



## SECTION I - Administrative

1.1 – Introduction

1.2 - Fees

1.3 – Prizes

1.4 - Player Designations

1.5 - Important Dates

1.6 - Communication

1.7 - Executive Committee

1.8 - Expectations of all GMs

1.9 - Rule Changes

1.10 - Work Stoppages

1.11 - Inaugural Season

## SECTION II - Draft

[2.1 - MLB Draft](#)

[2.2 – First Year Player Draft](#)

[2.3 – Draft Eligibility](#)

[2.4 – Player Pool](#)

[2.5 – FYPD Compensation Picks](#)

### [SECTION III - Scoring](#)

[3.1 – Scoring System](#)

[3.2 – Scoring Values](#)

[3.3 – Pitcher Maximums](#)

[3.4 – Scoring Periods](#)

[3.5 – Teams, Divisions & Schedule](#)

[3.6 – RRT & Playoffs](#)

[3.7 – Standings Tiebreakers](#)

### [SECTION IV – Rosters & Lineups](#)

[4.1 - Roster Positions](#)

[4.2 - Position Eligibility](#)

[4.3 – Utility Position](#)

[4.4 – Two-Way Players](#)

[4.5 – Daily Lineups](#)

[4.6 – Injured List](#)

[4.7 – MiLB Roster](#)

[4.8 – Salary Cap](#)

### [SECTION V – Salaries and Contracts](#)

[5.1 – Non-Prospect Salaries](#)

[5.2 – Prospect Salaries](#)

[5.3 – Contracts](#)

[5.4 – Salary Cap Penalties](#)

[5.5 – Inflation](#)

[5.6 – New GM Player Drops](#)

[5.7 – Salary Cap Exceedance](#)

### [SECTION VI - Transactions](#)

[6.1 - Transaction Deadlines](#)

[6.2 – Free Agent Auction Budget \(FAAB\)](#)

[6.3 – Drops and Waiver Wire Policy](#)

[6.4 – Free-Agent Claims](#)

[6.5 – Roster Manipulation](#)

[6.6 – Trades](#)

[6.7 – Transaction Restrictions](#)

[6.8 – Trade Vetoes](#)

6.9 – Dumps

APPENDIX I: Post-Season Brackets

# SECTION I - Administrative

## 1.1 – Introduction

The Armchair Champions League (ACL) is a 30-team H2H points dynasty league administered through Fantrax. The ACL features an exponentially increasing payout structure that rewards teams that consistently perform throughout the three phases of the season: the regular season, the Round-Robin Tournament, and the Playoffs. The intent of this league is to simulate the experience of an actual MLB General Manager, including the player personnel, salary/contract and roster management decisions necessary to be a competitive organization. This league is for serious, competitive fantasy baseball enthusiasts willing to commit to the challenge of year-round fantasy baseball. The ultimate goal is to have fun and share camaraderie with others who love baseball and dedicate countless hours to learning about hundreds of players and strategizing for that elusive Championship.

The ACL has a high standard of conduct among its GMs. Racist, anti-LGBTQ+ or otherwise disrespectful behavior among the GMs will not be tolerated and will result in *immediate removal from the league and forfeiture of all fees or prizes*.

More guidance on expectations for behavior can be found in [Section 1.7](#).

## 1.2 - Fees

The annual fee for ACL is \$100; however, GMs pay one year in advance. The intent of advance fees is to encourage GMs to return each season and work diligently to keep their respective teams competitive, so the league remains strong for years. In addition to annual fees, the Fantrax premium fee will be added to all fees (currently \$129.95 divided by 30 GMs, each season). Any new GM assuming an abandoned team will also pay advance fees in order to keep the newly inherited team in good standing.

GMs must pay any applicable fees by October 1st each season via Leaguesafe. GMs are prohibited from making any transactions (trades or drops) during the GM Meetings until fees are paid. Any GM who has not paid fees by January 1st will be considered not in good standing, and the Commissioner may replace the GM with no refund guaranteed.

If a GM trades away future FYPD draft picks beyond the following season (ie. picks from a season for which the GM has not paid), that GM must pay applicable fees up through and including that season.

Leaguesafe is a secure banking system that will hold all fees during the season. ACL will utilize the “majority approval” option with Leaguesafe, meaning no one person will determine the distribution of prizes, but rather a majority vote among league members is required before Leaguesafe issues any payments. The Commissioner will act as Treasurer, ensuring all GMs pay fees prior to the season and entering all payouts into Leaguesafe for league vote at the end of the season.

Advance fees are typically non-refundable, except in the circumstance of the league folding for any reason, in which case the Commissioner will immediately disperse any advance fees to respective GMs without prejudice.

### 1.3 – Prizes

ACL has a unique payout structure that awards GMs in a multitude of ways throughout the season. This format keeps GMs more engaged and competitive throughout what can sometimes be a long fantasy baseball season.

Well-balanced teams that are competitive season-long, including during the regular season, during the round-robin tournament and during the playoffs will have the best opportunity to earn a greater share of the prize pot. Ultimately, every matchup win counts and puts money in a GM’s pocket.

