

Hastings League

League Constitution

Section 1 – Introduction

1.01 Introduction: This is the constitution for a computerized baseball league originating with the Diamond Mind Baseball computer game.

1.02 Statement of Purpose: This league is designed to maximize the opportunity for the Team Owners to demonstrate their abilities as a baseball general manager while minimizing the amount of work owners have to do each week. This philosophy has been chosen due to the recognition that such a league is for enjoyment and nothing more. Each owner has real world responsibilities that must take precedence over the league. By minimizing the day to day work, it is hoped that this league will allow for owners to participate fully yet not interfere with their real life.

1.03 Standards: Rule headings are in **bold**. Rule headings indented and in ***bold italics*** suffixed with ***–com*** are comments describing the original intent of the rule. Rule headings indented and in ***bold italics*** suffixed with ***–ex*** are examples of the enforcement of a rule. Rule headings listed in **red**, in ***bold italics***, are indented, and are suffixed with ***–new*** are changes to the rule in question and have the date they go into effect listed immediately after the rule number.

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Section 2 – Basic Details

2.01 League Structure: This is the Hastings League baseball league. It consists of the Wessex and Normandy Conferences. The Wessex Conference consists of the Harold and Alfred Divisions. The Normandy Conference consists of the William and the Rollo Divisions. Each division has 6 teams, meaning there is a total of 24 teams in the league.

2.01-com: 24 teams was chosen as the best balance for providing stronger than normal teams yet providing teams which still have weaknesses. The conference and division names were chosen to follow the theme of the Battle of Hastings.

2.02 Game: The league will start by using the Diamond Mind Baseball computer game. This game will be used for the first season using statistics from the 2003 MLB season. Each year during November, and before the next season disk is purchased by the league, the choice of which game to be used may be reviewed. If one third of league owners ask that the game be reviewed, the league will discuss a new game system in November.

2.02-com: This rule has been modified from the original Constitution because of the publishing schedule of games. The intent of this rule is to provide a procedure to change game systems, however, as a league we want to have the new season disk as quickly as possible. Since the season disks are published in December, we will almost always order the new disk at that point, and if we are to change game systems, we need to make this decision by that point.

2.03 League Dues: There is no set league fee, but the league will accept donations from all willing owners to help defray league costs.

2.03-com: These donations will be used to pay for a league website domain and to pay for the purchase of the league copy of the computer game.

2.04 League Officers: These positions shall be determined by majority vote each Winter Meeting, and the determination of League Officers will be the first item on the agenda each year.

2.04a: The league will have of the following Great Officers. No single person may occupy 2 of these offices.

Lord High Marshal: Handles day-to-day decision making and adjudicates league rule questions. It is his responsibility to adjudicate any question or concern not explicitly listed in the Constitution.

Chamberlain: Keeps track of all team owners and communicates league decisions to all members. The Chamberlain also serves as the Assistant Marshal and handles issues when the Marshal is unavailable for a period of time. This person shall also keep track of Contract Years (See Rule 4.11).

Chancellor of the Exchequer: Keeps track of both league funds (real money) and team funds (see Section 4).

2.04b: The league will have the following Lesser Officers. While it is always preferable for no person to hold 2 offices, a person may have more than 1 of these offices, or have 1 of these offices while performing as a Great Officer.

Trade Czar: Approves any and all trades that may be submitted and keeps track of all draft choices.

Dukes: Each conference will have a Duke. Dukes assist the Trade Czar with Trade Committees. They also assist in auditing lineups of teams in the other

conference. Finally, they may be assigned other tasks as needed to assist the Marshal.

Ealdormen: Each division will have an Ealdorman. Ealdormen assist the Trade Czar with Trade Committees. They also assist in auditing lineups of teams in the other conference. Finally, they may be assigned other tasks as needed to assist the Marshal.

League Executioners: These 2 people will have the current game system located on their computer. They will update any roster and lineup changes that are made. They will make sure games are simulated and provide the league with the results.

2.05 Team Owners: Any person may own a team. All that is required is an interest in baseball, an active presence in the league, and the treatment of other owners with respect. Team owners are required to have email access and to subscribe to the league email list. They are also required to have Microsoft, AOL, or Yahoo Instant Messenger. Team Owners are expected to participate in the league and in the Winter Meetings, create their own rosters, lineups, and pitching roles, and converse with other Owners about potential trades. While no Owner is required to make trades, all Owners are required to manage their team and participate in League votes such as All-Star voting and Winter Meeting votes. If a Team Owner consistently does not respond to emails, voting, or does not handle their own roster management, the Lord High Marshal has the right to suspend or remove a Team Owner or assign certain in game penalties as he feels appropriate.

2.05-com: Without participation, the fun for all members of the League is reduced. Nevertheless, the real world must take precedence over the League and the Lord High Marshal will be expected to be lenient if real world issues prevent an Owner from participating temporarily.

2.05a: This is a league that is designed to be friendly in nature and Team Owners are expected to treat other Team Owners with respect. The Lord High Marshal has the responsibility to deal with any issues arising from rude or offensive behavior as he sees fit, including assessing league monetary penalties, draft pick penalties, and ultimately revocation of the team ownership in extreme situations.

2.06 New Owners: New Owners have several extra privileges. First, they may move their team to a different ballpark during their first offseason, even if it is not a realignment year when all teams may move. This relocation is subject to the same procedures listed in Rule 4.10. Finally, New Owners are not subject to any penalties assigned to a team, such as penalties for a prior owner overspending his team budget. Penalties are assessed to an Owner, not a team. New Owners must still pay all salaries, but they are not subject to any extra financial penalties. If the Lord High Marshal deems that a team's excess salary will cause a significant negative effect to a newly assumed team, he may allow for a financial settlement with the New Owner that will spread the overrun cost over multiple years. Such a settlement will be for no less than the amount owed and will generally be for an amount greater than the owed salary.

2.06-com: The opportunity to move the team is to allow each New Owner the chance to customize their team and thus have more fun. The reasoning behind the final privilege is that no one should be penalized for the decisions of another person. Nonetheless, each team must always pay their salaries.

2.06-ex: In 2005, Mark Simmons assumed control of the team he renamed the Antananarivo Roaches. The previous Owner had overspent salaries by \$12,604,000. The Lord High Marshal at the time, Rob Howell, agreed that the

amount of owed salary would greatly hamper the running of the Roaches for the 2005 season. Mark and Rob agreed that 3 payments of \$5,000,000, totaling \$15,000,000, spread over the 2004, 2005, and 2006 seasons would alleviate the impact, yet cover the salary payments.

2.07 Team Names: Team owners may name their teams in any way they wish. They may change their name during the Winter Meetings with no penalty. The only exception is that they may not use any profanities, vulgarities, or racially or ethnically derogatory terms in their names. The Lord High Marshal will determine whether a Team Name is inappropriate. It is hoped that no owner will push any such limits in naming their team.

