

## CONSTITUTION OF THE COAST TO COAST BASEBALL LEAGUE

PREAMBLE: The CTCBL is a baseball fantasy league using the Strat-O-Matic baseball simulation game. The CTCBL was founded in 1985 and has operated continuously ever since, completing a full 162-game schedule and playoffs. What follows are the league rules and guiding principles for all league members and officers.

### I. LEAGUE STRUCTURE

A. The CTCBL consists of two leagues, American and National, each containing one division. Each division contains 13 teams. Individuals may own a franchise in each league, but are only entitled to one vote on league matters.

B. Team rosters are limited to 32 players during the playing season. In the off-season, there are no roster limits. Rosters may contain carded and non-carded players.

C. All rosters must be frozen at 32 players prior to the beginning of the season on a date determined each year at the annual Winter Meeting.

D. The CTCBL schedule is 162 games and is organized in quarters. During the first three quarters of the season, each team is limited to 25 active players, with the remainder placed on the taxi squad. During the fourth quarter there is no limit on active players.

E. Different taxi squad players may be designated for home and away games, but such decisions must be announced to the league. The taxi squad may be changed at the beginning of each quarter. In addition, a player may be placed on the taxi squad at any time to avoid overuse, but another player cannot be activated in his place until the next quarter begins. During the fourth quarter, all 32 players may be activated.

F. Each team must have at least two players on the active roster who have fielding ratings at catcher and each infield position. Each team must have at least four players on the active roster with outfield fielding ratings.

G. Each team must have at least six pitchers with a starter rating on their 32-man roster, and enough starters on their active roster to make a legal starting rotation.

H. Teams retain the rights to their players from year to year, with the exception of "Temp Players".

I. Players with multiple cards will use the SOM combined result card.

J. Owners may be penalized for; 1) overusing players, 2) lateness in paying dues, 3) lateness in filing statistics or computer managers.

K. The CTCBL will use the current major league ballparks for each season. Each CTCBL franchise 'owns' a major league ballpark from its respective major league. Ballparks may not be traded. Milwaukee will be counted as in the CTCAL.

1. The ballpark dimensions will be adjusted prior to the outset of each season, so that the average in each of the 4 categories is within 1.0 of the average ratings of the ballparks, in the respective league, as published by the Strat-O-Matic Game Company.

2. After a minimum of three seasons, ballparks may be exchanged for an unused ballpark.

a. Should there be more than one owner exchanging, a lottery will determine the order of exchange.

b. Prior to the commencement of the Ballpark Draft, all participating teams place their ballpark into the pool of available ballparks.

c. The Ballpark Draft will take place at a time determined by the Commissioner after the ballpark ratings are released, and prior to the Winter Meeting.

## II. TRADES

A. Trades may be made at any time, but a newly acquired player may not be used until the start of the next "instruction issue date." For this purpose, "instruction issue date" means the first day of each quarter of play as determined by the league schedule. The Commissioner and Deputy Commissioner must be notified by the trading parties before the trade is official.

B. Trades that increase roster size will not be addressed, regarding a possible cut(s), until that specific trade deadline has been reached.

C. 'Player to be Named Later' trades are allowed. The terms of the trade must be submitted to the Commissioner and Deputy

Commissioner at the time the trade is reported. The PTBNL trade may include any combination of the following:

1. A designated player on a team's roster.
2. A specific draft pick(s).
3. A conditional player or draft pick, based upon a players actual major league performance or availability during a draft and including no-card rookies.
4. A PTBNL may not be a player involved in the original trade.

D. No trades may be made involving two teams with the same manager. This includes a prohibition against three-team trades involving two teams with the same owner and a third team.

E. Draft picks may be dealt for the next Rookie and Midseason drafts. Beginning November 1 of each year, draft picks for the following Rookie and Midseason drafts may also be traded.

F. Trades may be made during drafts. However, no additional time is allotted for trading.

G. Managers may not execute any trades if they are behind in playing games or reporting results.

### III. DRAFTS

#### A. Rookie Draft:

1. The Rookie Draft shall be held in March, as determined by the Commissioner and league membership. All owners are required to participate:

- a. In person.
- b. In the CTCBL chat room.
- c. Via a draft list submitted prior to the draft.
- d. Or, any combination of the above.

