 days (336 hours) have passed.*

*Each team has a 72 hour window to rectify their over-the-roster-limit issues in regards to Free Agency and the Waiver Wire. In the case of trades, each team is expected to bring their team into compliance immediately. If these issues have not been dealt with in the required times, draft pick penalties will be applied.*

#### **Minor League Roster:**

*The minor league roster is your farm system. This is the root of your team. Carefully constructing your roster can give you affordable skilled players to fill key positions and eventually (with good fortune) star on your major league roster. The roster consists of up to 25 players who have not exhausted their "rookie" status (who must be promoted the season after that player accumulates 130 ABs or 50 IPs or be eligible for the Rule V draft). These players are generally acquired through the minor league draft.*

*Additionally, waived major league players who go unclaimed may be demoted to the Minor League Roster. Teams will be limited to no more than TWO contracted (salaried) players on this roster at one time. This type of transaction can only be carried out during the offseason.*

### *Inaugural Contracts:*

*Minor leaguers may be promoted to the 40 man roster and given an Inaugural Contract of 4 years for \$500K per year. You may wish to do so to avoid losing minor league players who have exhausted their “rookie status” and/or to promote players who can help your major league roster. You can promote players by placing their names in the designated promotions category on the league message board.*

### *Arbitration*

*Arbitration gives owners an opportunity to extend any of their players on Inaugural Contracts for up to two additional years. During the week immediately preceding and immediately following free agency, you will have an opportunity to offer arbitration to any of your players that just finished the third year of an Inaugural Contract. Players that are not offered arbitration will remain in 4 year/\$500K contracts which would automatically terminate after the following season.*

*For players that are offered arbitration, you will retain the option to sign them to a 5<sup>th</sup> and even 6<sup>th</sup> year based upon the WAR statistic from the immediately preceding year. In the initial year of eligibility (after year 3 and before year 4), that salary would be based on the following table:*

<i>Previous Year’s WAR</i>	<i>Salary</i>
<i>Under 1</i>	<i>\$1,000,000</i>
<i>1 to 1.9</i>	<i>\$1,500,000</i>
<i>2 to 2.9</i>	<i>\$2,000,000</i>
<i>3 to 3.9</i>	<i>\$2,500,000</i>
<i>4 to 4.9</i>	<i>\$3,000,000</i>
<i>5 to 5.9</i>	<i>\$3,500,000</i>
<i>6 to 6.9</i>	<i>\$4,000,000</i>
<i>7 to 7.9</i>	<i>\$4,500,000</i>
<i>8 and above</i>	<i>\$5,000,000</i>

*In each of the two years following year 4, owners can again offer arbitration to their remaining arbitration-eligible players. Should you choose to keep that player, their salary will be increased by the following table based upon WAR in the immediately preceding year:*

<i>Previous Year’s WAR</i>	<i>Salary</i>
<i>Under 1</i>	<i>\$500,000</i>
<i>1 to 1.9</i>	<i>\$1,000,000</i>
<i>2 to 2.9</i>	<i>\$1,500,000</i>
<i>3 to 3.9</i>	<i>\$2,000,000</i>
<i>4 to 4.9</i>	<i>\$2,500,000</i>
<i>5 to 5.9</i>	<i>\$3,500,000</i>
<i>6 to 6.9</i>	<i>\$4,000,000</i>
<i>7 to 7.9</i>	<i>\$4,500,000</i>
<i>8 and above</i>	<i>\$5,000,000</i>

*As an example, if you extended a player with a 4.01 WAR in real-life year 3, they would cost you \$3,000,000 in DMB year 4. You could extend them again after year 4 and, if their WAR was 1.6 in real-life year 4, their salary would increase by \$1,000,000 to a total of \$4,000,000 in DMB year 5. You could extend them again after year 5 and, if their WAR was 8.5 in real-life year 5, their salary would increase by an additional \$5,000,000 for a total of \$9,000,000 in DMB year 6.*