2.08 League Website: The league donations will partially go to pay for a league domain and website. Diamond Mind creates HTML pages which can be uploaded to show statistics and rosters of each team. However, each team owner shall have the option of creating a more colorful and interesting page for their team to be hosted on the league website. As in the case of Team Names, the team owner may put anything they want on the page excepting any profanities, pornography, vulgarities, or racially or ethnically derogatory terms or pictures. Furthermore, the team owner shall not link directly to any outside website which contains any of the aforementioned items. Again the Lord High Marshal is the arbiter on whether something is inappropriate and again it is hoped that no owner ever forces the Lord High Marshal to have to make such a decision.

2.09 League Communication: A league using the internet both needs and has available a variety of methods of communication.

2.09a League E-mail List: The Hastings League will create and make available an email list for all participants in the league. All owners are required to be subscribed to this list. As this is a requirement, the League E-mail List will be moderated by the Lord High Marshal.

2.09b Instant Messaging: All owners are required to have and use either Microsoft or Yahoo Messenger, or any other IM service the Lord High Marshal deems more acceptable. It is hoped that all owners will communicate often, and instant messaging is a convenient and easy method for communication.

2.09c Phone Numbers: All owners will provide the Lord High Marshal with their phone number. The Lord High Marshal will not publicize the phone numbers; they are merely a backup method of communication for the Lord High Marshal to use in special cases.

2.10 Rule Revision: Rules may be revised during the Winter Meetings each January only.

2.10a: A Rule Change Proposal must be submitted to the League by 31 December to be placed on the agenda of the Winter Meetings. From the end of the Winter Meetings to the end of the Playoffs, all Rule Change Proposals are to be sent directly to the Lord High Marshal instead of the League E-mail List in order to avoid distracting owners from the actual reason for being here, the playing of games, negotiating of trades, and

2.10b: The Lord High Marshal shall arrange the agenda for the Winter Meeting, and prioritize Rules that have multiple Rule Change Proposals higher. It is the responsibility of the Lord High Marshal to ensure that Rule Change Proposals submitted during the year get on the Agenda.

2.10c: If the original Rule Change Proposal is written and formatted appropriate to the Constitution, the original formatting shall be used. Otherwise, the Lord High Marshal shall rewrite the Rule Change Proposal based on the intent of the original proposal. The Lord High Marshal may judge that 2 or more Rule Change Proposals are different sides

of the same coin and combine their discussion into 1 agenda item. If discussions of a Rule Change Proposal merit, the Lord High Marshal may change the wording of a Rule Change Proposal as he sees fit. The Lord High Marshal shall assign Rule Numbers to the Rule Change Proposals as needed, and should any Rule Change Proposal be passed, the Lord High Marshal will renumber the Constitution as necessary.

2.10d: Rule Change Proposals must be passed by a majority of owners in the league. In other words, at least 13 owners, assuming the league is full, must vote "Yes" for a Rule Change Proposal to be accepted. If a majority of the owners do not vote "Yes," the rule is not passed even if more people vote "Yes" than vote "No." Abstentions are therefore effectively "No" votes. Unowned teams do not vote and are not counted in this process at all.

2.10d-ex: In the January 2005 Winter Meetings, the League consisted of 18 human-owned teams. Therefore, to pass any Rule Change Proposal during those Winter Meetings required a "Yes" vote from 10 Team Owners.

2.10e: Team Owners are expected to vote on each Rule Change Proposal, but they are not required to. Team Owners will receive a \$500,000 bonus for voting on Rule Change Proposals. This bonus is provided whatever the owner votes either Yes, No, or Abstain, but will only be given if the Team Owner actually sends the email to make his or her vote.

2.10f: Rule changes will take effect the following year unless the Great Officers unanimously agree that the change should take effect immediately. Thus, a rule proposed prior to 31 December 2004 will be discussed in the Winter Meetings of 2005 and if passed take effect in the 2006 season.

2.09f-com: The delay in implementation in Rule Changes is to ensure that each Team Owner can plan for the following year with a complete understanding of the rules in force. Therefore, each Team Owner will know how all players may be used when making trades. If all three Great Officers deem that a rule change does not negatively affect any team, such as a procedural change, they have the flexibility to apply rules immediately.

2.09f-ex: A rule change made in January 2005 will allow owners to judge talent properly during the 2005 Major League season (which becomes the 2006 Hastings League season).

2.11 Winter Meetings: During January, the Winter Meetings shall be held via the email list. The Lord High Marshal shall chair the Winter Meetings. The first item on the agenda at each Winter Meeting is to elect League Officers. Officers are nominated for their positions and then selected by majority vote. The new (or newly retained) Lord High Marshal will continue the meetings after League Officers are selected. The second item of business will be the review of the league finances, which will be provided by the Chancellor of the Exchequer. All Rule Change Proposal votes must be made by 31 January. The Lord High Marshal will spend the next week clarifying and cleaning up Rule Changes and will submit a revised Constitution to the Chamberlain for approval. Assuming it is approved and reflects the changes, the Constitution will then be in force for the following year. If there is not enough time to discuss a Rule Change Proposal and it is not voted on, it becomes the first Rule Change Proposal discussed the following year.

2.12 Yearly Schedule: Each year shall be broken down into approximately the following schedule. The Lord High Marshal shall determine specifically each year when each particular activity occurs. He will keep in mind the goal of completing the draft prior to Major League Baseball's Opening Day due to the backward looking nature of Diamond

Mind and the hope of simulating games at the same time as Major League Baseball is playing theirs.

Jan 1-31:	Winter Meetings
Feb 1:	Team Revenue Payday (See Section 4)
Feb 15-28:	Team Special Purchasing Period (See Section 4)
Mar 1-20:	Free Agent Draft (See Section 3)
Mar 21-25:	Spring Training (See Rule 2.12)
Mar 28:	Roster must be arranged legally. Initial coaching profiles, lineups, and pitching roster must be submitted. (See Section 3). Contract Years must be assigned (See Rule 4.11) Should this be after Opening Day, the Marshal will assign an earlier date.
Mar 28:	Player Salary Payday (See Rule 4.07) Should this be after Opening Day, the Marshall will assign an earlier date.
Mar/Apr:	Sunday of MLB Opening Day is League Opening Day.
Apr-Oct:	Regular Season
June 25-30:	All-Star Voting Period
July:	All-Star Game (All-Star Break of MLB is League All-Star Break)
July:	Also during the MLB All-Star Break shall be the Midseason Purchasing Period.
Aug 31:	Playoff Trading Deadline (See Rule 5.04)
Sept 15:	Playoff roster must be submitted
Nov 1-15:	Voting Period for Player Awards
Nov 1-30:	Game System discussion (See Section 2.02)
Dec 20:	The goal to have a list of draft-available players
Dec 31:	Last day to submit rule change proposals for following Winter Meeting

2.13 Spring Training: Each season, following the Free Agent Draft, one of the League Executioners will simulate a season using a Manager Profile generated by the game system. The results from this simulation will be published to the entire League no later than 25 March. This will give each Team Owner several days following Spring Training in which to generate his or her Manager Profile.

2.14 Regular Season Schedule: Each team will play 162 games each season, broken down as follows: Each team will play 18 games against its 5 division opponents, 8 games against its 6 conference opponents, and 2 games against the 12 teams in the other conference. Each team will play half of the games against each opponent at home and half away. The schedule is random and created by the game system.

