

SABLUSA CONSTITUTION

Preamble

This constitution is provided as a guideline and the spirit in which it is written will be the guiding force behind it. Attempts to circumvent the spirit of this constitution by seeking and using loopholes in the rules will be dealt with by the commissioner(s) of this league and by the members. This league was established to promote fun, camaraderie and the spirit of fair play. If the idea of seeking and using loopholes appeals to you, please locate a “loophole” league. Anyone who attempts to bend the rules to their advantage is not what we are looking for and you won’t last long here.

Owners

New owners will be brought to the league upon recommendation by any member and acceptance by the commissioner(s). Ownership in this league is considered a privilege, not a right. Owners who show a disdain for their fellow owners, the rules or just plain get highly irritating will be expelled from the league either by a 2/3 majority of eligible members or in the interests of the league by agreement of the commissioner(s).

Changes to this constitution will require 2/3 majority of active owners.

Ownership Requirements:

- Must have access to the Internet and the ability to send/receive f-files and c-files.
- Must have Baseball for Windows, preferably version 5.0 or higher.
- Must value fair play and (preferably) be an experienced BBW player.
- Must put the league ahead of any self-interest.

Commissioner’s Role

Commissioner’s duties include but are not limited to include the following and they will determine who will perform the following duties:

- Scheduling of league games
- Scheduling of league events
- Sending and receiving of f-files and c-files
- Ensuring the general well-being of the league
- Other duties spelled out within the body of this document

League Structure

The league shall consist of 24 teams divided into six four-team divisions. There will be an American League and a National League with 3 divisions in each league and no inter-league play. Any expansion will be voted on by the league. The National League will not use the Designated Hitter and the American League will use the Designated Hitter.

Each division winner will make the playoffs. Any ties will be broken using a tiebreaker system described elsewhere in this document. There will be 2 wildcard teams from each league. The wildcard teams will play a best of 5 series to determine who advances to the divisional round of the playoffs. The teams will be seeded by won-loss records with the wildcard team automatically seeded 4th regardless of record. Teams in the same division will not be matched up until the LCS except for the wildcard round.

The American League will have home field advantage in the World Series in odd numbered years and the National League will have home field advantage in even numbered years. The year will be the league year not the data disk year.

Specific Baseball for Windows Rules

The following Baseball for Windows settings are set by the Commissioner and may not be changed under any circumstances. Only by amendment to this constitution can these rules be changed:

Organization rules and League rules – Only the following boxes will be checked: Skill Level set to Amateur and Designated Hitter allowed.

Player Usage/Game Play

IMPORTANT: Intentional dumping of games to improve draft position will not be tolerated. It is expected that all teams attempt to compete at all times. Should the Commissioner deem a game as “dumped”, the game will be replayed using the micromanager for both teams. Notice of this process will be sent to the offending owner, as well as the balance of the league. An example of dumping would be sending Pedro Martinez to their farm for the final month of the season even though he has games remaining or not using him in the rotation (except in the case of injury).

AIM and Maximum Batters Faced will be used. All injuries and fatigue will be the default selection with regard to injuries. All injuries will last the amount stated by the game. Injuries carry over into the playoffs and throughout the playoffs. Any owner caught altering the duration will be subject to penalties as determined by the commissioner. A second offense (at any time, only 2 chances ever) of altering player records will result in expulsion from the league. Only the statistician can adjust players with the Commissioner’s knowledge. You may use players who are tired, worn out or overused at your own risk. AIM will punish you for taking this risk if you do it too often. Players will under perform in this state anyway.

Schedule and AIM Rules-Boxes checked will include League Play, Wildcard Team, Bench Pitching Rotation in the segment rules. Injury and fatigue rules will be “All injuries and fatigue.” Pitcher durability and recovery will be “Late 20th century.” Enforce batters faced limit and Pregame AIM Auto Substitution will also be checked. No PR 930 for $(SLG + OBP) < .600$ will NOT be checked. 930 players injury factor will be reduced to 2.

The usage limitation on players are those imposed by AIM and MBF restrictions. Beginning with 2021 season there are no restrictions on stolen base usage.

Pitchers rated 4 or less and who have the majority of their pitching appearances as starts will be assigned an MBF rating of 1000. If their MBF rating is higher than 1000, it will not be altered. Injury rating will be adjusted to 2. Relief pitchers rated 3 or lower may have their MBF increased to 333.

A team must be able to field a starting lineup without playing anyone out of position. The only exception is when it is caused by injuries during a series.

If you are going to change the pitcher at the start of the game and the new pitcher changes from LHP to RHP or vice versa, then you must cancel, exit baseball and go back

to LM and make the change in the rotation box. Otherwise you are taking advantage of your opponent.