### **September Call-ups:**

*On September 1 of every year, the 25-man active roster is allowed to expand to include all players on your 40 man roster, if you wish. Additionally, you may activate minor league players without awarding them a contract. However you must clear space on your 40 man roster to do so. Minor league players who were called up may be demoted and replaced with another minor league call-up. At the end of the regular season, those players are placed back on your minor league roster.*

## Salary Cap

### *Total Salary Cap:*

*Each team has \$90M to spend on their roster. That may be allocated among your players in any way you see fit though you may not exceed \$90M for any reason. Any trade, Rule V draft, promotion, etc. that results in you exceeding \$90M will be considered invalid and penalties may be given for the violation.*

### *Maximum amount each free agent period:*

*The maximum amount a team is allowed to spend in free agent signings in any single offseason is \$50M even if that team has more than \$50M in cap space.*

### *Injury Settlement:*

*If a player on your team is injured in real life and spends 70% or more games (113 or more) on the DL in the prior season or that player is now deceased, you may submit an Injury Settlement Request (ISR). The determination of whether a player spent 70% or more games on the DL will be based on the status list kept in that year's DMB database if the player made one appearance during that major league season or, for players who did not make an appearance during that major league season, upon the GM providing proof that the player sat out the season to recover from injuries or is now deceased. The CO will determine if the proof of injury provided by a GM is sufficient in the event a player is not in the database as described above.*

*ISRs must be submitted no later than December 31st (prior to the upcoming SIM season for which the player was injured). If your ISR is approved, you will receive up to 50% off of the player's yearly contract figure for the SIM season in which he was injured. No player contract will be reduced below the minimum contract level of 250K per year. This process can be repeated each year should the player spend 70% or more games on the DL in subsequent seasons or if the player is now deceased.*

*If a waived player was subject to an ISR, that player's salary will only be alleviated by the amount that the free agent contract annual dollar amount is greater than the ISR.*

## **Free Agency**

*Free Agency allows for the building of team rosters by signing players who are not signed to MSB contracts. It is one of the most important times for building your team as well as one of the most enjoyable times of the MSB year. The Free Agency Period generally begins in January after the season disk is sent out by Diamond Mind Baseball. The new database, with updated rosters, will be distributed to you soon after that by the CO and teams should have ample time (at least 2 weeks) to prepare for free agency.*

*Certain restrictions apply to free agency:*

- *Only MLB players who have more than 65 career at-bats or more than 25 career innings pitched and who are not already signed to a MSB contract are eligible for free agency. Players who don't meet those minimum ABs or IPs would have been eligible in the previous minor league draft.*
- *Players must be waived at least 72 hours prior to the opening of free agent nominations in order to be eligible to be nominated.*
- *Teams may not re-sign any player that currently appears on that team's Non-Roster Obligation list.*
- *To the extent that a team is missing its GM, the CO will determine the appropriate course of action in proceeding with free agency. This may be a one week delay or may involve the CO making selections on behalf of that team or some other course of action that the CO deems appropriate.*

### **The MSB Free Agent Process:**

*Free Agent bidding will be broken down into 6 weeks of bidding. In the first five weeks of free agency, the number of players that will go up for bidding increases steadily according to the following schedule: 20 players, 25, 30, 40, and 45. In the interest of keeping Free Agency limited to 6 weeks, week 6 will be unlimited and may include any players who are left unsigned following the first 5 weeks of free agency.*

*Each team has the opportunity to nominate a player(s) by posting them on the message board in the appropriate nominations thread. A team is allowed 5 nominations per day and all nominations are free of charge. If nominations do not cover an entire week, the open spots will be filled by the CO by randomly choosing from the Free Agent list. The nomination process will continue until enough nominations (160) have been made to fill the bidding through week 5. During week 5, a nominations thread for week 6 will be opened allowing for nominations until week 6 bidding begins. The CO retains the right to balance the player pools based on the nominations for the first three weeks. Group bidding begins Saturday evening of each week and the earliest a player can close is Monday at 9 PM PST. Open message board bidding extends until 9 PM PST on Thursday of each week. When necessary a silent auction is implemented with bids due before Friday at 9 PM PST.*