2.14a: The season will coincide with the actual Major League schedule as much as possible and the Hastings League Regular Season should begin on Major League Baseball's Opening Day.

2.14b: All Regular Season games will be simulated using the current game system using the team's Manager Profile.

2.15 Game Play: The League will use all injury, weather, fatigue, and special result options that the current game system provides. If it is shown that the current game system provides results that are wildly unrealistic, such as a huge injury rate, the League will either attempt to adjust to alleviate the issue or find a new game system.

2.15a: The designated hitter will be used by all teams.

2.15a-com: There are several reasons for this rule. Because the league is simulated by a computer, the strategic opportunities for Team Owners are

limited. Those who prefer pitchers hitting will not get the full benefit of their preference, while since those who prefer the designated hitter still get the full benefit of their preference. Thus, the greater benefit to the whole of the league is to allow the designated hitter. With this rule, the number of injuries to pitchers will also be reduced, which will, in turn, reduce the daily upkeep of Team Owners. Since the Hastings League has 24 teams where Major League Baseball has 30, many extra hitters are available.

2.15b: The League Executioners will simulate the games generally on a daily basis, dependent upon real life issues of the Executioners. If possible, they will also update the website on a daily basis.

2.16 Playoffs: The playoffs shall follow the Hastings League Regular Season. The playoffs will be separated by conference. The playoff teams will include the 4 winners of each division and 4 wildcard teams, which are the teams who have the top 2 non-division winning records in each conference.

2.16a: All teams in the playoffs must be owned. If an unowned team earns a playoff berth, the owned team next in line receives the playoff berth. The unowned team will receive all playoff bonuses it earned. Any team that replaces an unowned team that wins a playoff series, however, earns the bonus for winning the playoff series, rather than the unowned team that was replaced.

2.16a-ex: In the 2004 season, the Motor City Cobras, an unowned team, went 89-67, winning the William Division and earning the number 2 seed in the Frankish Conference. The team earned the bonus for having a record above .500, winning its division, and playing in the first round of the playoffs, totaling \$12,000,000. The Pilgrims, though they took over the Cobras place in the playoffs, went 88-68 and earned the bonus for having a record above .500, and would have been 1 of the Frankish Conference wildcard teams, and earned the bonus playing in the first round of the playoffs, thus their bonus money totaled \$8,000,000. Also in 2004, the Pittsburgh Ironmen received one of the wildcard berths of the Saxon Conference, replacing an unowned team. They finished 76-80, and would not have earned a wildcard berth had there not been any unowned teams, and so earned no bonus money for getting into the playoffs. However, the Ironmen won in both the first and second rounds of the playoffs, therefore playing in the second round and the World Series. They therefore earned \$8,000,000 total bonus money.

2.16b: Playoff games will be simulated using lineups created for the game. Each Owner will announce his next starter after each game. This starter must be eligible as outlined in Rule 3.11. Each Owner will then have the opportunity to create a lineup using the normal eligibility rules outlined in Rule 3.10. The Lord High Marshal may opt to allow for playoff games to be played head to head if this can be done smoothly.

2.16b-com: The reason that the Lord High Marshal shall determine this procedure each year reflects the challenges inherent in head to head play. Finding appropriate times for players to play their series head to head has proven challenging, so playing games using specific lineups for the games seems to be a reasonable compromise. As technology and game systems improve, the options for head to head play will likely increase, hence the Marshal may deem this to be preferable in the future.

2.17 Playoff Seeding: The division winners will be seeded in each conference as the number 1 seed and the number 2 seed, with the 1 seed going to the division winner with the best record. The wildcard teams will be seeded in each conference as the number 3

seed and the number 4 seed, with the 3 seed going to the wildcard team with the better record. In the first round of the playoffs, the 1 seed will play the 4 seed and the 2 seed will play the 3 seed in each conference.

2.18 Playoff Format: All playoff series are best of 7 format, with each series being played in a 2-3-2 home and away format. The team with the lower number seed in all playoff series will have the home field advantage. In case of 2 teams with the same seeds in the World Series, the team with the better record will have the home field advantage.

2.18-ex: In 2004, the Pittsburgh Ironmen, the 4 seed, defeated the Hastings Huscarls, the 1 seed. The Ironmen then faced the New York Evile Empire Yankees, the 2 seed, in the second round of the playoffs. By virtue of having the lower number seed, the Yankees had home field advantage.

2.19 All-Star Game: The League Schedule shall include an All-Star Game break that matches the All-Star break of Major League Baseball.

2.19a All-Star Game Managers: The Team Owners of the teams with the worst record in each Conference as of 1 July each year will be the All-Star Game managers.

2.19b All-Star Game Starters: Team Owners vote on the All-Star Game starters. Each voting ballot will include 1 player from each position and 4 pitchers for each Conference. 1 pitcher on each ballot must be a starter, and 1 a reliever, but the remaining 2 pitchers can be starters or relievers. The starting pitcher for each Conference will be the starter who receives the most votes. Each Owner will vote for both Conferences. Team Owners may not vote for their own players and must send in a complete voting ballot in order to earn any monetary bonus given for All-Star appearances. The voting process will result in each team having 13 players (9 position players and 4 pitchers). Each All-Star team shall have 25 players with at least 8 pitchers. The remaining players shall be chosen each Conference's All-Star Game manager. Players not chosen by the voting process shall not receive any All-Star Game appearance monetary bonus.

2.19b-com: Team Owners must vote to earn monetary bonuses because since they cannot vote for their own players, an abstention statistically increases the chance that their own players are selected.

2.20 Ballparks: Each Team Owner shall select a ballpark as its home park. Teams may not share ballparks. A team must remain in that ballpark until the next Realignment Year (See Rule 2.21). Each Realignment Year, teams may move to a different ballpark. If a team is interested in moving to a different ballpark, they must declare their intent. Teams which have declared the intent to move will be allowed to pick any available ballpark in order of their draft position that year.

2.20-com: The rationale behind limiting one team per ballpark is to create diversity among the teams.

2.20a: One exception to Rule 2.19 is that a team may move into a newly built ballpark in the year of its creation. One team may move into each newly built ballpark. This choice is given to teams in order of their draft position, so that the worst team in the league may choose to move into a newly built ballpark. If they do not so choose, then the second worst team may choose to move into that ballpark and so on.

2.20b: A second exception is that a new Owner may change his ballpark upon accepting control of the team. The new Owner must make this change during the first offseason in which he or she participates in the league. Again, they may not select a ballpark which is currently occupied.

2.21 Realignment: In years which are evenly dividable by 3 (2003, 2006, etc.). The league shall realign its teams. The winners of each division in the previous year will remain in their division, but the remaining 20 teams shall be reassigned randomly to the 4 divisions.

2.21-com: Realignment creates new rivalries and divisional opponents every 4 years. This not only shakes the League up, it can prevent bad feelings from arising between 2 divisional rivals.