Prize pots will be awarded at the end of the season and distributed through Leaguesafe as follows:

Prize Pot: \$3000	Alloc.	Total \$	Add'l Information	Notes
Regular Season	23%	\$675	\$1.50 Per Win	15 scoring periods before All-Star Break, 2 matchups per team per period, 30 total matchups per team
Tier Bonus	13%	\$390	\$25 Ruth Division \$20 Mays Division \$15 Musial Division \$5 Clemente Division \$0 DiMaggio Division	Per team, 6 teams per division
Round-Robin Tournament	20%	\$600	\$15 Ruth Division \$10 Mays Division \$7.50 Musial Division \$5 Clemente Division \$2.50 DiMaggio Division	Per win, 5 scoring periods from All-Star Break to Playoffs, 1 matchup per team per period (within division), 5 total matchups per team
RRT Bonus	11%	\$315	\$25 Ruth Division (All 6 Teams) \$20 Mays Division (Top 5 Teams) \$15 Musial Division (Top 3 Teams) \$10 Clemente Division (Top Team) \$10 DiMaggio Division (Top Team)	Per team, all 6 teams advance to Playoffs Per team, top 5 teams advance to Playoffs Per team, top 3 teams advance to Playoffs Per team, top team advances to Playoffs Per team, top team advances to Playoffs
Playoff Bracket	27%	\$800	\$20 Per Win (Week 1) \$30 Per Week (Weeks 2-4) \$200 Playoff Champ Bonus \$125 Runner-Up Bonus \$75 3rd Place Bonus	8 total playoff matchups 8 total playoff matchups
Survivor Bracket	5%	\$160	\$10 Per Win \$50 Survivor Bracket Champ Bonus \$30 Runner-Up Bonus	8 total matchups
Consolation Bracket	2%	\$60	\$5 Per Win \$25 Consolation Bracket Champ Bonus	7 total matchups

## 1.4 - Player Designations

Below are the seven different types of designations players will receive in Fantrax (see [Section V](#) for more information on player designations):

- **Prospect (2050)** - Any player who does not have any MLB regular season statistics. Prospects will be designated with a “2050” contract status. Prospect salaries never inflate.
- **Debut (2045)** - Any player who loses his prospect eligibility in the current season (ie. acquires any MLB regular season statistics). Debuts will be designated with a “2045” contract status.
- **Rookie (2040)** - The season following a player’s Debut season, designated with a “2040” contract status.
- **Arbitration Player (2035)** - In the off-season following a player’s Rookie season, if a GM wishes to offer arbitration, he will notify the Commissioner on the “transactions” Discord channel prior to the Inflation Period. The player’s contract will be changed to “2035” and salary will inflate at a rate of \$4 for the arbitration year. Following the player’s arbitration year, the player’s contract status will be changed from “2035” to “1st” during the Inflation Period, and the GM may offer the player a contract extension at the normal \$2 per season inflation rate.
- **Arbitration Buy-Out Player (1st)** - Following a player’s Rookie season, a GM may buy out the arbitration year and extend the player at the normal \$2 per season inflation rate. During the Inflation Period, the Commissioner will convert all “2040” contracts to “1st” contracts, and GMs will offer contract extensions prior to the MLB Draft Keeper and Extension Deadline.
- **Veteran (1st)** - Any other player. Players who first earned any MLB statistics two seasons or more prior to the current season are considered Veterans. Veterans are drafted during the MLB draft, picked up as free agents or from the waiver wire, or are Arbitration/Arbitration Buy-Out Players who “graduate” to Veteran status. International free agents who go straight to the MLB will be treated as Veterans. 1st Year Veterans will be designated with a “1st” contract status.
- **Veteran (Contracted)** - Any Veteran or Arbitration Buy-Out Player who is offered a contract extension will be designated by the year in which their contract expires, 2025, 2026, 2027, etc.

## 1.5 - Important Dates

**Winter Meetings** – On January 1<sup>st</sup>, the Winter Meetings begin. The Draft Lottery will be broadcast live (if possible) to open Winter Meetings. Immediately following the Draft Lottery, the Commissioner will open league activity for trades or drops in preparation for the MLB Draft.. The Winter Meetings last until the MLB Draft Keeper and Extension Deadline. GMs are permitted to trade eligible players or drop players during this period, but they CANNOT add any players via free agency or waivers during the Winter Meetings. GMs with team payroll under \$260 can (and are encouraged to) execute trades during the Winter Meetings. All league fees are due before Winter Meetings open.

**Inflation Period** – Approximately three days prior to the MLB Draft Keeper and Extension Deadline, rosters will be temporarily locked. The Commissioner will execute all required player inflation. Additionally, all “2045” contracts will be changed to “2040” and all “2040” contracts will be changed to either “2035” or “1st” (depending on whether the respective player is entering arbitration or not). Teams

will have salary caps reset to \$260, and any teams with cap penalties will have those applied. Once complete, trades and drops will be allowed, but GMs are reminded that trades cannot be executed if either team's payroll is above their respective salary cap before or after the trade.

**MLB Draft Keeper and Extension Deadline** - The MLB Draft Keeper and Extension Deadline will be two days prior to the MLB Draft on Thursday at 10 PM ET. All league transactions (adds, drops, trades) are frozen at the Keeper and Extension Deadline. On the Keeper Admin page in Fantrax, GMs must extend or non-tender all players eligible for a contract extension (players may be manually dropped as well). GMs must move all non-Prospect players to active or reserve roster positions by the deadline, including IL players and MiLB players (non-Prospepects with green Fantrax flags or circle Ms). Prospects must occupy MiLB roster positions, and GMs must drop any prospects above 20 total. Any salary cap penalties resulting from GMs dropping players under contract during the off-season or previous seasons will be accounted for at the deadline for the remainder of that season. The Commissioner will execute Keeper Rollover at the deadline and ensure all contract statuses are updated for the upcoming season prior to the MLB Draft commencing.