2. Players eligible for the draft include all who receive cards and are not currently on any CTCBL roster.

3. The CTCAL and CTCNL shall conduct a combined draft.

4. Each team may select up to 2 "no-card" rookies. "No card" rookies are defined as players who are in the organization of a major league team and have never received a Strat card. To be eligible for the Rookie Draft, a "no card" must be the property of major league franchise on the last day of the previous Major League regular season. The list published by Baseball America in the fall shall be the source of player eligibility.

5. The draft shall proceed in reverse order of the previous season's regular season standings.

a. Teams that tie in the regular season will have their draft order determined by lottery.

b. After the first round, the draft order for teams that tied will alternate in each even numbered round.

6. The draft shall proceed until all available players have been selected, or until all managers decline to select a player.

7. During the CTCBL Rookie Draft, each manager will be allotted a maximum of five minutes to make or decline their selection. The five minute period begins as soon as the previously scheduled pick has been made. If a manager is not reachable, or cannot make their selection within the allotted five minutes, then the manager's pick will be "passed" and the draft will proceed to the next draft pick. Managers wishing to select a player for a previously "passed" draft pick shall notify the Commissioner and must wait until the current draft pick is selected, declined or passed. Such managers will be given a five minute period to make a pick following the selection being made by the manager who is currently drafting. The Commissioner shall have discretion to rule over any contentious issues at the draft regarding the deadlines for picks.

#### B. Midseason Draft:

1. The Midseason Draft shall be held on a date decided upon at the Winter Meeting. Players eligible for the draft consist of all carded players not on a CTCBL roster. Prior to the official Midseason draft date, an email draft will take place as soon as the draft order is established.

2. The CTCAL and CTCNL shall conduct a combined draft.

3. The draft shall proceed in the reverse order of the standings as of the end of the second quarter. Tie-breaking procedures shall be the same as used for determining the Rookie Draft order.

4. Immediately prior to each selection, the manager must reduce his roster to 31 players. Players who are cut, including no-card players, are available for the remainder of the draft, beginning with the first pick in the following round.

5. The draft shall proceed until all available players have been selected, or until all managers decline to select a player.

6. If a player is forfeited for overuse before the midseason draft, the team forfeiting him will have their roster reduced by one prior to the draft.

#### C. Temp Draft:

1. Prior to the fourth quarter, teams may select players from the temp pool. Temps are carded players who are not the property of any team. To select a player(s), a request must be submitted to the Commissioner and Deputy Commissioner by 7:00 PM on the Sunday prior to the beginning of the week the player(s) are to be activated.

2. As a temp is activated, the team must deactivate a carded player for the remainder of the season. To be eligible for deactivation a player must have used a minimum of 75% of his adjusted usage. The name of the player to be deactivated must be specified when submitting the request. The deactivated player is eligible for post season play, the temp pick is not. A deactivated player forfeits their ability to fulfill a roster requirement rule; see I.F. - I.G..

3. If two or more teams request the same player, the team with the lesser winning percentage is awarded the player in question. Should there be a tie, the Commissioner will use a lottery to award the player.

4. Teams may select one, two or three players in any week. If any team selects more than one player during a week, each team will get an opportunity for its first selection before any team gets its second selection, and each team will get an opportunity for its second selection before any team gets its third selection.

5. It is suggested, but not mandated, that teams participating submit more than one player to be selected to ensure usage compliance. Usage availability is directly affected if the player in question has been used by a previous owner.

6. These players will be recognized by the League as "temp" players and will not count towards the 32 man roster limit. No player need be cut when a "temp" player is picked up.

7. Teams may select up to three temp players per fourth quarter. Unused temp player options are forfeited at end of the regular season.

8. Temp players may not be traded, or used in the post season.

9. Teams may not trade temp pick options.

10. Upon the completion of the regular season, temp players will be released into the free agent pool and become eligible for the following rookie draft, if carded.