2.22 Official Statistics: The official statistics used by the league for determining position and pitching eligibility will be those included with Diamond Mind Baseball.

2.22a Official Salaries: The official set of salaries will be those included with Diamond Mind Baseball.

2.22b Eligibility and Salary Appeals: If a Team Owner feels that any of his player's statistics or salaries are incorrect, he may appeal to have them changed. In this case, the Team Owner provides the evidence supporting the salary he is expecting of his player to the Lord High Marshal, the Chancellor of the Exchequer, and the Chamberlain. If 2 of the 3 Great Officers accept the Team Owner's position, the salary of that player will be adjusted in the game. If the appealed player is owned by one of the Great Officers, then the Officer will be replaced by a Duke or Ealdorman to determine the result of the appeal.

Section 3 - Roster Management

3.01 Team Rosters: Each team will have a roster that will include up to 42 players depending upon a team's Minor League Investment (see Rule 4.08). This Team Roster will include an Active Roster, an Inactive Roster, and a Lower Minor League Roster. Playoff teams must also submit a Playoff Roster. Teams must have at least 12 pitchers, including 6 qualified starters, between their Active and Inactive Rosters. In addition, they must have at least 1 player qualified to start at each position. By the end of the Free Agent Draft, each team's Team Roster must be completely filled with players. A team's Team Roster must stay completely filled until the end of the Regular Season or until the team has been eliminated from the playoffs. See Section 5 for more information on trades during the Regular Season.

3.01-com: The rationale for specifying that Team Rosters must be complete is to ensure that all teams are paying for at least 40 players and are not trying to achieve an advantage by paying for fewer players.

Rule 3.02 Roster Policing: The Ealdormen of each Division have the responsibility to ensure that each team's roster and lineup is completely legitimate. The Saxon Division Ealdorman is responsible for the Frankish Division. The Harold Division Ealdorman is responsible for the William Division. The Frankish Division Ealdorman is responsible for the Saxon Division. The William Division Ealdorman is responsible for the Harold Division. This responsibility includes assuring that lineups include legitimate starters, that each team has the appropriate amount of players in each roster, assuring that no team exceeds the maximum number of unowned players, and any other roster structure rules which may be put into place at a future date. It also includes double-checking Playoff Rosters.

3.03 Active Roster: A team's Active Roster will include 25 players. Only players on the Active Roster may participate in a regular season game. Active Rosters must include at least 9 pitchers, including 5 qualified starters. Players on the Active Roster must have a Card for the season being played. Players who are injured may be demoted to the Inactive Roster freely, but a healthy player may only be demoted twice in a calendar year. Players on the Active Roster have their contract years count against the team's total available contract years (See Rule 4.11) and Team Owners must pay their salaries (See Rule 4.07).

3.04 Inactive Roster: A team's Inactive Roster will include 8 players. Players on the Inactive Roster may be activated and placed on the Active roster when a player submits their lineups and coaching profiles. All players on the Inactive Roster must have a Card for the season being played. A player may be promoted to the Active Roster freely if replacing an injured player, but a player may only be promoted twice in a calendar year to replace a healthy player. Players on the Inactive Roster have their contract years against the team's total available contract years (See Rule 4.11) and Team Owners must pay their salaries (See Rule 4.07).

3.03-com: This roster reflects the AAA roster fillers and injured reserve of an organization.

3.05 Lower Minor League Roster: This will include 7 players. Players on the Lower Minor League Roster may not be activated to a team's Active or Inactive Roster at any point during the season. This roster reflects the top Rookie, A, and AA prospects in an

organization. Teams may have up to 3 uncarded players on their Lower Minor League Roster. This roster may be expanded to 9 players if a team chooses the Minor League Investment option (see Rule 4.08). This roster may include 5 uncarded players if a team chooses the Minor League Investment option (see Rule 4.08). Teams must only pay the players on the Lower Minor League Roster (See Rule 4.07); their contracts do not count against a team's Contract Years (See Rule 4.11).

3.05-com: Should a team trade a player from its Lower Minor League Roster to another team, the new team may put that player on its Active or Inactive Roster. This seeming discrepancy reflects that each organization values players differently.

3.06 Playoff Roster: This roster includes 25 players and is the roster used by teams for all playoff games the team plays. Playoff Rosters must include at least 8 qualified pitchers, including 4 qualified starters. Playoff rosters must be submitted by 15 September each year. Should a team not submit its playoff roster, the team's roster shall be frozen to include those players on the Active Roster on the end of the year, except any player which was trade to the team after the Trade Deadline, and the Owner shall not be able to make any changes to this roster at a later date. This would mean that a team might participate in the playoffs with less than 25 players if there are some players on the Active Roster who were acquired in trades after the Trade Deadline. The Team Owner is responsible for adding eligible players if his Active Roster is less than 25 because of prior trades. The league, however, will simulate games according the schedule whether or not the Owner has filled his Playoff Roster.

3.06-com: The need for a playoff roster is to allow the Lord High Marshal to determine if a Team's Roster is legitimate and to allow the League Executioners the opportunity to adjust the Team Rosters in the game. Also, it allows each Team Owner to anticipate and plan for their potential playoff opponents. The provision for sanctions is due to a potential advantage given to a Team Owner who submits their playoff roster on time as opposed to a Team Owner who does not.

3.07a: Playoff Roster Modification: Once announced, the Playoff Roster may not be changed unless an injury occurs. Between playoff series, a team may replace injured players on their Playoff Roster. A player must be injured for at least one game of the upcoming playoff series to be eligible to be replaced. Teams may not replace injured players during a playoff series. Owners who did not submit a playoff roster shall not have the option of replacing a player between series.

3.08 Initial Roster Management: By 28 March, each Team Owner must submit their Active, Inactive, and Lower Minor League Rosters. They must provide a list of all Contract Years which have been assigned. Also, they must submit their lineups, pitching rotations and bullpens, and their coaching profile at this time. The Lord High Marshal will select either a Great Officer or a Team Owner from the other Conference to handle Initial Roster Management for an unowned team.

3.09 Weekly Roster Management: Each team may reorganize their rosters, lineups, pitching, and coaching profile once each week, from Sunday to Saturday. Unowned teams will not change their lineups or rosters during the year. Because injuries would still occur to unowned teams, they will be allowed to have a 33-man Active Roster and have no Inactive Roster. The current game system would therefore adjust lineups as necessary.

3.10 Player Requirements: Each Team Owner must submit a Starting Lineup against both right-handed and left-handed starting pitchers. A player must have played at least 55 actual games to be eligible to start. Furthermore, a player must have played 10 actual games at a position to be able to start at that position. Each outfield position is separate, and a player must have played 10 actual games in right field to start there, 10 in center field to start there, and 10 in left to start there. The game system may of course choose to start a player in a specific game with fewer innings because of injury or fatigue, but the Starting Lineup in the Manager Profile must include players with at least 55 games played and 10 games played at that position.

3.10a: A team must promote and play an eligible player if the team has one to replace any player injured at least 15 days. The Team Owner may make this substitution at any point with those 15 days. If a player is injured for less than 15 days, a Team Owner may allow the game system to substitute a backup player as necessary.

