

2021

Mutiny Simulation
Baseball Official
Rulebook

Rod Heetland and David
Johnson

[OFFICIAL RULEBOOK]

Overview, Structure & Activities

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Mutiny Simulation Baseball Overview:

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. 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.

Penalties

Time is a huge issue for all of us. We all have lives outside of MSB. At the same time, some rules are necessary for a league of this nature to operate smoothly and efficiently for the greatest amount of fun possible. 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 CO will employ penalties on a case-by-case basis for rules violations including replacing a GM who shows a pattern of continuous manipulation and/or disregard for the rules.

Calendar

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

In Season:

April

- *Rookie Arbitration Ends*
- *Season Begins*

July

- *Minor League Draft*

August

- *Trade Deadline*

September/October

- *September Call-ups*
- *Regular Season Ends*
- *Playoffs*

Offseason:

November

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

December

- *Rule changes announced*
- *Updated roster information sent out to league*
- *DMB new season disk prepared and sent out to League*

January

- *Ballpark Draft*
- *Injury Settlement Requests due*

February

- *Arbitration for ARB status players must be made*
- *Free Agency begins*

March

- *Free Agency ends*
- *Arbitration decisions for rookies must be made*
- *Manager Profiles due*

Divisional Structure

Harwell League	Scully League
<u>East Division</u> Ankeny ACLs Detroit Maniax Lakeview Rougarou Orange County Devils Roxbury Robots	<u>West Division</u> Grants Pass Brewers North Natomas Nomads Pittsburgh Honey Badgers 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

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.

Pythagorean Expectation

The Pythagorean Expectation is a formula for converting a team's Run Differential into a projected won/loss record. The formula is:

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

DMB Tips

DMB Tips addresses the very basics of managing your team. We recommend reading through this page while your DMB program is open, so that you can refer to it as you read along. The commissioners and other MSB are available to assist as well.

Managing your roster:

- *Lineups: GMs must set their lineups (batting order and defensive alignments) versus left-handed and right-handed pitching opponents. Optionally, 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 use at least 4 SPs during the regular season and playoffs. 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 other changes you make on 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. Therefore it is in your best interest to ensure that your starting lineup does not exceed their playing time 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%. Note that DMB will only treat the player as if he is a replacement player for the platoon split in which he reached his playing time limit.*
 - *Pitching limits: A pitcher's limit is reached when his Total Batters Faced reaches or exceeds 105% of his real-life total.*

Defensive Rating

- *The general rule is that a player can play at any position for which he has a defensive rating. DMB will penalize your team for using an unrated player at a particular position with poor defense. In a situation where you exhaust all players qualified at a position, the matrix above may help you fill that spot.*

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 26 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 26, but no more than 40 players.

26-man Roster:

The 26-man roster cannot exceed 26 players except that active rosters may be expanded to 40 after 12:00am on September 1st of the game calendar. If your roster consists of more than 26 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.

September Call-ups:

On September 1 of every year, the 26-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.

Composition Rules:

A team must always field a complete and valid lineup for play, which includes at least 4 starting pitchers on the active roster. Each team has a 72 hour window to rectify their over-the-roster-limit issues however in the case of trades, each team is expected to bring their team into compliance immediately.

Minor League Roster:

The minor league roster is your farm system. 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, 50 IPs for pitchers with a game started during those innings, or 25 IP for pitchers without a game started during those innings). These players are generally acquired through the minor league draft.

Additionally, waived major league players who go unclaimed during the off-season may be demoted to the Minor League Roster. Teams will be limited to no more than two such demotions at one time.

Inaugural Contracts:

In the off-season, minor-league players who have exhausted their “rookie” status must be promoted to the 40 man roster and given an Inaugural Contract of 4 years for \$500K per year or be waived and become eligible for the upcoming free agency period. You may also promote minor-league players at any other time. You can promote players by placing their names in the designated promotions category on the league message board.

Arbitration

Any players who have finished the third year of their Inaugural Contracts may be offered arbitration anytime prior to the start of the season. Players that are not offered arbitration will remain in 4 year/\$500K contracts which would automatically terminate after the following season. The benefit of offering arbitration is that, rather than losing that player after the 4th year of their contract, you will retain the option to sign them to a 5th and even 6th year. The downside is that, in order to gain that option, the player’s salary in the initial year of eligibility would increase from \$500,000 to the below number which is based upon the Fangraphs WAR from the immediately preceding year:

<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>

All players who were offered arbitration in a previous year (i.e. players who currently have an ARB status on the spreadsheet) may be again extended after year 4 and 5, but this must take place prior to the start of free agency. Should you choose to again offer arbitration prior to the 5th or 6th year of a contract, 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>

Salary Cap

Total Salary Cap:

Each team has a \$90M salary cap which may be allocated among your players as you see fit. Any trade, promotion, etc. that results in you exceeding \$90M will be considered invalid.