### **Valid Bids:**

*A thread will be opened on the message board for each Free Agent. To bid, you must open bidding at \$250K or higher. Bids must be raised by a minimum of \$100K until the bids reach \$1M. Upon reaching \$1M, bids must be raised by \$250K or more. No edited bids are allowed after Yuku's grace period expires (60 seconds after the post is submitted). If an 'edited by' line appears under any posted bid, that bid will be invalid. Should you need to revise grammatical errors or post any clarifying information about a bid, do so in a subsequent post.*

*Finally, bids must be in increments of 10K meaning bids of 250K, 510K, 4.01M and so on are valid while bids such as 255K, 505K, 4.005 are not.*

### **Winning Bids:**

*When a player does not receive a higher valid bid within 24 hours of the previous bid, the player is closed and awarded to the last highest bidder. For example, if a bid is submitted at 11 AM PST on Monday and no bids are submitted before 11 AM Tuesday, that player is closed to the high bid placed Monday at 11 AM PST. The earliest a player can close is at 9 PM PST on Monday evening.*

*All bids are assumed to have a contract length of 3 years until bidding is over and teams can declare their intention regarding contract length.*

### **Contract Length**

*Once a winner is determined (see below for more details on winning a bid), the winning GM will have up to 24 hours to declare the player's actual length of contract as either 2 or 3 years. If the GM wishes to simply sign the player to 3 years, nothing needs to be done – the player is signed for the face value of the winning bid.*

*If the GM wishes to sign that player for only 2 years, he must post his decision to do so in the player's thread, at which point 20% of the winning bid will be applied to the annual contract amount. For example, a \$5M winning bid becomes \$6M (20% higher) for two years.*

### **Silent Auction:**

*All free agents who receive a bid after 9 PM PST on Wednesday will go into silent auction. Any GM who submitted a valid bid between 12:01 AM PST on Wednesday and 9 PM PST on Thursday is eligible to participate in the silent auction process.*

*Silent auction bids must be submitted by email to a designated GM not involved in the bidding for that player before Friday evening at 9 PM PST. Winning bids are determined in the same manner as with message board bidding.*

*Note that the GM with the highest valid bid heading into the silent auction will not be required to outbid himself. In other words, if he is the only GM to make a valid silent auction bid, he will be awarded that player on the final amount bid before the silent auction.*

*In the event of a silent auction tie, the tying bidders will have the option of submitting another valid email bid by 9 PM PST on Saturday. This will continue silently with 9 PM PST deadlines until a player is won. If there is an initial tie in silent auction bidding, teams may make raises that do not meet the minimum of 100K for bids under 1M and 250K for bids of 1M and over. However bids must still be in increments of 10K.*

### ***Allowing conditional bids in silent auctions?***

*A conditional bid is defined as any bid in which a GM chooses to attach conditions to their bid because they want to continue bidding in the silent auction but intend to sign less than the number of players being bid upon. For example, a GM may wish to only sign one third baseman, but choose to bid on two. In the event that GM bids on both third basemen, he may submit a "conditional" bid, which states his #1 priority between the two.*

*Conditional bids are NOT permitted during the open message board bidding process. However, one conditional bid will be allowed per week during the silent auction phase.*

### ***Home Team Discount:***

*A Home Team Discount (HTD) of 10% off the annual contract amount will be given when re-signing a player who has played all 3 (or 4-6 years if coming off an Inaugural Contract) years of their current contract with your MSB team. Players with prior 2-year contracts are not eligible for the HTD. In addition, you must have the highest total bid as the 10% is taken off after the bidding is decided.*

- *There will be no HTD for players signed to the league minimum.*
- *HTDs can be awarded even when the team only signs the player to a new 2-year contract. However, once that 2-year contract expires, you will not be awarded the HTD should you re-sign the player two years later.*
- *Rule V players are eligible for the HTD from the team that either acquired them through the Rule V draft or the team that traded for them before opening day of their first contract year.*