3.11 Pitcher Requirements: A pitcher is eligible to be in the Starting Rotation if he started at least 10 actual games. A pitcher with at least 5 actual starts may be assigned to the spot starter role. A pitcher is eligible to be assigned a Bullpen Role other than Mop Up if he pitched in at least 20 actual games and has a reliever rating. There is no playing time requirement to put a pitcher in the Mop Up role. Should injury force a team to place a pitcher who does not qualify for either starting or relieving in a starting or relieving situation, the team must choose the player on its Active or Inactive Roster with the most starts or relief appearances, whichever is appropriate, to take that role.

3.11-ex: A pitcher who started 19 games, relieved 1, and received a reliever rating is eligible to be placed in the Manager Profile as a reliever. Starters provide more value to teams because they pitch more innings, which is why this rule is written to allow a lot of flexibility for moving starters to the bullpen, but not the other way around.

3.12 Transactions: A team which makes a trade that includes players on their Active and Inactive Roster must immediately resubmit their rosters, lineups, pitching roles, and coaching profile.

Section 4 - Team Finances and Resources

4.01 Basic Income: On 1 February, the Team Revenue Payday, each team will receive a yearly revenue check for \$80,000,000. This amount may be reviewed during the Winter Meetings. Three quarters of the Team Owners must agree to approve any change to the Basic Income. All bonuses earned and penalties accrued will also be paid on 1 February. Unowned teams receive all appropriate bonuses and income, and spend their money on salaries.

4.01-com: The financial structure was created to maximize financial realism while minimizing the work. It provides various different options and challenges for Team Owners. Teams receive their money on a single day each year to make things easier to keep track of both for the Chancellor of the Exchequer and for other Team Owners trying to anticipate the financial situation of their rivals. A variety of bonuses have been created to reward teams that are successful on the field and teams which have top flight players. This means a team's income will vary from year to year, and providing some alternate goals. Despite the different options, the financial structure should be fairly easy for Team Owners to deal with on a day to day basis.

4.02 Stadium Improvements: Teams that have improved their ballparks receive extra income in \$10,000,000 increments. There is no limit to the increments, but these increments are expensive and take many years to achieve. Rule 4.11 explains this process.

4.03 Team Activity Bonuses: Teams which play well get more fans, hence there are several bonuses to the Basic Income that may be earned. All of these bonuses are cumulative. All such bonuses are paid during the Team Revenue Payday.

4.03-ex: In 2004, the Pfaltzgraf Flailers finished 95-61 and won the Normandy Division. The Flailers won the 2004 World Series. They achieved all of the bonuses listed in Rules 4.03a-403f. The Flailers therefore earned \$18,000,000 in bonus money from their good play.

4.03a: A team earns a \$3,000,000 bonus for a record of .500 or above.

4.03b: A team earns a \$3,000,000 bonus for winning their division.

4.03c: A team earns a \$3,000,000 bonus for playing in the first round of the playoffs.

4.03d: A team earns a \$3,000,000 bonus for playing in the second round of the playoffs.

4.03e: A team earns a \$3,000,000 bonus for playing in the World Series.

4.03f: A team earns a \$3,000,000 bonus for winning the World Series.

4.03g: A team earns a \$3,000,000 bonus for increasing their wins by 10 from the previous year. Teams that participated in the playoffs are not eligible for this bonus.

4.03h: A team earns a \$500,000 bonus for voting on Rules Change Proposals during the Winter Meetings.

4.03i: A team earns a \$1,000,000 bonus for managing the All-Star Game.

4.04 Good Player Awards: In November, Team Owners will select the winners of the Cy Young and MVP awards for each Conference. Team Owners may not vote for any player on their own team. Team Owners will select their choice for the top 3 pitchers in each conference for the Cy Young award and the top 3 players for the MVP. All owners must vote for both awards in both conferences. Team Owners will select the top 3 pitchers in each conference for the Cy Young award. They will rank them as 1st, 2nd, and 3rd. Each 1st place vote will receive 5 points, 2nd will receive 3 points, and 3rd will receive

1 point. The pitcher who receives the greatest number of points will win the award. The MVP follows the same process, but Team Owners may vote for any player or pitcher they choose.

4.04-ex: Following the 2004 season, Johan Santana of the Saxon Conference received 8 1st place votes, and 3 2nd place votes totaling 49 points and won the Saxon Conference Cy Young Award Winner. Pedro Martinez received 1 1st place vote, 5 2nd place votes, and 5 3rd place votes for a total of 25 points and was runner-up.

4.05 Good Player Bonuses: Teams which have superstars sell more merchandise, hence there are several bonuses to the Basic Income that may be earned. These bonuses are cumulative. In cases where a player who earns one of the following bonuses is traded during the season, the team upon which the player ends the year receives the bonus. All such bonuses are paid during the Team Revenue Payday.

4.05-com: Other awards such as Rookie of the Year may be established. Should such an award be established, the league must determine the amount of the Good Player Award that should be earned by the team. For example, a Rookie of the Year award in each conference, with only 2 Good Player Awards to reward the league, should probably also be \$2,000,000. However, an award of \$2,000,000 might be excessive if the league were to reward each team per player on the All-Star team, and a \$1,000,000 or even \$500,000 Good Player Award in this case might be more appropriate.

4.05a: A team earns a \$1,000,000 bonus if it has a Cy Young Award Winner.

4.05b: A team earns a \$1,000,000 bonus if it has a MVP Award Winner.

4.05c: A team earns a \$1,000,000 bonus for each pitcher on the team who wins 20 or more games.

4.05d: A team earns a \$1,000,000 bonus for each pitcher on the team who saves 35 or more games.

4.05e: A team earns a \$1,000,000 bonus for each batter on the team that hits .335 or better for the season (a player must have at least 400 plate appearances to be eligible).

4.05f: A team earns a \$1,000,000 bonus for each batter on the team who hits 40 or more home runs.

4.05g: A team earns a \$1,000,000 bonus for each batter on the team who steals 30 or more bases.

4.05h: A team earns a \$1,000,000 bonus for each batter on the team who has 125 runs or more batted in.

4.05i: A team earns a \$1,000,000 bonus for each pitcher on the team who has an ERA of 2.50 or less for the season (a pitcher must have at least 150 innings pitched to be eligible).

4.05j: A team earns a \$1,000,000 bonus for each pitcher on the team who has 250 or more strikeouts.

4.05k: A team earns a \$1,000,000 bonus for all players or pitchers on the team who are selected to the All-Star Game by the All-Star Game voting process. Players or pitchers selected by the All-Star Game Manager do not receive this bonus.

4.06 Team Expenditures: Teams may spend their money on 3 items. One, they must pay the salaries of the players on their team. Two, they may invest in their minor leagues. Three, they may invest in their ballpark. Investment in either the minor leagues or a ballpark must be declared and paid for during the Team Special Purchasing Period.