#### IV. GAME PROCEDURES AND RULES

A. Each manager must send a Computer Manager (CM) to the Central Stats person designated by the commissioner and to their league president. Submission dates are determined at the Winter Meeting. Owners must follow the game playing rules when managing

manually, even though HAL may make decisions that are not in accord with CTCBL playing procedure.

B. Playing instructions must include the following within the CM:

1. Away roster, indicating players on the taxi squad.
2. Rotation for the entire quarter.
3. Relief pitching instructions.
4. Lineups Vs LHP, RHP, Reverse LHP and Reverse RHP are mandatory. Note: A CM may have lineups designated differently than the conventional method. By rule, to insure the correct lineup is being used, the home manager is responsible to check his opponent's lineups before clicking "play ball".
5. Key strategy decisions (manager tendencies).

C. Managers must play home games designated on the schedule each week and report the results to Central Stats by the deadline established at the Winter Meeting. Managers may not play their games prior to the week for which the games are scheduled.

1. Before playing a series the home manager will give both teams 15 days off to clear out any fatigue.
2. When two games appear on the same day within the game's schedule, those games will be played as if they are on separate days, with zero rest provided.

D. Results must also be reported to the visiting manager. Visiting managers may designate what software-generated reports they would like to receive, but by default, home managers should include the box score and play-by-play account of every game.

E. Visiting managers may change their computer manager during a quarter, but must notify all opponents and Central Stats of the changes. Rotations must be set in two week increments. A change in week '?' must be made by the last day of week '?-2'. Example: In order to change a starter in week #5, the change must be requested no later than the last day of week #3.

G. If, for any reason, it is not possible to complete a series on time, the Commissioner, Central Stats, and your opponent must be notified prior to the scheduled reporting time.

H. If a visiting team does not receive series results from a manager according to the league schedule, then the visiting team's owner may

elect to play that series. In this case, the following procedure shall be used:

1. The visiting manager must make every effort to contact the late manager before proceeding.

2. The visiting team shall formally notify the Commissioner of his intent to play the series.

3. After this declaration, the manager has two weeks from the date of declaration to play the games, report the results to Central Stats, and send the results.

4. The visiting team will use the original home team CM when playing the games, and the contest(s) will be played maintaining the original home/away team status.

I. Unless specifically superseded by this Constitution, all games shall be played using official Strat-O-Matic game rules.

J. The following official game rules will not be used:

1. Bringing a position player in to pitch.
2. Player injuries.

K. Switch-hitters must bat from the opposite side of the opposing pitcher.

L. Starting pitcher rules.

1. All starting pitchers must rest a minimum of four days during their teams first 122 games of the CTCBL schedule (see 5 and 6).

2. Rotations for the second quarter are continued from the first quarter with no days off.

3. Rotations for the third quarter begin fresh, following the Midseason break.

4. Rotations for the fourth quarter are continued from the third quarter with no days off.

5. Starters with an \* designation may pitch on three days rest beginning with their teams 123<sup>rd</sup> game of the CTCBL schedule.

6. All days that \* starters rested after their last start, prior to game 123, count toward their \* rotation eligibility.

7. Home managers are responsible to check their opponent's rotation for any errors when playing against HAL.

8. Starting pitchers can not be removed from the game until one of the following is met; 1) pitch five innings, 2) reach POW, or 3) the sum of innings + runs allowed = six.

M. Only designated starters may start and only pitchers with a relief rating may relieve during the regular season.

N. When the DH takes the field, the designated hitting right is revoked for the remainder of the game. The DH spot in the lineup can not change during a game. Only a DH can replace a DH during the game, otherwise the pitcher must have a spot in the batting order. A player in the field (including the pitcher) may not be subsequently used as a DH in the same game.

O. Pinch-runners may be used at any time, but cannot try for a good lead if the runner they replaced already rolled for one and failed, except in the following situations:

1. The original runner was being held on base, but the pinch-runner is not being held.
2. The defense changes to a pitcher with a worse hold rating, and/or a catcher with a worse arm.