### ***Transaction Freeze:***

*Upon completion of the final championship game of each season, a transaction freeze will be implemented. Teams will be allowed to make any roster moves until the CO concludes any needed rule-change discussions and/or other decision making. The time taken for this will vary from year to year. The CO will post a message on the league message board announcing the lifting of the Transaction Freeze once rule changes are discussed and understood by all GMs. GMs are encouraged to use this time to strategize for the upcoming season.*

## **Minor League Draft**

*What: Each team has a farm system of up to 25 players. The purpose of the minor league draft can provide each GM the opportunity to replenish their farm system annually, after promotions, trades and waivers. With careful scouting and diligent planning, the farm system can be an invaluable resource for building and maintaining your dynasty.*

*When: The start date for the minor league draft will generally be sometime in mid-July with the CO setting the specific date each year.*

*How: The draft will be conducted on the message board.*

*Draft order: The draft order will be determined by the won/loss records from the most recently completed season. The team with the worst record drafts first. For teams with identical records, Pythagorean records will be used to break ties.*

*Draft style: The minor league draft is a “straight draft”, and will continue for as long as teams desire to fill open roster spots.*

### **Eligibility:**

- *Only players with 65 or less career at-bats or 25 or less career innings pitched as of the start date of the MSB minor league draft can be drafted in the MSB minor league draft.*
- *Players must be currently under contract with a real-life MLB team or one of its minor league affiliates at the start of the draft.*
- *Any player that is waived during the draft is not eligible to be drafted.*

### **40 man rosters are frozen during the minor league draft**

*During the minor league draft, any games that are simulated will use the 40 man roster for each GM that existed as of the first day of the minor league draft. During that time, no transactions will impact a GMs 40 man roster.*

*Note that this does not prevent a GM from making transactions during the minor league draft for the purposes of managing their roster: a GM may still trade players, waive players, promote minor league players, etc... Those transactions will go into effect as of the date that the minor league draft has concluded.*

### **Promoting draft picks:**

*Players cannot be drafted directly to the 40-man roster. Players drafted in the current minor league draft cannot be promoted onto the 40-man roster until the minor league draft is completed.*

### *Trading draft picks:*

*Minor league draft picks may be traded only for the upcoming minor league draft and, in the forty-eight hours prior to the start of a minor league draft through the end of that minor league draft, GMs may trade minor league draft picks for the minor league draft in the immediately following year.*

### *Proxy selections:*

*Proxy draft submissions will be accepted by the CO, within reason. You must be very specific in describing the player(s) you want. The CO will not be responsible for any errors that occur resulting from a proxy selection.*

### *Missing GMs:*

To the extent that a team is missing its GM, the CO will select players for that team based on the lowest selection in the most recent real-life rookie player draft until that team's minor league team is filled.

### *Draft timer:*

- *The Draft Timer Hours of Operation:*
  - *Weekdays/Holidays: 3 PM PST to 9 PM PST.*
  - *Weekends: 12 PM PST to 9 PM PST.*
- *Each team will have two hours to select a player during their allotted time to pick when the draft timer is in operation.*
- *After making a pick, each GM is encouraged to e-mail the GM (with all email addresses available on the MSB [website](#)) that has the subsequent pick to let them know that they are next. However, the timer starts immediately after the prior pick is made.*

### *Skipping a team:*

- *If a team fails to make a selection within their allotted time allowed by the timer, they will be skipped. The skipped team may jump in any time to make up the pick.*
- *Invalid selection -- If a team selects a player that is not eligible or who is already on another team's roster, that team will be skipped in the selection process. The invalid selection can be corrected at any time.*
- *Once a team is skipped due to the expiration of the two hour limit or due to an invalid selection, the timer starts immediately for the GM next in the draft.*

- *A team that has been skipped will remain skipped until that team catches up with the draft and/or corrects any invalid selections. That means that the next team in the draft order is on the clock in the place of the team that is currently being skipped/not caught up.*

## **Rule V Draft**

*The Rule V Draft is designed to help teams improve their chances of success by giving them an opportunity to sign excess talent that may be bottlenecked in the minor league systems of deeper teams.*