4.07 Player Salaries: Teams must pay the salaries of the players on their team. This payment is owed 28 March, the Player Salary Payday, each year. Players are paid the amount of salary they earned in the Major Leagues. Players who have no major league salary, such as any minor league salary, shall cost a team \$250,000. Uncarded players shall also cost a team \$250,000. Rule 2.22 explains the procedure for determining and appealing salary figures.

4.07-ex: If a player earned \$10,000,000 playing in the Major Leagues in 2003, then he will be paid \$10,000,000 for the 2004 Hastings League season.

4.07a: Since teams are paying the player salaries at the beginning of the season, they will have paid that salary prior to any midseason trade. Teams will not necessarily pay any prorated portion of a player's salary that they trade for during the season. If a team wishes to obtain salary relief for a player they are trading away, the other team must send whatever cash payment can be negotiated in a lump sum.

4.07a-com: Given the number of midseason trades which can occur, keeping track of prorated salaries becomes very challenging to the Chancellor. Also, Owners often lose track of their own finances and spend more money than they have by mistake. By eliminating prorated salaries and paying the salaries up front, both problems are eliminated.

4.07b: There is no salary cap, but a team must be able to pay all of its salary or the Team Owner will accrue a \$10,000,000 penalty to his Basic Income the following year and must also pay any Back Pay owed during the Team Special Purchasing Period. Teams pay their player salaries at the beginning of the season. However, the determination of whether a team overspent or not is made at the end of the regular season. A team may have a negative bank balance during the season itself, but may avoid penalties by making midseason trades which bring them money.

4.07c Luxury Tax: If a team spends more than \$90,000,000 on salary, that team must pay a 50% Luxury Tax on all salaries greater than \$90,000,000. This Luxury Tax is then split evenly amongst all teams that finished the season under .500 and did not receive any bonus money from playoff participation. Teams must be aware that the Luxury Tax counts against a team's Bank Account, and teams are also subject to the \$10,000,000 penalty described in Rule 4.07b if they spend more than they actually have.

4.07c-com: Teams can stock up money and essentially buy a pennant by spending as much as they want. For example, Pittsburgh's salary in 2004 was at \$27,800,000, but they earned approximately \$95,000,000 this year. Thus, for 2004, they have a cushion of \$67,000,000. They could conceivably spend \$147,000,000 in salaries during 2004 and break even. With a 50% Luxury Tax, they could only spend around \$125,000,000 and break even, while helping the lower teams stay afloat.

4.08 Minor League Investment: During the Team Special Purchasing Period teams may decide to invest in their minor leagues. To do this, they commit to paying \$10,000,000 a year for at least 10 years. After 10 years, they may continue to invest as long as they wish or end the program at any time. Should a team discontinue the program they lose the benefit of the extra slots on their Lower Minor League Roster the year after discontinuing the payment. This means that a team will receive the benefit from their investment for each year that they invest, but that the years will be offset by one. The Chancellor of the Exchequer will keep track of these investments.

4.08a: If a team chooses to commit to investing in their Minor Leagues, they may have 9 players on their Lower Minor League Roster (see Rule 3.04) starting the year after the initial investment through one year after the duration of their investment. They may have 5 uncarded players on their Lower Minor League Roster starting the year after the initial

investment through one year after the duration of their investment. They may also select 2 uncarded players per draft starting the year after the initial investment through one year after the duration of their investment.

4.08-com: The Minor League Investment is an opportunity for owners who wish to research minor league players more to take advantage of their interest. The reason for the year delay is to both reflect the lag time between the impact of the investment and to prevent any Team Owner from immediately deciding to increase their roster simply because they wish to keep 2 extra players.

4.09 Ballpark Investment: During the Team Special Purchasing Period teams may decide to invest in their ballpark. To benefit from this, they must pay the league \$100,000,000. These payments can stretch up to 10 years. If a team within the 10 year period is able to pay the league the full \$100,000,000, the team will receive in perpetuity a \$10,000,000 addition to their Basic Income starting the following year. If an amount of money that was paid to the league is over 10 years old, the team loses credit for that money. Teams may accrue as many Ballpark Investment increments as they wish, minding only that they have to restart the process from scratch each time. The Lord High Marshal may instruct that an unowned team begin contributing to Ballpark Investment if he feels that the team will probably reach the \$100,000,000 threshold.

4.09-com: This allows for a Team Owner to invest in skyboxes, improved concessions, increasing marketing, and also reflects improved media outlets.

4.09-ex: As an example, a team invests \$10,000,000 each year for 5 years, then invests \$20,000,000 the sixth year, \$10,000,000 the seventh year, \$8,000,000 the eighth and ninth year. If the team invests \$4,000,000 in the tenth year, the team will total \$100,000,000 in their ballpark, thus earning the yearly \$10,000,000 bonus. If the team was not able to invest the \$4,000,000 in that tenth year, they would forfeit the \$10,000,000 investment from the first year.

4.10 Team Bank Account: Teams keep any money left over after Salaries, Minor League Investment, and Ballpark Investment. The Basic Income and any bonuses earned the following year will be added to this amount just as in a normal bank account.

4.10-ex: In 2003, the Hastings Huscarls received \$80,000,000. They invested \$10,000,000 for their Minor League Investment. They invested \$10,000,000 in their Ballpark Investment. They spent \$7,000,000 in various trades. They spent \$51,194,000 in Salaries. In total, they spent \$78,194,000 during the 2003 season. The Hastings Huscarls therefore kept \$1,806,000 to start the 2004 season.

4.11 Contract Years: Teams must sign their players to contracts. Each team has up to 80 Total Contract Years to begin each season with. Contract Years do not have an inherent monetary figure; a player's league salary remains the player's actual Major League salary. Contract Years merely represent how long a team controls that player. The Total Contract Years must be 80 or under as of 28 March, but may exceed that amount during the season due to midseason trades or Contract Extensions (See Rule 4.11c). The number of Contract Years each player has assigned to them is reduced by one each year.

4.11-ex: A player is assigned 4 contract years following the 2006 draft. In 2007, the player has 3 contract years remaining. In 2008, the player has 2, and in 2009, he has 1. In 2010, he becomes a free agent.

4.11a: Contract Years for players who are carded when they are drafted are assigned when he is drafted or when the Franchise Player Tag (See Rule 4.12) is removed. A

team may assign a contract length of up to 5 years. Each carded player must be given at least one Contract Year. The contract follows the player, no matter if they are traded. Contract Years are only counted for players who are on a team's Active and Inactive Rosters.

4.11b: Contract Years for players who are not carded when they are drafted are assigned when that player is first promoted to an Active or Inactive Roster. Since such a player is now carded, he follows all other rules for assigning Contract Years to carded players as discussed in Rule 4.11a.

4.11c: Teams may only extend one contract per year. A team is not required to extend any contracts. This is done during the Midseason Purchasing Period. A team must pay a premium of \$4,000,000 plus \$1,000,000 per extended Contract Year to extend a player's contract. This premium is above and beyond the player's salary. Since this is done during the Midseason Purchasing Period, these extra years do not count against the Total Contract Years in the current season, but will count against the Total Contract Years for a team in future years. Contracts may never be extended to longer than 5 years after the current season. Contracts may be extended for any player who has either been on the team the previous year or whose contract is currently for more than one year. In other words, players who come onto a team with a 1 year contract may not be extended

4.11c-ex: A team who has 80 Total Contract Years decides to extend the contract of a player whose current contract is for 3 years, including the current season. The team spends \$7,000,000 (\$4,000,000 plus 3 times \$1,000,000) and extends the contract to 6 years, including the current season, which would then be 5 years after the current season. The extra 3 years, do not count against the team's Contract Years until the following season.