P. No player may be played at a defensive position other than those listed on his card. The only exception is for outfielders, who may play an outfield position they are not rated for. A player whose only outfield ratings are LF-4 and/or RF-5 may not play CF. A player whose only outfield rating is LF-5 may not play CF or RF.

Q. A pitcher may not be used as a pinch hitter until his team's bench contains a maximum of two position players. A pitcher may not begin a game as the DH.

R. Player regular season usage may exceed real-life usage by no more than 12% for batters and 15% for pitchers. Batters' usage limitations are based on "Modified Plate Appearances" (MPA), defined as: At Bats + Walks. Pitchers' usage limitations are based on Innings Pitched. The final CTCBL usage limit is calculated by Stats Central and the individual team's 'usage screen', within the game, is the determining factor for player usage analysis.

## V. PLAYOFFS

A. Five teams, with the best record in each league, will make the playoffs. Each playoff team will submit a 25 man roster that may not be altered until each league champion has been crowned (see article E).

1. Clubs must adhere to the regular season rule (I-F) of having at least two players who have fielding ratings at catcher, each infield position, and must have at least 4 players with outfield fielding ratings.

2. Clubs must adhere to the regular season rule (I-G) of having enough starting pitchers to make a legal rotation.

3. In the event of a club not meeting E-1 and/or E-2, due to regular season overusage penalty loss of player(s) for the playoffs, the commissioner, or his designate, shall select a player(s) from the free agent pool to achieve roster compliance for the offending club. Note: this is not strictly a replacement for a lost player. If the offending club can achieve compliance with their remaining roster, there will be no designation of a replacement player from the free agent pool. Note: The replacement player(s) will be selected by beginning with the weakest cards at that position within the free agent pool, regarding offense, defense, or pitching.

4. There will be one week off after the regular season. During this week teams will submit their playoff rosters, and stats central will set up the playoff league after a cross-check of playoffs rosters has been completed.

5. Week 23 will be the wildcard round. Week 24/25 would be the divisional semi-final rounds. Week 26/27 would be the LCS rounds. Week 28/29 would be the World Series round.

6. If the games are not completed by the deadline, the Commissioner, or his designee, will play any games not played as soon as possible. A manager of a playoff team can submit a CM for this purpose. If no CM is submitted, HAL will generate one.

B. The first round of the playoffs will have teams 4 and 5 compete in a five game series. The second round will have team 1 host the winner of 4/5, and team 2 hosting team 3 in a best of seven series. The third round will be the League Championship Series, and the fourth round will be the CTCBL World Series, each of which will be a best of seven series.

1. In the first three rounds of the playoffs the team with the better record will have the home field advantage. Ties will be broken by head-to head play, then by lottery.

2. In the event of a tie for the final play-off position, that tie is to be broken by a play-off game. Home field for that game will be decided by head-to-head record and then by a lottery. Rosters, usage and pitching staff fatigue factors are carried over from the fourth quarter. There is no day of rest. The statistics are included in the regular season totals, and the teams' 163-game winning percentage will count in determining draft position.

3. There are four days of rest, from the end of the regular season until the start of the play-offs, for those teams finishing in the top three.

4. There will be one day of rest following the regular season for the teams playing in the 4/5 series. The winner of this series will have one day of rest prior to their playoff series against the league pennant winner.

C. There is one day of rest for each travel day within a series (2-2-1, 2-3-2). There is one day of rest between the last game of a playoff series and the first game of the next series. If one series finishes before the other, the extra rest days are awarded on a league basis. If one league championship series finishes in fewer games than that of the other league championship series, the fewer games each represent one day of rest.

D. Special rules for the World Series:

1. The CTCNL team will be home in games 1, 2, 6, and 7 in odd-numbered years, and the CTCAL will be home in games 1, 2, 6, and 7 in even-numbered years.

2. In all years, the DH will be used in CTCAL parks only.

E. One 25 man roster will be used during the league playoffs. Prior to the start of the CTCBL World Series, the 25 man roster may be adjusted. Copies of this roster, listing player usage, must be sent to all playoff managers.