**MLB Draft** - The MLB Draft will occur each season in **February/March**, following the Winter Meetings and prior to the FYPD. The MLB Draft will start at 10 AM ET on Saturday morning.

**Trading Open** - As soon as rosters are fully entered and accurate in Fantrax following the MLB Draft, the Commissioner will unfreeze rosters and permit trading among teams.

**First Year Player Draft (FYPD) Roster Deadline** - The FYPD Roster Deadline will be the day before the FYPD. All Prospects on a team's roster must be placed in MiLB roster positions by the deadline, and teams may not have more than 20 Prospects rostered. Additionally, GMs may place MiLB players (green Fantrax flag/circle M - see [Section 4.7](#)) in MiLB roster positions prior to the deadline, if so desired (but no more than 20 players total).

**First Year Player Draft** – The FYPD will be a slow, non-snake draft and will occur in **February/March** following the MLB Draft. Prior to the FYPD, MiLB rosters will temporarily be increased to facilitate teams adding players during the draft, and the draft will consist of five rounds. Players drafted during the June MLB amateur draft or signed during the January 15th international signing period (J15), in addition to any free agent Prospects, are eligible for the FYPD. Only Prospects are eligible for the FYPD, and players must be affiliated with an MLB team (see [Section 2.3](#)).

J15 lasts nearly a year (January 15th to December 15th), and only international players who are affiliated with an MLB team when the FYPD commences are eligible to be drafted. Any players who eventually sign during that J15 cannot be drafted or acquired until the next season's FYPD.

**MiLB Roster Deadline** - Approximately 4 days following the completion of the FYPD, MiLB roster positions will be reduced back to 20. GMs shall not have more than 20 Prospects on their rosters at the MiLB Roster Deadline (ALL Prospects must be in MiLB roster positions). Following the MiLB Roster Deadline, GMs may also roster Prospects in the 2 flex positions (see [Section 4.1](#)).

After the MiLB Roster Deadline, the salary cap will increase to \$360.

**FAAB-a-Palooza** - Approximately 1 week following the completion of the FYPD (3 days following the MiLB Roster Deadline), free agent bids will be processed for the first time. FAAB-a-Palooza will

typically be executed at 10 PM ET, and the Commissioner will announce when it will be executed at least 24 hours in advance. Following FAAB-a-Palooza, free agent bids will be processed everyday at the normal time. Prospects may be claimed during FAAB-a-Palooza.

**IL-a-Palooza** - MLB teams vary greatly in their respective decisions to place players on the MLB Injured List. In order to ensure fairness for ACL teams that begin the season with injured players on their rosters, GMs will not be permitted to move players to IL roster positions during the off-season (particularly following the MLB Draft). The IL roster positions will open at first pitch on primary Opening Day. All GMs with injured players will have equal opportunity to place free agent claims the following day when claims are processed at the normal time.

**Dump Date** - The Dump Date is May 15th of each season. Teams are not permitted to make any “dump” trades from the completion of the MLB Draft to the Dump Date (see [Section 6.9](#)).

**Trade Deadline** - The Trade Deadline is at 10 PM ET on Sunday **2 weeks** prior to the ACL playoffs beginning (trades may be executed during the RRT). No trades can be executed from the deadline through the end of the ACL playoffs.

**Add Deadline** - The Add Deadline is at 10 PM ET on Sunday the night prior to the ACL playoffs beginning. No adds can be made from the deadline until after the MLB Draft the following season. At the deadline, the Commissioner will expand all rosters to 40 players to ensure that GMs are not forced to drop players during the playoffs.

**Round-Robin Tournament (RRT)** - The regular season concludes on the Sunday prior to the All-Star break. Following the All-Star Break, the RRT begins (with the first two scoring periods being combined) and lasts for the next five scoring periods. See [Section 3.6](#) for more information on the RRT.

**Playoffs** - The Playoffs will occur during the last five weeks of the MLB regular season (the last scoring period will be two weeks). All ACL teams will qualify for the Playoffs, either in the playoff bracket or the consolation bracket. See [Section 3.6](#) for more information on the Playoffs.

**GM Meetings** - Following the Playoffs, the GM Meetings will begin and last through the last day of the World Series. GMs with team payroll under \$260 who have paid all applicable league fees for the following season may execute trades of eligible players and drop players during the GM Meetings, but adds are not permitted.

**Off-Season** – At the conclusion of the World Series, the ACL Off-Season will begin and last until the Winter Meetings commence on January 1st. There will be a freeze on all league activity during the Off-Season.

## 1.6 - Communication

GMs are required to maintain a Discord account and join the Armchair Fantasy Network (AFN) Discord server. All league communications will be facilitated through Discord, including messages from the Commissioner, trade negotiations and general banter among GMs.



## 1.7 - Executive Committee

The ACL will feature an Executive Committee that is chaired by the Commissioner. The Committee will consist of 3-6 ACL GMs who are motivated, have extensive dynasty experience and are committed to the long-term success of the ACL. Committee members are responsible for considering major rule changes, assisting with the sometimes arduous administration of a 30-team league and ultimately ensuring the ACL is a fair, fun and competitive league.