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 (but did not play more than 30% of the games in the previous season), 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 prior to the start of free agency. If your ISR is approved, you will receive 50% off that player's salary for the upcoming season though 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 and is subsequently signed during free agency, 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 Period generally begins in January after the season disk is released 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.*

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 up to 5 players per day by posting them on the message board in the appropriate nominations thread. 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 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 the one minute grace period expires (or 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 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.

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 1, 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 in the player's thread, at which point an additional 20% of the winning bid will be added to the annual contract amount. For example, a \$5M winning bid becomes \$6M for two years.

If the GM wishes to sign that player for only 1 year, he must post his decisions in the player's thread, at which point an additional 100% of the winning bid will be added to the annual contract amount. For example, a \$5M winning bid becomes \$10M for one year.

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) off the annual contract amount will be given when re-signing a player who has played every year of their current contract with your MSB team. Players with prior 1 or 2-year contracts are not eligible for the HTD. In addition, you must have the highest total bid as the discount is taken off after the bidding is decided.

- The HTD will be 10% for players who are re-signed by a team that previously signed the player to a 3-year contract, but which did originally promote that player.*
- The HTD will be 15% for players who are re-signed by the team that originally promoted that player.*
- There will be no HTD for players signed to the league minimum.*
- HTDs can be awarded even to a player who previously held a 3 year contract and who signs to a new 1 or 2-year contract. However, once that 1 or 2-year contract expires, you will not be awarded the HTD should you re-sign the player two years later.*

Note that owners must inform the CO when the HTD should be applied. If the CO is not notified, the HTD will not be applied.

Minor League Draft

What: Each team has a farm system of up to 25 players. 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 Expectation 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 transactions that take place during the week will not be implemented until the first set of games are run each week. 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 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, starting forty-eight hours prior to the start of a 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. 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 shall be 8 AM PST to 8 AM PST.*
- *During the draft, each team will have a specific amount of time for each pick based on the round of the draft in which that team is picking. The amount of time is as follows:*
 - *During round 1, there will be no limit to the amount of time to select a player;*
 - *During rounds 2 through 4, each team will have two hours to select a player; and*
 - *From round 5 onward, each team will have one hour to select a player.*
- *Prior to the start of each draft day, the CO will email a list of the day's picks with the specific time slot allocated to that pick.*
- *Making a draft pick does not advance the time clock for subsequent teams. However, a team that is currently up may select their pick prior to the start of their time slot if the teams picking prior to that team have already picked. Likewise, once the final pick of the day has been made, the team that is then up can make their pick at any time afterwards.*
- *After making a pick, each GM is encouraged to e-mail the next GM.*

Skipping a team:

- *If a team fails to make a selection prior to the end of their time slot, 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 team with the next pick may make their selection at that time regardless of whether their time slot has begun. The invalid selection can be corrected at any time.*
- *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.*

Done and End of Draft:

- *If a team declares themselves finished or done with the draft, they cannot make any additional picks until the draft is over.*
- *Once all teams are on skip and/or have declared themselves done, the draft timer will be stopped. At that point, the CO will notify the league that all teams have twenty-four (24) hours to submit any final picks to a member of the CO before the draft is officially ended.*
- *Draft picks emailed to the CO will be processed by draft order.*

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

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 during the next free agency. In the latter case, the waiving team is still responsible for the difference in cost per year, if any though 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.

During the offseason, if a waived player goes unclaimed, a team has the option to demote the player to the minor leagues with the player's salary still applying against the team's salary cap. Teams will be limited to no more than two such demotions at one time. As with all transactions, there must be room for these players on the minor league roster.

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 Expectation 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. 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 and the waiver was not to make room on the 40 man roster, the waiving team may elect to not release the player. In that case, the waiving team must notify the CO within 10 days (240 hours) of the original waiver posting.

Trading

Players may be traded in any fashion and in any combination. However, teams may not include players to be named later. 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 to the commissioner running SIM games as soon as a trade becomes official.

All trades must be made by or before 8:59 PM PST on August 31st of the game calendar. Trades must be posted and confirmed by both parties prior to that deadline to be considered valid.

Keep in mind how your trade may be viewed; 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

Trades that occur after July 1 or August 15 (both dates referring to the DMB season) can 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 game calendar, any eligible players traded by that manager may 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 game calendar, 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 pro-rating in the trade confirmation.*
- *Pro-rating must be applied to all players involved in the trade subject to the minimum contract level of \$250K per year.*

Post Season

Specifics:

- 4 teams per league make the playoffs which include each division winner and 2 wild card teams consisting of the 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 which 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.
- All rounds of the playoffs 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 26-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 26-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 26-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 GM's 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. Therefore it is in your best interest to ensure that your starting lineup does not exceed their playing time limits.*
- 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 10% of his real-life total or when his plate appearances against a L/R pitcher exceeds 12%. Note that DMB will only treat the player as if he is a replacement player for the platoon split in which he reached his playing time limit.*

Pitching limits:

- A pitcher's limit is reached when his Total Batters Faced during a single playoff series reaches or exceeds 10% of his real-life total.*

Transaction Freeze:

Upon completion of the final championship game of each season, a transaction freeze will be implemented. Teams will not 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.