### **Eligibility:**

*Any player on an MSB minor league roster who lost rookie status by accumulating 130 ABs or 50 IPs must either be promoted by their current team or be eligible for the Rule V Draft. If you have questions regarding the eligibility of a player, please contact the CO for verification.*

### **When:**

*The Rule V draft will generally be held in early January each year. All teams must post promotions of their Rule-V eligible minor league players to the league message board by 11:59 PM on the day prior to the Rule-V Draft or risk losing those players to the draft.*

### **Draft order & procedure:**

*The Rule V Draft order will be determined in the same manner as the minor league draft. At 12:00 AM PST on the day the Rule V Draft begins teams will have until 11:59 PM PST at the end of the day to submit to the CO a list of all eligible players that they wish to claim, in order of preference. The draft will be conducted by the CO using these lists and the results will be posted on the message board.*

### **Conditions:**

*There is no limit to how many players you can claim; therefore, a claim list can be any length. Teams may also place conditions on their Rule V draft, stating they only wish to limit their claim to a total number of players or limit their choices by position or other condition.*

### **Requirement and Cost:**

*All players drafted in the Rule V draft must be immediately promoted to the 40-man roster and given a 4-year contract. Rule V contracts are similar to Inaugural Contracts and may be extended per the Inaugural Contract extension rules. They may also be eligible for the HTD if the player's contract qualifies.*

## Waiver Wire

### Waiving a Player:

*The purpose of waivers is to allow GMs to manage their rosters within the league limits by dropping and adding players.*

*In order to waive a player, a GM must create a new topic on the league message board. The GM needs to include the players name and either the contract year and cost or list them as a minors player within the message board post.*

*During the offseason, if a waived player goes unclaimed, a team has the option to demote the player to the minor leagues. The player's salary will remain against the team's salary cap. Teams will be limited to no more than TWO contacted players in their minor league system at any given time. As will all transactions, there must be room for these players on the minor league roster. Note: Demoting waived players to the minors will not be allowed during the course of the regular season.*

*When a player is waived with an amount remaining on the contract, it does not alleviate the waiving GM's obligation unless that player is claimed by another GM or, alternatively if that player is signed as a free agent before the original contract expires. In that case, the waiving team is still responsible for the difference in cost per year, if any. If the new free agent contract annual dollar amount is equal to or greater than the original contract, the waiving team is no longer obligated to the player. If a waived player was subject to an ISR, that player's salary will only be alleviated by the amount that the free agent contract annual dollar amount is greater than the ISR.*

### Waiver Priority List:

*The waiver priority list for each season will be generated after the transactional freeze is lifted and will be based upon Pythagorean records from the prior season. A team that claims a player off waivers will be dropped from their current waiver priority to the lowest waiver priority, regardless of whether other waiver claims were made on that player.*

### Claiming a Player:

*Any team can claim a player by posting a "claim" on the applicable player message board thread within 72 hours of the waiver. This is done by simply replying in the thread that your team will put a claim in on the player.*

*After the 72 hour period has expired, the team with the highest waiver priority signs the player for the remaining term and dollar amount of the contract. A minor league player is simply transferred to the claiming team's minor league roster.*

*When multiple players are on waivers at the same time and a team wants to claim more than one player, that team will only have priority for one selection. Therefore, the GM needs to identify their first choice when making multiple waiver claims at the same time.*

*If a waived player goes unclaimed, the waiving team may elect to not release the player if they have room on their roster. In that case, the waiving team must notify the CO within 10 days (240 hours) of the original waiver posting. In the event the player was waived to make room on the 40 man roster for a free agent, trade, or promotion, that waiver is immediate and irrevocable. Players waived during the Free Agency Period are not eligible for free agency in that period.*

## Trading

*Trades are a big part of the team building process. If you can't find the right fit through free agency, just want to reshuffle your roster, want that extra player for the playoff push or feel the need to rebuild, maybe you can find that perfect trade partner.*

*Players may be traded in any fashion and in any combination. However, teams are not allowed to include players to be named later.*