4.11c-com: This rule reflects the common practice of negotiating with players during the season. The premium is in place to ensure that it is moderately difficult to do this. The restriction against extending 1 year contracts is a reflection that many free agents in their later years often sign 1 year contracts and move around, for example Frank Thomas in 2006 and 2007. The overall concern is that players who are not under contract reflect the primary draft pool for the league, and if players are tied up too long, then the draft pool becomes too small.

4.11d: Players who are placed in the Lower Minor League Roster do not count against a team's Total Contract Years. However, players who are in the Lower Minor League Roster do not accrue service time and hence each year that the player spends in the Lower Minor Leagues does not count as a Contract Year.

4.11d-ex: A player with 4 Contract Years is assigned to the Lower Minor Leagues for the 2006 season. That player will still have 4 Contract Years starting the 2007 season.

4.11e: Contracts are guaranteed. Players who are under contract cannot be released without paying their current salary times however many contract years remain on their contract. This lump sum payment is not counted against a Team's Payroll for purposes of the Salary Tax. The lone exception to Rule 4.11e is teams are not responsible for Contract Years for players who have retired.

4.11e-ex: A player is drafted and receives a 4 year contract. He plays the first year, but unfortunately is terrible the second year. The team decides to release him after two years. The player is due to be paid \$6,000,000 and the team decides to take the hit and pay the player \$12,000,000 and release him.

4.11e-com: The rationale for this rule is to make Owners contemplate their personnel decisions longer than the upcoming year. It is also intended for Owners to hesitate in assigning many Contract Years to older players.

4.11f: Through trades and extensions, a team may find itself in the position that it cannot fill its rosters and remain under the limit of 80 Total Contract Years to begin a season. If this happens, the team suffers two penalties. One, it cannot assign any newly drafted player a contract longer than 1 year. Two, it cannot draft any uncarded players.

4.12 Franchise Player: A team may place the Franchise Player Tag on any one player per season. This is done during the Team Special Purchasing Period. This player does not have Contract Years. Instead, the team is assumed to keep renewing this player's contract and hence controls the player in perpetuity.

4.12a: Franchise Players may not be traded.

4.12b: To remove a Franchise Player Tag, the team must pay \$5,000,000 minus \$1,000,000 per year the player was the Franchise Player

4.12b-ex: A player is given the Franchise Player Tag in 2006. He is the Franchise Player in 2006, and 2007. If the team decides to name another Franchise Player, it must pay \$3,000,000 (\$5,000,000 minus 2 times \$1,000,000) to have that privilege.

4.12b-com: The monetary premium reflects the advertising cost involved in convincing a team's fans that a player is worthy to be the new Franchise Player. It is structured as it is to limit teams from assigning a new Franchise Player each year.

Section 5 – Transactions

5.01 Basic Transactions: Teams may trade any player, draft pick, or amount of money that they own. Trades must be approved by the Trade Czar or the Lord High Marshal. Teams may not exceed their maximum rosters at any point, except if they sign Free Agents during the Supplementary Draft (see Rule 5.09). If a trade would make a team exceed their rosters, the team must cut sufficient players so that the team's roster will be legal. During the season, all trades must include an equivalent number of players.

5.01-com: The rationale behind all trades during the season having to include the same number of players is because during the season each team's Team Roster must remain completely full. Since the game is based upon a player's performance the previous year, Team Owners will have some idea of a player's performance during the middle of the season. Therefore, once the Free Agent Draft is completed, no team may pick up any free agent except during the Supplementary Draft.

5.01a: No team may trade a player that they do not have. If a team makes a trade involving a player they do not have at the time of the trade, that trade is invalidated. If a team makes a trade involving a player and prior to the approval of that trade, makes another trade involving that player, that first trade must be approved or the second trade will be invalidated. It will be the responsibility of the Chamberlain to review any trade involving players in order to determine that a team actually has any player involved in any trade. It will be the responsibility of the Trade Czar to determine that a team neither exceeds its roster size nor exceeds the maximum number of uncarded players a team is eligible to have.

5.01b: No team may trade a draft pick that they do not have. If a team makes a trade involving a draft pick they do not have at the time of the trade, that trade is invalidated. If a team makes a trade involving a draft pick and prior to the approval of that trade, makes another trade involving that draft pick, that first trade must be approved or the second trade will be invalidated. It will be the responsibility of the Trade Czar to review any trade involving draft picks in order to determine that a team actually has any draft pick involved in any trade.

5.01c: No team may trade cash that they currently do not possess. If a team makes a trade involving money they do not have at the time of the trade, that trade is invalidated. If they do not have more money in their Bank Account than the amount of money they are attempting to trade, then the trade will be invalidated. It will be the responsibility of the Chancellor of the Exchequer to review any trade involving money in order to determine that a team actually has the money involved in any trade.

5.01d: There will be no trades involving "Players To Be Named Later," deferred cash payments, or conditional draft picks. Trades must be able to be completely resolved immediately upon the approval of the Trade Czar. This also means that trades may not be post-dated.

5.01e: Teams that are unowned may make trades with the approval of all of the Great Officers and Dukes. Such trades for unowned teams must be with an eye to the future, and unowned teams will not be used as farm teams for owned teams. These unowned teams must be kept strong to encourage new Owners joining the league.

5.02 Trade Czar: The job of the Trade Czar is to determine that a trade is acceptable or if it must be reviewed. If the Trade Czar feels that a trade is even potentially unfair or one-sided, he should first discuss the trade with the respective owners. If the Trade Czar still feels that such a trade is unequal, he must refer the trade to a Trade Review

Committee. The Trade Czar will make his decision as quickly as possible. During the Free Agent Draft and in the last week of August, because of the high number of trades and the time constraints, the Lord High Marshal and anyone he deputizes may perform this role, especially if the Trade Czar is not immediately available.

5.02a: If a trade includes the Trade Czar, the Lord High Marshal shall review the trade.

5.02b: If a trade includes both the Trade Czar and the Lord High Marshal, the Chamberlain shall review the trade.

5.03 Trade Procedure: All participants in a trade must send an email to the Trade Czar. Once the Trade Czar has received an email from all participants, he has at least 3 days to make his initial decision to pass or review the trade. Immediately prior to the 31 August trading deadline, the Trade Czar will attempt to review trades as quick as possible.

5.04 Trade Review Committee: A trade which the Trade Czar feels should be reviewed is referred to a Trade Review Committee. The Trade Czar picks the members of the committee, seeking owners who have the least conflict of interest.