## 1.8 - Expectations of all GMs

ACL GMs are held to a much higher standard than typical fantasy baseball GMs. ACL GMs are expected to be active and engaged year-round to ensure the health of this highly competitive league is maintained. The Commissioner, in consultation with the Executive Committee when necessary, has the authority to remove any GM who consistently ignores or violates the below guidelines:

- GMs must field the most competitive team possible and be conscientious about setting lineups on a daily basis. Deliberate “tanking” in order to receive a higher draft order position is not permitted.
- GMs must maintain a Discord account and join the ACL server.
- GMs must respond to trade offers in a timely manner (<24 hours). GMs should remember that a perceived “poor trade offer” may just be the opening salvo of intense trade negotiations. Counter-offers are not required, but all communication between GMs is expected to be kind and courteous.
- GMs must respond to league votes and messages/deadlines from the Commissioner in a timely manner.
- Due to the nature of this league and the draft formats, the Commissioner or GMs themselves will be required to manually enter vast amounts of data into Fantrax and/or Couchmanagers, including players, salaries and contracts. GMs are responsible for ensuring the accuracy of these entries for their respective teams and are required to report erroneous entries immediately.
- During the MLB Draft, GMs are expected to maintain nominations as per [Section 2.2](#).

Punishment for ignoring or violating the above guidelines will result in the following penalties:

- First Offense - verbal warning from the Commissioner
- Second Offense - \$10 salary cap reduction for the next draft/season
- Third Offense - removal from the league, forfeiture of all fees and prizes

Racist, anti-LGBTQ+ or otherwise disrespectful/inappropriate behavior by any GM will not be tolerated and will result in *immediate removal from the league and forfeiture of all fees and/or prizes*.

## 1.9 - Rule Changes

The Commissioner reserves all decision-making power regarding league matters not addressed by the Constitution or disputes among GMs. As with any league, unforeseen circumstances will likely arise or

certain rules may lack clarity or effectiveness. In any of these situations, the Commissioner, in consultation with the Executive Committee when necessary, shall act in the best interest of the league and with a sense of responsibility to the GMs and the time and money they have committed to the ACL. The Commissioner shall communicate these decisions or minor administrative changes to the league in a timely manner.

For proposed rule changes, the process will be as follows:

- Post the suggested rule change on the “proposed-rule-changes” Discord channel.
- The Commissioner and Executive Committee will track all proposed rule changes. They will meet annually during the GM Meetings to review each proposed rule change, determining whether it has merit and does not negatively affect the integrity or spirit of the league. Most rule changes will only be considered and implemented during the off-season; however, situations may arise that require intervention during the season.
- If the Commissioner and Executive Committee decide the rule is feasible, with merit, and minor or administrative in nature, it will be instituted and communicated to GMs.
- If the Commissioner and Executive Committee decide the rule is feasible, with merit, and constitutes a major change to the league structure, it will be put to a league-wide vote. Major rule change proposals may require waiting until the offseason for full consideration.
- Any rule change vote requires 21 GMs for a quorum. A  $\frac{2}{3}$  super-majority is required for any proposed rule change to pass. The Commissioner does not vote.

## 1.10 - Work Stoppages

If any work stoppage occurs (strike, lock-out, pandemic, etc), two criteria must be met for the season to proceed:

- 1) At least 80 regular season games must be played, and
- 2) The full 4-week ACL playoff schedule must be completed.

If one or both of these criteria are not met, the season will be suspended. Contracts will be frozen, fees and payouts will be pushed to the following season and the Commissioner/Executive Committee will address any other unforeseen circumstances in such a situation.

## 1.11 - Inaugural Season

The below rules will be in place for the inaugural season only:

- Teams may draft up to **one** Prospect in the inaugural MLB Draft. The rest of a team’s roster will constitute non-Prospepects..
- The Prospect Draft order will be randomly determined for the inaugural season.
- The Prospect Draft will be a 20-round snake draft. Player salaries will be determined as follows:
  - Picks 1.1 through 1.30 will be \$3
  - Picks 2.1 through 2.30 will be \$2

- All remaining picks will be \$1
- The salary cap will not be increased to the in-season \$360 amount until the Prospect Draft is completed

## SECTION II - Draft

### 2.1 - MLB Draft

The MLB Draft will be an offline slow rolling auction draft hosted on Couchmanagers.com. Teams must enter the draft at or below a roster size of 26 players and salary cap of \$260. Teams may not exceed the cap during the draft. Prior to the draft, GMs will input all keepers into Couchmanagers.

[Section 2.3](#) details MLB Draft eligibility.

Additionally, GMs MUST have enough unused draft dollars entering the draft to fill out a complete 26-man roster during the draft. As an example, if a team keeps 16 players, the GM must have at least \$10 to fill the remaining 10 roster positions (the minimum bid is \$1). If, during the course of the draft, a GM spends all \$260, that GM is done drafting, cannot nominate any additional players, and will have to fill any empty roster positions using FAAB money following the draft. As a reminder, GMs must have all 26 active and reserve roster positions occupied during the season.

GMs cannot move players to MiLB or IL roster positions during the draft. Any open active or reserve roster positions following the draft must be filled using FAAB money.

The MLB Draft is an Ebay-style slow rolling auction. When a GM nominates a player in the Couchmanagers draft room, that player will initially be on the clock for a minimum of 12 hours. During the first 4 hours after a player is nominated, the player's clock will not reset, regardless of bidding. If, after the first 4 hours, another GM outbids the highest current bid, that player's clock will reset to 8 hours. Once a player's clock expires without a bid resetting his clock, the GM with the highest bid wins the rights to that player. The bid amount becomes the player's salary and is subtracted from the GM's auction budget.