*All trades are to be posted under the "Done Deals" subject heading provided on the league message board. Proof of confirmation by both sides must be presented to the CO by replying in the specific message board thread before the trade can be officially declared a done deal.*

*If you exceed the roster limits due to a trade, you must deal with it immediately. In addition, updated manager profiles should be sent in to the commissioner running SIM games as soon as a trade becomes official. If a GM does not provide updated roster information prior to game time, the commissioner running SIM games will make the most logical roster moves.*

*Make sure to pay attention to the Trade Deadline, which is at 8:59 PM PST on August 31st (on the DMB schedule for simmed games – not necessarily the real-life date). Trades must be posted and confirmed by both parties prior to that deadline to be considered valid.*

*Keep in mind this is supposed to be fun. While the ultimate goal is to win a championship, be aware of the ramifications of making trades that are out of balance. You may cause displeasure with the other league members, hurt your chances for making future trades, etc.*

## Commissioner Contract/Salary Approval

*Once a trade is posted and confirmed by all partners in the trade, the CO may take up to 24 hours to approve the trade. Once the CO approves the trade, the trade is final. This approval shall not be withheld for any reason other than exceeding salary cap or roster limits. League office approval will not occur until the relevant contract details such as contract year, salary and pro-rating are laid out in the thread by one or both trading partners.*

## Pro-Rating

*The timing of trades can have an effect on the current year contract value. Trades that occur after July 1 or August 15 (both dates referring to the DMB season) will have pro-rated salaries. Pro-rations only apply to the season for which the player was traded. Any additional contract years will remain at the player's original annual contract value. Specifically:*

- *After July 1 of the DMB season, any eligible players traded by that manager apply a 50% pro-rating against that player's current year contract. The team accepting this player will pay the remaining 50% of that player's salary for the player's current year contract.*

- *After August 15 of the DMB season, any eligible players traded by that manager may apply a 75% pro-rating against that player's current year contract. The team accepting this player will pay the remaining 25% of that player's salary for the player's current year contract.*

*Certain restrictions apply:*

- *No player contract will be reduced below the minimum contract level of 250K per year.*
- *Pro-rations will be rounded to the nearest number divisible by \$10,000. Trading partners are required to put ALL DETAILS of the math involved in the trade thread of the Done Deals forum. If pro-rating amounts are not included, pro-rationing of contracts will not occur.*

## Post Season

### Specifics:

- *4 teams in each league make the playoffs: 1 team from each division with the best won/loss record and 2 wild card teams, which will be the two teams with the best record in either division that were not division winners. A single division can send multiple wild card teams to the playoffs.*
- *In the event of a tie between two teams competing for the division title or wild card spot, a one game playoff will be held to determine who receives the wild card. Home field advantage for the one game playoff will be determined by head to head record, followed by division record, followed by league record, followed by total margin of victory for the season, followed by a coin flip. Regular season playing time limits will be in effect during the one game playoff.*
- *The division winner with the best record will play the wild card team with the worst record. The division winner will receive home field advantage.*
- *The two remaining teams in each league play in the divisional round of the playoffs. The divisional winner will receive home field advantage.*
- *In the League Championship, the two winners of the divisional round of the playoffs will play each other.*
- *The World Series is played between the two League Championship winners.*
- *The playoffs and MSB World Series are played in a best of seven series using a 2, 3, 2 format.*
- *Home field advantage for all rounds of the playoffs, except the divisional round, will be determined by overall record, followed by head to head record, followed by division record, followed by league record, followed by total margin of victory for the season, followed by a coin flip.*

### Roster Eligibility:

*Barring the restrictions below, all players who spent at least one game on an active 25-man roster during the course of the season and who were on their current team's 40-man roster prior to September 1 are eligible for the 25-man playoff roster, including those players who had previously exceeded their regular-season playing time limit.*

### Restrictions:

- *Choose your playoff roster wisely. Changes cannot be made to the 25-man roster once a playoff series begins.*
- *Batters must have compiled a minimum of 200 plate appearances or 200 batters faced for pitchers in real life to be eligible to start a playoff game.*