1. Clubs must adhere to the regular season rule (I-F) of having at least two players who have fielding ratings at catcher, each infield position, and must have at least 4 players with outfield fielding ratings.

2. Clubs must adhere to the regular season rule (I-G) of having enough starting pitchers to make a legal rotation.

F. It is up to the contending managers to agree on a format (e.g., telephone, face-to-face, computer managers, net-play, etc.). In the event the contending managers are unable to agree, the commissioner shall decide on a format.

G. Player usage rules are the same as the regular season except:

1. Travel days count as days of rest when determining pitching rotations.

2. All starters may pitch in relief in the playoffs. If not otherwise stated on their card, their tire factor shall be 2 innings.
3. Pitcher usage in any series may not exceed the greater of (a) 10% of the innings listed on the card, or (b) 4 innings.
4. Batters' Modified Plate Appearances (At Bats plus Walks) in any series may not exceed the greater of (a) 10% of the MPAs listed on the card, or (b) 6 MPAs.
5. Asterisk starters may pitch on 3 days rest.

## VI. GOVERNANCE

### A. OBLIGATIONS OF LEAGUE MEMBERS

1. Members must adhere to all rules set forth in this Constitution.
2. Members must comply with the following responsibilities.
  - a. Obey a strict honor code. Every game must be played honestly and fairly, and every member must treat others with courtesy and respect. Disputes must be resolved through proper channels set forth in this Constitution and personal attacks will not be tolerated.
  - b. Act in the best interests of their franchise(s), ensuring that all trades are made with the intent of team improvement, and that no games are played with the intention of losing.
  - c. Participate actively and meet all deadlines. Annual dues must be paid no later than the CTCBL opening day. Managers should attend all drafts or participate electronically on draft days, vote on all league proposals and all games should be played and results filed on dates set forth at the beginning of the season.
  - d. Respond promptly and courteously to all communication from league members. Not responding to trade proposals, calls to vote on league proposals, or general questions from other members in a reasonable time frame is discourteous and in violation of the spirit of camaraderie that guides this league.

### B. LEAGUE OFFICERS

1. The Commissioner shall be elected by a majority of the managers at the Winter Meeting, and shall serve a one-year term until the following Winter Meeting. He shall:
  - a. Maintain rosters of all teams, and keep track of all trades and the draft order, or designate these responsibilities to a league volunteer.
  - b. Maintain an Owner Directory of all manager's addresses and telephone numbers, and promptly report any changes to all managers, or designate this responsibility to a league volunteer.

- c. Oversee the Constitution.
- d. Delegate responsibilities as he sees fit.
- e. Collect rule change proposals submitted by managers to be discussed and voted upon. This includes both constitutional changes and changes which affect the operation and play of games. A failed proposal may not be resubmitted until a two year period has elapsed.
- f. Establish an agenda for the Winter Meeting.
- g. Hear and decide upon grievances filed by managers. The Commissioner's decision may be appealed to the Executive Committee. Any grievance involving the Commissioner shall be filed directly with the Executive Committee.
- h. At his discretion, the Commissioner may issue warnings and penalties for failure to comply with responsibilities or breach of the Constitution. Penalties may be appealed to the Executive Committee.
- i. Decide upon any matter not otherwise covered by the Constitution.
- j. Have the ability to appoint interim league officers.

2. The Deputy Commissioner shall be elected by a majority of the managers at the Winter Meeting and shall serve a one-year term until the following Winter Meeting.

3. The League Presidents shall be elected by a majority of the managers at the Winter Meeting and shall serve a one-year term until the following Winter Meeting. The Commissioner and Deputy Commissioner may not serve as a League President. The League presidents shall:

- a. Oversee the day-to-day operation of their league.
- b. Be responsible for review of Computer Managers from the owners in his league. Illegal, unclear, or incomplete CMs will be referred back to the issuing manager for immediate correction. A failure to comply will be reported to the Commissioner.
- c. Monitor infractions and report them to the Commissioner.
- d. Delegate work or responsibilities as they see fit.