The following rules must be followed by all GMs during the MLB Draft:

- A GM cannot nominate a player unless he has sufficient funds remaining in his budget and roster positions available.
- GMs can never place bids that exceed a GM's \$260 salary cap or exceed the number of available roster positions.
- Initially, GMs are required to maintain one nominated player on the draft board at all times. Once the auction closes on a GM's player, the GM must nominate another player before he can place any additional bids. The number of nominations will increase to two per GM 24 hours after the draft begins. The Commissioner, in consultation with the Executive Committee, will increase the number of required nominations as the draft progresses, in order to maintain a steady and efficient pace. The Commissioner will always try to provide at least 24-hour notice to GMs prior to any nomination increase.

- When a GM has five or less empty roster positions (at least 21 players won at auction), he is not required to nominate a player if:
  - The GM has at least one nomination on the draft board (the GM is not required to have the winning bid on any of his nominated players), OR
  - The GM has at least one winning bid on the draft board, OR
  - The GM places a bid on at least one player on the draft board.
- GMs shall nominate players as soon as practical. If a GM is consistently delinquent in nominations, the GM will be penalized as per [Section 1.7](#).

During the MLB Draft, GMs are responsible for inputting all players and salaries into Fantrax via the waiver wire function in Fantrax. Players must be added in a timely manner, and GMs must ensure players' salaries are accurate. If it is discovered salaries are not in line with the auction prices, GMs will lose FYPD draft picks in accordance with [Section 1.7](#) (this constitutes a verbal warning).

There will be NO trading during the MLB Draft.

## 2.2 – First Year Player Draft

The FYPD will be an online slow fixed (non-snake) draft hosted on Fantrax. The draft will consist of five rounds. Prior to the draft, the Commissioner will temporarily increase the number of MiLB roster positions to facilitate teams adding Prospects. GMs may only occupy the additional roster positions with selections from the draft.

Only Prospects (see [Section 2.3](#)) are eligible for the FYPD, and player salary will be determined as below:

- Lottery picks (1-14) - \$3
- Remaining 1st round picks (15-30) - \$2
- 2nd round through 5th round picks - \$1

Every team will participate in the FYPD draft lottery. FYPD order is determined first by RRT division, then by ACL Points within the respective divisions (regular season points scored as tie-breaker). Teams will receive “balls” in inverse correlation to the standings within each divisional tier. The team with the fewest ACL points in the DiMaggio Division will receive 30 “balls,” the second worst win percentage in the DiMaggio Division will receive 29 “balls,” etc.

The Draft Lottery will take place on January 1st each season.

For the first round of the draft, GMs have up to 2 hours to make a selection when it is their pick in the FYPD. The clock will be set to 1 hour for all subsequent rounds. If the clock expires before a GM makes a selection, his/her selection will be auto-drafted. Fantrax will pick from your queue first, and if you have no players in your queue, it will pick from the top of the available players list (it is highly recommended you maintain players in your queue). If a GM is auto-drafted for two consecutive picks, Fantrax will place that GM in auto-draft mode until the GM manually turns it off. The draft will sleep from 11 PM ET to 9 AM ET each night. GMs may still make selections overnight; however, the clock will not be running.

GMs may execute trades during the FYPD. Trades may contain any combination of players and/or draft picks being exchanged between GMs. More than two GMs may be involved in trades.

At the MiLB Roster Deadline (one week following the completion of the FYPD), the Commissioner will reset the number of MiLB roster positions to 20, and GMs will be required to drop any prospects on their roster beyond that threshold.

## 2.3 – Draft Eligibility

All non-Prospects are eligible for the MLB Draft. Unsigned/unaffiliated non-Prospects may be drafted. Additionally, any Prospect who has already been subjected to an FYPD is eligible for the MLB Draft.

Only Prospects are eligible for the FYPD. In order for a Prospect to be eligible, he must have been drafted and signed by an MLB team in the June MLB amateur draft or, for international players, officially signed/affiliated with an MLB team during J15. If the player has not signed with a team when the FYPD begins, he is not eligible to be drafted until the FYPD the following season.

Schanuel Rule: Occasionally, a Prospect will make his MLB debut in the same season that he is drafted in the June MLB amateur draft. In these situations, the player will be available via waivers 2 days after he is officially promoted to the MLB 26-man roster, and the Commissioner will announce when waiver claims can be submitted. Additionally, that player shall be dropped following the season, and he will be available in the MLB Draft (not the FYPD) as a Rookie (2040) player.

Players from high-level professional leagues (ie. Shohei Ohtani) in Cuba, Japan, South Korea or elsewhere who are not expected to play in the minor leagues for a significant period of time are treated as Veterans. These players are not eligible for the FYPD but may be drafted in the MLB Draft. The Commissioner will be the final determining authority for this decision.

Players from Asian leagues must be posted prior to the MLB Draft to be eligible. If the player is won at auction but does not sign with an MLB team during the posting window, that player must be returned to the player pool. If a player is posted after the MLB Draft begins, he will be available via waivers 2 days after he officially signs with an MLB team, and the Commissioner will announce when waiver claims can be submitted (this also applies to other non-posted international free agents that sign with an MLB team during the season).

Any player not eligible for the MLB Draft or FYPD as described above, is not eligible to be claimed following the drafts or during the season. Prospects must be subjected to an FYPD before they are considered eligible free agents (except for the Schanuel Rule). Any Prospect not affiliated with an MLB team cannot be drafted/claimed (ie. high school/college players or unsigned international players). These players have “N/A” next to their names in Fantrax in place of an MLB team.