5.05 Trade Confirmation: All officers involved in a trade will of course do their best to ensure that trades are completed in the game system and that all draft picks and money involved in trades are accounted for correctly. However, it is the ultimate responsibility for all Team Owners involved in a trade to ensure that their Team Roster is correct, that the Draft List shows a team's draft picks correctly, and that the finances on the website are correct. Team Owners must report any mistake in a trade to the Lord High Marshal within 2 weeks of the trade being approved. If a mistake is found after that time, the Marshal will determine the best resolution of such a mistake at the time of its discovery.

5.05-ex: During the 2003 season, Boston traded Brandon Claussen, a pitching prospect, to Pittsburgh for Mike Remlinger, an experienced reliever. The trade was not processed correctly and Pittsburgh did not have Remlinger available for their playoff drive. This mistake was not noticed until after the season. The players remained on their original teams and the trade was effectively nullified. The Marshal, realizing that the mistake was originally his, rewarded Boston with his fifth round draft pick and compensated Boston for the salary difference out of his team's Bank Account. In the future, however, no League Officer who is attempting to perform his duties to the best of his abilities should be penalized as the ultimate responsibility for a trade's completion lies with the Team Owner's involved in the trade.

5.06 Trading Deadline: No player included in a trade after 31 August may be included on the team's Playoff Roster. A trade is dated when the last of all parties involved in the trade have submitted their agreement, not when the Trade Czar approves the trade.

5.07 Free Agent Draft: The league will hold its Free Agent Draft in late February and early March. Teams who did not make the playoffs will select in inverse order of their record. They are followed by the teams who lost in the first round of the playoffs, who will select in inverse order of their record. Teams who lost in the second will follow them in inverse order of record. The runner up will select 23rd. The World Series winner, regardless of record, shall select last. Draft picks may be traded. In case of a tie, the tied teams will select in inverse order of their run differential. In case this is also tied, the Lord High Marshal will select the order randomly.

5.07a: The Lord High Marshal set determine the procedure for each draft, including the method used, any time limits, or any other detail pertinent to the running of the draft.

5.07b: There is no limit to the number of rounds that may be drafted, but a team may pass at any point. The draft is over when all teams have passed in a round. A team may select any player who has a Card. In addition, each team may select the rights to 1 (2 if they have invested in their Minor Leagues) uncarded player each year. This selection can come at any point in the draft and may be any player at any level of actual minor league, collegiate, or high school baseball, any foreign league, or any other potential source. The Lord High Marshal shall appoint a member of the other Conference to conduct the Free Agent Draft for any unowned team. This person will be in charge of all aspects of the Drafting Procedure for that team, including cutting of players whenever necessary. For this reason, it is encouraged that the Lord High Marshal select not only an owner from the other conference, but one who picks in a different section of the round.

5.08 Draft Roster Management: No team may ever exceed the maximum number of players on any of their rosters except during the Supplementary Draft. If drafting a player would cause a team to exceed its maximum roster size, the team must release a player. Players released in this fashion are eligible to be drafted by the next team on the clock.

5.09 Supplementary Draft: During the Midseason Purchasing Period, a Supplementary Draft shall be held. This draft shall last 10 rounds. Any carded player who is not on a roster may be selected. The draft will be held by rounds using a draft order determined in the same ways the Free Agent Draft order is determined using the records of each team at the beginning of the Midseason Purchasing Period. A team may pass their selection each round, but may select a player during a later round. Each team will pay \$3,000,000 per player selected to reflect the last half-year's worth of salary, however, the team will not pay the player's regular salary. Furthermore, each team will forfeit the same round's pick in the following year's Free Agent Draft. If a team drafts during a round in which they have already traded that selection to another team, then the team forfeits either a pick they had traded for in the same round or a pick in the previous round that they do own.

5.09-ex: Mike Piazza, because of his high salary, is not selected in the regular Free Agent Draft. During the Supplementary Draft, a team which needs a catcher decides to pick him. During the fifth round of the draft, the team selects Piazza. They pay \$3,000,000 and forfeit their fifth round pick of the following Free Agent Draft. However, the team had already traded their fifth round pick. They now forfeit their fourth round pick instead.

5.09a: Any players drafted in the Supplementary Draft will be assigned to either the Active or Inactive Roster as the team wishes. Since no team may ever exceed 25 players on the Active Roster, if a player is drafted and placed on the Active Roster, a player must be placed on the Inactive Roster. The Inactive Roster may, in this case only, exceed 8.

5.09b: Players drafted in the Supplementary Draft are not assigned Contract Years as their contracts are by definition for the remainder of the season. These players become Free Agents at the end of the season, and may only be retained if they are drafted during the following draft.

Glossary

Active Roster: The 25-man roster of players eligible to play for a team during the regular season.

Card: The set of ratings and statistics that the game uses to represent a player in any given season.

Chamberlain: The person in charge of communicating league decisions, rule changes, and meeting times to all members of the league. This person also keeps track of all contact information of all league members.

Chancellor of the Exchequer: The person in charge of keeping track of both league funds and team bank balances.

Duke: A person in charge of either the Wessex Conference or Normandy Conference. The primary role of this person is to assist in Trade Review Committees and to help audit teams in the other conference.

Ealdorman: A person in charge of the Harold, Alfred, William, or Rollo Divisions. The primary role of this person is to assist in Trade Review Committees and to help audit teams in the other conference.

Great Officer: One of 3 officer positions, the Lord High Marshal, the Chancellor of the Exchequer, or the Chamberlain.

Inactive Roster: The 8-man roster of players eligible to be moved to the Active Roster.

League Executioners: The 2 people tasked with simulating games.

Lesser Officer: One of the Dukes, Ealdormen, League Executioners, or Trade Czar

Lord High Marshal: The person in charge of the entire league. His primary role is to adjudicate questions pertaining to the Constitution of the League.

Lower Minor League Roster: The 7-9 man roster of players whose rights are owned by a team but who may not play that year.

Luxury Tax: The 50% tax paid on a team's salary greater than \$90,000,000.

Player: A major league baseball player represented by the statistics of the previous year.

Playoff Roster: Roster of players eligible to play for a team during the playoffs. Each playoff team must submit this roster by 15 September.

Player Salary Payday: 31 October, the day when players are paid by their teams.

Rule Change Proposal: A proposal to change a rule that is discussed during the Winter Meeting.

Spring Training: The preliminary simulations designed to give all owners a better idea how to arrange their lineups and pitching matchups.

Team Bank Account: The amount of money a team has.

Team Owner: The person in charge of the decision-making for a team.

Team Revenue Payday: 20 February, the day when teams are paid their Basic Income plus any bonuses earned and assessed and penalties accrued.

Team Roster: The combination of the Active Roster, the Inactive Roster, and the Lower Minor League Roster.

Trade Czar: Initial person who reviews whether trades are acceptable or must be reviewed.

Trade Review Committee: Committee of 3 people headed by 1 of the Great Officers assisted by 2 Lesser Officers to determine whether a trade should be allowed or not.

Unowned Team: A team which does not currently have a Team Owner.

Winter Meetings: The discussions held during January that during which League Officers are determined, any Rule Change Proposals are resolved, and the state of the League is discussed.