- *Relief pitchers must have compiled a minimum of 85 batters faced in real life to be eligible for postseason play.*
- *Rotations can be set in any manner a GM sees fit. While some GMs post their playoff rotation on the league forums, a GMs official rotation is the one submitted to the CO prior to the first game of each series. Any changes made to that rotation must either be announced on the league message board 24 hours prior to the start of the game in which changes were made or require confirmation from the opposing team that they are aware of the changes. This is designed to give the opposing team enough time to modify their rotation in response to the changes.*

### *Playing Time Limits:*

- *We will be using Diamond Mind Baseball to penalize teams for exceeding playing time limits. If your player exceeds his total specified playing limit the DMB system will treat that player as if he is a replacement player. In other words, despite his stats, he will be treated as a marginal player. Therefore it is in your best interest to keep up with your players that are getting closer or already exceeding their limits.*
- *If a player reaches his playing time limits during a specific playoff series, owners will not be able to substitute them out of the 25 man roster, nor may the CO substitute such players out of the 25 man roster.*
- *Please note that fatigue will not be reset for pitchers or catchers. A pitcher or catcher's recent usage will follow them into the playoffs.*

### *Batting limits:*

- *A batter's limit is reached when his Total Plate Appearances during a single playoff series reaches or exceed 12% of his real-life total or when his plate appearances against a L/R pitcher exceeds 15%.*

### *Pitching limits:*

- *A pitcher's limit is reached when his Total Batters Faced during a single playoff series reaches or exceeds 12% of his real-life total.*

## Reference Material

### Manager Profiles

#### Creating a Manager Profile

Click on 'View' tab, open 'Rosters/managers profile', and select your team

- In 'Roster' window there are seven tabs: Roster / Pitching / Saved Lineup / Depth Chart / Mgr tendencies / Player tendencies / MP report
  - Roster – Shows the players on your team. Players in blue are active and can be used in your lineup and pitching staff. Players in green are farmed and cannot be used in your lineup and pitching staff. Your roster cannot exceed 40 total and 25 active (blue). Bottom left box shows the breakdown and total number of players. Double click on a player to open players profile window. Right click anywhere inside roster box to adjust status of players, or sign or release a player. This league does not use the 'Disable' or 'Activate' features.
  - Pitching – This is the tab used to set up your pitching staff. 'Show reserves' can be activated or deactivated. In the large box, pitchers are listed. 'Dur' is their durability rating as a starter (S) or reliever (R). Usage is when they last pitched. On right side is the Starter and bullpen setup (use pull down menu for bullpen slots). List starters one through five. List relievers in appropriate slots (Closer vR, Closer vL, Setup vR, Setup vL, Long relief, mopup). To insert a pitcher in a slot, highlight pitcher by clicking on name. Right click in slot you want pitcher in and select 'Insert selected player'. Below rotation and bullpen setup, select either 'Strict' or 'Skip'. Strict uses your starters strictly one through five, while Skip skips the number five starter when possible. Do not use 'Time' option. **\*\*Click on 'Save MP' before leaving this tab\*\***
  - Saved lineup – This is the tab used to set up your lineups. Lineups must be set up for use vs. RHP and vs. LHP. Again 'Show reserves' can be activated or deactivated and players are listed in large box. Below list of players are tabs for batting (Bat), defense (Def) and batter ratings (BatRtg). Batting shows overall ratings and stats, the batter rating shows left and right breakdown, power, bunting, running, stealing, and jump ratings. Defense shows the players defensive ratings (check eligibility rules for defensive positioning). Above lineup box type in 'RHP' or 'LHP'. Make sure the 'Versus:' menu below the lineup box matches the description at the top. Click 'Use in DH games' as the DH is used in this league. List your lineup the same way you made out your rotation and order your hitters one through nine as you choose. Make sure all positions are filled in the lineup. You will need to make two separate

lineups, so use the pull down menu or arrows at the top to access a second empty lineup. **\*\*Click on 'Save MP' before leaving this tab\*\***