Player Drafts

A rookie/free agent draft will be held prior to the season. This will generally be conducted in February but exact date will be determined by the commissioner. Any player listed on the data disk for that season that is not currently owned by a team may be drafted. This draft will consist of 8 rounds with order determined by won-loss record of the previous season. The only alteration to this order will be the order of teams who qualified for the playoffs during the previous season. Playoff teams will be placed after non-playoff teams by order of elimination from playoffs, then by won-loss record. Ties will be broken by team won-loss record on the road first. Commissioner will determine method to be used to break any remaining ties. The 40-man roster may be exceeded during this draft.

A waiver draft will be conducted during April at a time set by the Commissioner. This draft will be by list only. At no time during this draft may a team violate the 40-man roster limit. This draft is held in April to include players that were released by teams during the final roster cut-down period. No player cut during this draft may be drafted by another team. They will remain free agents until the next draft.

TRADES

Trades between teams may be made between seasons. Trading opens at the conclusion of the regular season and closes prior to the beginning of the next regular season. The Commissioner will announce the trading deadline to the league. Typically, this is one week prior to Opening Day. Teams may trade players and/or draft picks for the upcoming rookie/free agent draft. No future draft picks beyond the upcoming draft may be traded at this time. Draft picks may not be traded between the end of the current Rookie/Free Agent draft and the July in-season trading period.

An in-season draft period occurs in June-July. Teams may trade players and/or draft choices for the next rookie/free agent draft. The month of June and July are the season playing months not necessarily the actual calendar month. The dates of the trading period can be adjusted by a few days either way based on how the season schedule falls for that season. i.e. if the first series of July starts on June 29 or the last series ends on August 2; the Commissioner may announce that these dates are included in the trading period for simplicity. Players acquired during this trading period are eligible to participate in the playoffs for the acquiring team.

Rosters

Rosters are limited to 40 players during the season. This number will include any “un-carded” players that teams wish to retain on their rosters. This allows a team to retain the rights to a player who misses an MLB season due to injury or who may be sent down to the minors for more seasoning. The commissioner will set a date to cut rosters to 40 players. This will usually be one week prior to Opening Day. Teams must submit a list of players they wish to release by the deadline set by the commissioner or the

commissioner will determine who gets released. You probably don't want to leave this up to the commissioner because he is likely to determine cuts based on usage rather than prospect value.

Rosters must be constructed to ensure proper coverage at every position for the season. Injuries happen so, plan accordingly! A team must have pitchers with at least 162 games started. A good rule of thumb would be to have 30-35 MBF/game among starting pitchers and 15-25 MBF/game from the relievers. Each playing position, including DH, should have at least 750 PA. Another way to gauge proper coverage would be by use of the PR/SF rating. Every player has been adjusted to 100 SF to simplify usage. 1000/100 would equate to a player who is eligible to play in every game of the season. Recommendation is to have at least 1200/100 per position to ensure coverage in case of fatigued/injured players.

During the season, 27 players are allowed on the active roster. The remaining players are placed on the farm team. Un-carded players are not eligible to be used. Carded players are generally created by the game company in all capital letters so; the commissioner will use capital letters for only the first letter of the first and last names to help distinguish these players. They may also be given a season long injury status to prevent usage.

Playoffs

Each division winner will be eligible for the playoffs. In addition, the 2 teams with the best records among the rest of the league will qualify as wildcard teams. Any ties will be broken with a 1 game playoff.

The 2 wildcard teams will matchup in the 1st round with a 5 game playoff. Home field advantage will be given to the team with the best record (designated as 1st wildcard team).

The Division Series round will matchup the Wildcard Round winner against the division champion with the best record unless both teams are from the same division. In that case, the wildcard winner will play the team with the 2nd best record. The other 2 teams in the league will matchup in the other Division Series. The team with the best record will receive the home field advantage with the exception that the wildcard team can never have home field advantage.

The League Championship Series will matchup the winners from the Division Series with the team with the best record awarded home field advantage. If 2 division winners have identical records their seeding for the Division Series would have been determined by head-to-head competition. The next tie-breaker will be best road record. If still tied, their records against the team with the next best record will be used. This method will continue until one of them has a better record against a common opponent.

The World Series will matchup the 2 League Champions. The team with the best regular season record will be awarded home field. If they are tied, the National League will receive home field advantage in odd numbered years and the American League will receive home field advantage in even numbered years. This is based on the SABLUSA year not the data disk year.

Playoff rosters will have 27 active players that are submitted to the commissioner prior to the start of each round of the playoffs. This roster cannot be modified during a series. Each roster must have a minimum of 4 starting pitchers. Teams may opt to use a 3 man rotation during the series but a 4th starter must be available in case of fatigue or injury.

Playing playoff games head to head is encouraged but not required. There are free tools available to play games online.

Micro Managers

Teams may select any micro manager that they wish to use. It is the individual team's responsibility to ensure that their opponents have a copy of the appropriate micro manager. The default micro manager for the league is Felipe Hernandez. This MM may be used if the opponent's MM is not loaded in League Manager and the correct one cannot be determined. Managers should make an attempt to discover which MM their opponent wishes to use and obtain that MM prior to playing a series. A league wide email query will usually resolve this problem.