## 2.4 – Player Pool

The ACL will draft players from a mixed league (AL and NL) player pool.

## 2.5 – FYPD Compensation Picks

In the event an ACL GM leaves the league and is replaced by a new GM, the Commissioner, in consultation with the Executive Committee when necessary, will analyze any future draft picks the previous GM traded away. That analysis will include the current state of the roster and what was received in return for the traded picks. Based upon this analysis, the new GM may be awarded Compensation Picks in any FYPD. Compensation Picks will be taken at the end of any round the Commissioner deems appropriate based on the above described analysis.

# SECTION III - Scoring

## 3.1 – Scoring System

ACL will utilize a head-to-head points scoring system. Teams will have weekly head-to-head matchups against three other teams in the league. Players will accumulate points based on the statistical categories described in Section 3.2. Teams will earn a win, loss or tie based on the total number of points accumulated in that scoring period.

## 3.2 – Scoring Values

<u>Category</u>	<u>Points</u>	<u>Category</u>	<u>Points</u>
Single (1B)	1	Inning Pitched (IP)	2
Double (2B)	2	Strikeout (K)	1
Triple (3B)	3	Quality Appearance (QA7)*	8
Home Run (HR)	4	Save (S)	6
Stolen Base (SB)	2	Hold (HLD)	3
Run Batted In (RBI)	1	Earned Run (ER)	-1
Run (R)	1	Hit Allowed (H)	-0.5
Walk (BB)	1	Walk Allowed (BB)	-0.5
Hit By Pitch (HBP)	1	Hit Batsman (HB)	-0.5
Intentional Walk (IBB)	1		

\* Quality Appearance 7 (QA7) - 1 point if IP = 4 to 4  $\frac{2}{3}$  and ER  $\leq$  1, or IP = 5 to 6  $\frac{2}{3}$  and ER  $\leq$  2, or IP  $\geq$  7 and ER  $\leq$  3

## 3.3 – Pitcher Maximums

Each team will have a maximum of 7 starts per week. If this maximum is exceeded, all pitchers will stop accumulating points for the rest of the scoring period (SPs and RPs).

If the Pitcher Maximum is met and exceeded, Fantrax will still count all stats for all players for the entire day on which the maximum is exceeded. Therefore, it is very possible for the Pitcher Maximum to be exceeded without automatic penalty during a scoring period.

If the above situation occurs, the Commissioner will manually override and remove any pitching points accrued by that GM for that day, and Fantrax will automatically disallow any points from pitchers for any remaining days in the scoring period.

Note: Relief pitchers operating in an “Opener” capacity will count towards the starts maximum; however, if any GM exceeds the 7-start limit on the final day of the scoring period because of an Opener, the team may still score pitching points for that period. The Commissioner will manually remove any points accrued by the Opener. The team cannot replace the Opener with another player once the lineup is locked, but the team will score points for any other pitchers in active roster positions.

GMs may track the games started total by clicking on the “Team Roster” page, clicking the “Min/Max” tab, then scrolling down to view “Games Started - Pitching (GS)”.

### 3.4 – Scoring Periods

The ACL will utilize weekly scoring periods, beginning on Monday each week. The scoring periods at the beginning of the season, over the All-Star break and at the end of the season will be merged to create longer periods. There will be 15 regular season, 5 RRT and 4 playoff scoring periods.

### 3.5 – Teams, Divisions & Schedule

The ACL consists of 30 teams, consistent with the current MLB structure. GMs may name their team after any past or present team, including MLB, MiLB, Negro Leagues, Independent Leagues, or any other team, so long as it is a city/state and mascot combination. Teams are named on a first come, first served basis, and GMs are responsible for setting an appropriate logo in Fantrax consistent with the team name (the Commissioner will set the team abbreviation). At the MLB Draft Keeper and Extension Deadline, team names are locked for the entirety of the season.

During the 15 regular season scoring periods (up to the All-Star Break), each team will have two matchups per week, for a total of 30 regular season matchups per team.

### 3.6 – RRT & Playoffs

The ACL features an exponentially increasing payout structure that rewards teams that consistently perform throughout the three phases of the season: the regular season, the Round-Robin Tournament, and the Playoffs.

Following the All-Star Break, the RRT begins. The 30 teams will be divided into five divisions/tiers (Ruth, Mays, Musial, Clemente and DiMaggio) based on regular season win percentage (points scored as tie-breaker). The RRT is five weeks, and each team will play the other five teams in their respective division during the course of the RRT (see below). Teams in stronger divisions will receive bigger payouts for wins during the RRT.



RRT Period 1:

1 Seed vs 3 Seed  
2 Seed vs 4 Seed  
5 Seed vs 6 Seed

RRT Period 2:

1 Seed vs 4 Seed  
2 Seed vs 6 Seed  
3 Seed vs 5 Seed

RRT Period 3:

1 Seed vs 5 Seed  
2 Seed vs 3 Seed  
4 Seed vs 6 Seed

RRT Period 4:

1 Seed vs 6 Seed  
2 Seed vs 5 Seed  
3 Seed vs 4 Seed

RRT Period 5:

1 Seed vs 2 Seed  
3 Seed vs 6 Seed  
4 Seed vs 5 Seed

At the conclusion of the RRT, the top team(s) in each division based on ACL Points (see below) will earn a bonus and a ticket to the Playoffs (as per the table in [Section 1.3](#)). The stronger divisions will be rewarded more bonuses of a higher value and more Playoff tickets.