- *Depth chart – Shows same Player listing. On right side though, each position is listed with the starter (St) from your lineup in each position. There are slots for platoon partners (Pl) if you wish to use a lefty/righty platoon, and defensive replacements (Def) for late in games. The numbered slots are for spot starts at that position by a player not in the lineup. If you wish to have a spot starter in a certain position, insert the player in the same fashion as the lineup and pitching staff. On the right side of his name will appear a zero. Click on the zero and a 'spot start percentage' window will pop up. Insert the percentage of starts you would like the spot starter to be used. At the bottom of the positions, you will find pinch hitting options if you would like to set pinch hitters up.*
- *Mgr tendencies – This tab allows you to set up how you would like your team to act in the situations listed. Click on a slider to change the frequency (left for more or most frequent, right for less or least frequent). If you make changes, **\*\*Click on 'Save MP' before leaving this tab\*\****
- *Player tendencies – This tab allows you to set up how you would like your individual players to act in the situations listed. Use the pull down menu to find the player and click on the while box next to the situation you would like to adjust. The slider appears for you to adjust. If you make changes, **\*\*Click on 'Save MP' before leaving this tab\*\****
- *MP Report – Lists your MP as you have set it with the other tabs. No changes can be made here, but all changes made elsewhere will show up here.*

### **Exporting your Manager Profile**

Now that you have set your rotation, bullpen, and lineups, AND CLICKED ON 'SAVE MP', you need to export your MP so that you can email it to the Commissioner in charge of running the games. Following are the instructions for exporting your MP:

- *Click on 'Transfer' tab and then 'Export statistics'*
- *Highlight your team by clicking on it*
- *Click on 'Next' at bottom of window*
- *Click on 'Next' at bottom of window again*
- *Click on 'Finish'*
- *Choose where you want the MP saved (I use a folder on my desktop)*
- *Name it (it is helpful to give it a name related to your team)*
- *Save it*
- *Attach the MP zip file you just saved to an email and send it*

## ***Reference: Special Expansion Draft for 2018 Season***

*Expansion drafts may occur in MSB from time to time. Expansion drafts will only happen during the off-season. A transaction freeze will be in place from the end of the season until the end of the expansion draft.*

*Method: The expansion draft will include two rounds. Round 1 will focus on major league players. Round two will focus on minor league players. The draft will be conducted on the message board. Picks made on the message board will use the minor league draft timer rules.*

*Draft Order: We will use a random number generator to determine the draft order for round 1. The draft order will be reversed for round 2.*

*Draft Style: Both drafts will be a straight draft.*

### ***Eligibility:***

*For each round of the draft, existing teams will provide a list of protected players. Each team will be able to protect up to twenty-five players with the following restrictions:*

- *3 players must have 2018 contracts;*
- *3 players must have 2019 contracts;*
- *1 player must have a 2020 contract;*
- *3 players may be selected from any contract year with the exception that only 2 of those may be from contract year 2020; and*
- *Up to 15 players may be selected from your minor league team*

### ***Draft Protocol:***

*Draft Lengths: Round 1 of the expansion draft will be up to 20 rounds long and round 2 of the expansion draft will be up to 20 rounds long. All other minor league draft rules will be in effect.*

*Expansion Draft Player Allotment: During round 1 of the expansion draft, expansion teams may select any player with a contract ending in 2018, 2019, or 2020 that was not protected by its current team. Existing teams may lose no more than 5 players, of which only 2 of those players may have 2020 contracts.*

*During round 2 of the expansion draft, expansion teams may select any player that was not protected by its current team. Existing teams may lose no more than 5 players.*

*Selecting eligible players is the responsibility of the draft team. If a team selects a player that is not eligible (either protected or after an existing team has hit its max players lost), that expansion team will be skipped in the selection process. The invalid selection can be corrected at any time.*

*Special Expansion Additional issues:*

- *Home Town Discount rights will be awarded to the new Expansion Teams for **ALL** players acquired in the expansion draft.*