4. The Executive Committee shall consist of 5 members. The Commissioner, Deputy Commissioner, and League Presidents may not serve on the Executive Committee. One additional manager shall be appointed as an alternate committee member. The alternate committee member shall replace any committee member who is involved personally in a decision to be made by the committee, or shall replace any committee member who is unavailable or resigns. The Executive Committee shall be appointed by the Commissioner

immediately after he is elected, subject to ratification by a majority of managers. The Committee members shall designate one member as chairman. The chairman will coordinate committee activities with other league officers. Duties of the Committee are as follows:

- a. Hear and decide upon all appeals of decisions made by or involving the Commissioner or League Presidents.
- b. Act as a task force to carry out special projects.

5. The Treasurer shall be elected by a majority of the managers at the Winter Meeting and shall serve a one-year term until the following Winter Meeting. He shall:

- a. Determine proper dues level, to be approved by a majority of managers at the Winter Meeting, and collect the dues from league members.
- b. Maintain custody over all funds remitted to the league.
- c. Reimburse league members for documented league expenses.
- d. Give a financial report to league members at the Winter Meeting.

6. The Recruiter shall be elected by a majority of the managers at the Winter Meeting and shall serve a one-year term until the following Winter Meeting. He shall:

- a. Maintain a list of substitute managers. The recruiter must determine which candidates would make suitable league members. If an opening arises, he will recommend a replacement. The candidate must be approved by the Commissioner and Deputy Commissioner.
- b. Recommend and compose advertising in the appropriate periodicals for attracting replacement or backup managers.
- c. Maintain continuous contact with, and establish proper functions, for backup managers to ensure that they are an integral part of league activities
- d. Endeavor to insure backup managers are able to assume responsibility for a franchise on short notice.

### C. PENALTIES

1. Failure to report weekly results to Stats Central by the set deadline.

- a. This penalty provides for penalties for the failure to communicate the inability to report games on time. In order to avoid the penalty, a manager must communicate his inability to report his games no later than the reporting deadline (7 pm Eastern Time

Sunday). Such report must be sent to the opposing manager and Stats Central, and must state when the games will be played. A manager who cannot play his games more than one week must communicate this information every week he is late in order to avoid the penalty.

b. Any late games must be made up no later than one week after the initial deadline. If the games remain unplayed at that time, the games will be Quick Played by a party designated by the Commissioner. The penalties are as follows:

- 1) First offense: reprimand from Commissioner.
- 2) Second offense: loss of a 7th round pick in the next rookie draft.
- 3) Third offense: loss of a 6th round pick in the next rookie draft.
- 4) Fourth offense: loss of a 5th round pick in the next rookie draft.
- 5) Fifth offense: loss of the team/franchise.

c. The penalties apply only once. For example, a manager who is late three times loses his 6th round pick; he does not lose both his 6th and 7th round picks. For managers who have two teams, the penalties are applied separately to each team.

d. In any circumstances where a team does not have the pick being penalized, the pick moves up one round in the next following year's rookie draft. For example, if a team is penalized with the loss of its 6th round pick in the 2005 rookie draft, but does not have rights to that pick, the team loses its 5th round pick in the 2006 rookie draft.

2. Failure to pay dues to the league Treasurer by the CTCBL's set deadline.

a. If an inability to pay dues is communicated to the Commissioner prior to the deadline for paying dues, the Commissioner will grant one extension of up to one month for the owner to pay his dues. Once the deadline has passed, no extension will be granted. If dues are not paid by the deadline (or the extended deadline if an extension has been granted), the penalties are as follows:

- 1) Loss of a 7th round pick in the next year's rookie draft if the dues are paid after the deadline, but within one month of the deadline (including extensions).
- 2) Loss of a 6th round pick in the next year's rookie draft if the dues are paid more than one month after the deadline, but within two months of the deadline (including extensions).

3) Loss of a 5th round pick in the next year's rookie draft if the dues are paid more than two months after the deadline, but within three months of the deadline (including extensions).