The culmination of the ACL season is the Playoffs, which occurs during the final five weeks of the season (four scoring periods). 16 teams earn a ticket to the Playoffs; however, the remaining 14 teams will compete in a Consolation Bracket. Playoff tickets will be awarded to the top teams from each division: Ruth (all six teams), Mays (top five teams), Musial (top three teams), Clemente (top team) and DiMaggio (top team). Teams are awarded points based on the ACL Point System (similar to the NHL) during the regular season and RRT to determine prizes and playoff tickets within respective divisions:

Regular Season

Win: 2 points  
Tie: 1 point  
Loss: 0 points

Round-Robin Tournament

Win: 6 points  
Tie: 3 points  
Loss: 0 points

For the Playoff Bracket, the 16 teams are seeded based upon their RRT division then by ACL Points within the respective divisions. The six Ruth Division Teams will receive the top 6 seeds, in order of their ACL Point standings within the division, followed by Mays Division and so on. The Playoff bracket will not be reseeded in any following rounds. In addition to the championship game during Week 4 of the Playoffs, a consolation game will be played between the two teams that lose in Week 3.

In addition to the Playoff Bracket, there will be a Survivor Bracket for those teams that lose during Weeks 1 and 2 of the Playoff Bracket. Payouts decrease in the Survivor Bracket; however, it gives those high performing regular season and RRT teams a better opportunity to capitalize on their season-long performance. Week 4 of the Survivor Bracket will feature the four remaining teams. The top two teams in

total points will receive bonuses, with the highest scoring team being crowned the Survivor Bracket Champ.

For the Consolation Bracket, seeding is determined first by RRT division, then by ACL Points. The remaining Mays Division team will receive the top seed, the remaining Musial Division teams will receive seeds two through four, in order of ACL Points (RRT points scored as tie-breaker), and so on. The top two seeds receive a Week 1 bye, and teams are only awarded prizes for matchup wins during Weeks 2, 3 and 4. Following Week 1, the bracket is reseeded, with the highest remaining seed facing the lowest remaining seed, 2nd highest remaining seed facing the 2nd lowest remaining seed, etc. There is no reseeding following Week 2.

The Playoff Bracket, Survivor Bracket and Consolation Bracket can be viewed in [Appendix I](#).

### 3.7 – Standings Tiebreakers

If a tie occurs during a regular season or RRT matchup, the teams split the prize. In the event two or more teams are tied in the regular season standings or a tie occurs in the RRT/playoffs, tiebreakers will be decided as below:

Standings tiebreakers:

1. Fantasy points during the regular season.
2. Head-to-head record.

RRT tiebreaker:

1. Higher seed advances.

Playoff tiebreaker:

1. Higher seed advances.

\*If a tie occurs in the World Series or any bracket championship game, the prize will be split between the two teams.

## SECTION IV – Rosters & Lineups

### 4.1 - Roster Positions

Teams consist of a 26-man roster (16 active and 10 reserve). ***There are two extra reserve roster positions (flex positions) to facilitate transitioning players during trades or between the MLB roster and the Injured List/minor leagues,*** and these flex positions may be occupied by any player (even prospects). Teams must keep all active roster positions occupied, and the 26-man roster must be full at all times. Prospects shall not occupy active/reserve roster positions unless they are on an MLB 26-man roster (other than the two flex positions). Additionally, teams may roster prospects and MiLB players (see [Section 4.7](#)) in MiLB roster positions. Injured players do not count against the 26-man roster. Note: At the Add Deadline, the Commissioner will expand all rosters to 40 players to ensure that GMs are not forced to drop players during the ACL playoffs.

Team rosters consist of the following active roster positions:

Catcher (C) – 1	Starting Pitcher (SP) - 3
1 <sup>st</sup> Baseman (1B) – 1	Relief Pitcher (RP) - 3
2 <sup>nd</sup> Baseman (2B) – 1	Pitcher (SP or RP) – 1
3 <sup>rd</sup> Baseman (3B) – 1	
Shortstop (SS) – 1	
Leftfield (LF) - 1	
Centerfield (CF) - 1	
Rightfield (RF) - 1	
Utility (U) – 1 (see <a href="#">Section 4.3</a> )	

Additional roster positions:

Reserve – 10 (required) to 12 (maximum)

MiLB – 10 (required) to 20 (maximum)

Injured List (IL) – Unlimited (maximum - must be on MLB IL – see [Section 4.6](#))

### 4.2 - Position Eligibility

Players will be eligible for any positions for which they qualify as a result of the Games Played Eligibility Rule. The Fantrax Default Position(s) Eligibility Rule will NOT be used.

Games Played Eligibility Rule: Players will be eligible at positions they played -

During the previous season:

- Hitting – 4 games
- Starting Pitching – 2 games
- Relief Pitching – 4 games

And during the current season:

- Hitting – 2 games
- Starting Pitching – 1 game
- Relief Pitching – 2 games

### 4.3 – Utility Position

Each team has one Utility position, which is a "wildcard" spot where any player, except pitchers, can be placed at any time. Players with only DH eligibility can only be placed in the Utility position.

### 4.4 – Two-Way Players

Shohei Ohtani will automatically receive a primary position of Designated Hitter (DH); however, he will also be eligible for the Pitcher (P) position. He will accrue either hitting or pitching points (not both) depending on which position he is holding on a team's roster (Utility or Pitcher) for that day. Any other two-way players will score points accordingly.