4) Loss of the team/franchise if dues remain unpaid three months after the deadline.

b. These penalties apply only once. For example, a manager who is pays his dues one and one-half months after the deadline loses his 6th round pick; he does not lose both his 6th and 7th round picks. For managers who have two teams, the penalty is applied only once.

c. In any circumstances where a team does not have the pick being penalized, the pick moves up one round in the next following rookie draft. For example, if a team is penalized with the loss of its 6th round pick in the 2005 rookie draft, but does not have rights to that pick, the team loses its 5th round pick in the 2006 rookie draft.

3. Failure to meet the deadline for submitting a CM.

a. If an inability to submit a CM to Stats Central is communicated to the Commissioner and the League President no later than the deadline for submitting the CM, an extension of one week will be granted for submitting the CM. Each team may be granted only one such extension each season. A team granted an extension and submitting the CM no later than the extended deadline will not be penalized.

b. In all other situations, including lateness, incorrect, incomplete, or missing CMs, the penalties will be as follows:

1) First offense: loss of a 7th round pick in the next rookie draft.

2) Second offense: loss of a 6th round pick in the next rookie draft.

3) Third offense: loss of a 5th round pick in the next rookie draft.

4) Fourth offense: loss of a 4th round pick in the next rookie draft.

5) Fifth offense: loss of a 3rd round pick in the next rookie draft.

6) Sixth offense: loss of the team/franchise.

c. These penalties apply only once. For example, a manager who is late three times loses his 5th round pick; he does not lose his 5th, 6th, and 7th round picks. For managers who have two teams, the penalties are applied separately to each team.

d. In any circumstances where a team does not have the pick being penalized, the pick moves up one round in the next following year's rookie draft. For example, if a team is penalized with the loss of its 6th round pick in the 2005 rookie draft, but does not have rights to that pick, the team loses its 5th round pick in the 2006 rookie draft.

#### 4. Over usage of players - Regular Season

a. For each instance of overuse, as displayed on the 'usage display' screen within the game, the offending club immediately loses the player/pitcher for the playoffs. Players/pitchers overused by 1.5% or more are forfeited immediately and entered into the rookie draft. Additionally, to account for the degree of overuse (total percentage of overuse), the offending club will be penalized per the chart below.

2% or less = loss of a #6 pick in the rookie draft.

>2-5% = loss of a #5 pick in the rookie draft.

>5-10% = loss of a #4 pick in the rookie draft.

>10-20% = loss of a #3 pick in the rookie draft.

>20-30% = loss of a #2 pick in the rookie draft.

>30-40% = loss of a #1 pick in the rookie draft.

>40%+ = Owner/Manager is fired.

b. Should the club not have the noted draft picks, the penalty will be deferred until the following year but increase in severity by one level.

c. Additionally, each incident of overuse will be scrutinized by the Commissioner or his designee (i.e., executive committee) to investigate blatant, unethical or other behavior which may be deemed an effort to circumvent or compromise the spirit of the league's usage restrictions. Should such a violation be identified, the offending party is subject to additional penalties as decided by the Commissioner or his designee on a case by case basis.

#### 5. Over usage of players: Playoffs

a. Any player overused will be forfeited and entered into the rookie draft.

b. To account for the degree of overuse (total club percentage of overuse) the offending team will be penalized per the chart below.

10% or less = Loss of 3<sup>rd</sup> round pick in the rookie draft.

- >10%-20% = Loss of 2<sup>nd</sup> round pick in the rookie draft.
- >20%-30% = Loss of 1<sup>st</sup> round pick in the rookie draft.
- >30% = Owner/Manager is removed.

c. Should the offending club not have the noted draft pick the penalty will be deferred until the following year, but increase in severity by one level.

#### D. CHANGES TO THIS CONSTITUTION

1. Any changes in roster rules, approved by the league membership, must be made with one year's advance notification except as provided for in 3 (see below).
2. Constitutional changes require a two-thirds majority. All other changes require a simple majority. For this purpose, changes to section III of the Constitution require only a simple majority.
3. Any changes to the Constitution approved by an 80% majority vote may be implemented immediately.