### 4.5 – Daily Lineups

ACL features daily lineup changes, where GMs can set a new lineup each day. A day runs from the beginning of the first game of the day through the completion of the last game of the day. If a GM does not set a lineup for a particular day, the GM's lineup from the previous day will be used. Fantrax will not permit illegal lineups.

The deadline for setting your lineup is 1 minute before each individual player's first game of the day. Any remaining players that are unlocked for the day will lock 1 minute before the last game of the day. Changes made after a player has locked will be effective for the following day.

When determining a player's first game of the day, if that game is postponed or canceled it is ignored for the purposes of determining the lineup lock time. That player will not lock based on the start time of the original postponed/canceled game.

## 4.6 – Injured List

All teams have unlimited IL roster positions that can be utilized throughout the course of the season. In order to place a player in a designated IL roster position, the player must have been officially placed on the IL by the applicable MLB team. **IL roster positions will not be available until after Opening Day.**

Once a player is officially removed from the IL by his MLB team, that player must be removed from the IL spot of the team's roster. GMs have two lineup periods to remove the player from the IL roster position, otherwise that team will be prevented from making any transactions, except for moving the player out of the IL roster position and/or dropping any player. Claims that are already pending, such as waiver claims, will not be canceled and will get processed normally.

All players must be removed from IL roster positions and moved into an active or reserve roster position prior to the MLB Draft Keeper and Extension Deadline. Players placed on the IL during the season will count against a team's in-season salary cap.

After the Trade Deadline, GMs will have five lineup periods to remove a player from the IL roster position. This will give GMs additional flexibility with the roster restrictions caused by the Trade Deadline.

Free agent players currently listed on the MLB IL (red Fantrax flag with cross) cannot be claimed until removed from the MLB IL. Players on the waiver wire who are on the MLB IL may still be claimed (see Sections [6.3](#) and [6.4](#)). This prevents teams from "hoarding" injured players throughout the season. **For 2026 - Note: From FAAB-a-Palooza through Opening Day, MLB IL players may be claimed (IL roster positions cannot be used until after Opening Day).**

## 4.7 – MiLB Roster

An MiLB Player is defined as any player who is not a Prospect but also is not on an MLB 26-man roster. Prospects and MiLB players will be designated in Fantrax with a green flag and/or a green circle M, and either of these players can be maintained in an MiLB roster position during the season.

Note: The green Fantrax flags/circle Ms may or may not be accurate during the MLB off-season, especially leading up to the Rule 5 Draft, when MLB teams add prospects and MiLB players to their respective 40-man rosters to protect them from the draft. Many of these players will not have a green flag/circle M again until spring training, when they are reassigned to minor league camp.

MiLB players must be moved to an active or reserve roster position prior to the MLB Draft. When the MLB Draft is complete, MiLB players (with a green Fantrax flag/circle M) may be moved into an MiLB roster position. Once MLB teams begin setting MLB rosters during spring training, any players reassigned to minor league camp may then be moved to MiLB roster positions (when Fantrax tags the players with green flags/circle Ms).

Prospects shall not occupy active/reserve roster positions (except the two flex positions - see below) unless they are on an MLB 26-man roster. All Prospects on a team's roster must be placed in MiLB roster positions at the MLB Draft Keeper and Extension Deadline and the FYPD Roster Deadline (no more than

20 prospects). MiLB rosters will expand during the FYPD, and GMs must cut back to a maximum of 20 Prospects at the MiLB Roster Deadline (one week after the FYPD is complete). Following the MiLB Roster Deadline, GMs may place Prospects in the two flex positions. GMs may place MiLB players (with a green Fantrax flag/circle M) in MiLB roster positions prior to the FYPD.

Once a player is officially promoted to an MLB 26-man roster by his MLB team (loses green Fantrax flag/circle M), that player must be removed from the MiLB position of the team's roster. GMs have two lineup periods to remove the player from the MiLB roster position, otherwise that team will be prevented from making any transactions, except for moving the player out of the MiLB roster position and/or dropping any player. Claims that are already pending, such as waiver claims, will not be canceled and will get processed normally.

After the Trade Deadline, GMs will have five lineup periods to remove a player from an MiLB roster position. This will give GMs additional flexibility with the roster restrictions caused by the Trade Deadline.

## 4.8 – Salary Cap

Each team has a draft salary cap of \$260. Once the MLB Draft is complete, team payrolls may exceed the \$260 salary cap; however, the in-season salary cap is \$360. The intent of the in-season salary cap is to account for the acquisition of players via trade, the waiver wire or free agency. Players on the IL and players promoted from the minor leagues also count against the in-season salary cap (any player in an active, reserve or IL roster position).

Couchmanagers will monitor the \$260 draft salary cap throughout the draft. Once the draft is complete, Fantrax will monitor the in-season salary cap. If a GM exceeds the in-season salary cap allocation, he will be prevented from making any transactions.

In addition to player payroll, teams may have Salary Cap Penalties as additional expenditures that will also count against both draft and in-season salary caps (see [Section 5.4](#)). The Commissioner shall update teams' salary caps on Couchmanagers and the Fantrax Team Administration page as necessary.

## SECTION V – Salaries and Contracts

### 5.1 – Non-Prospect Salaries

All non-prospect (including non-prospect MiLB players) starting salaries will be determined in one of two ways:

1. During the auction draft, when the winning bid amount will become the player's salary for the season.
2. During Free Agent Auction Bidding (FAAB), when the winning bid amount (for either free agents or waiver wire claims under \$15) will become the player's salary for the remainder of the season.

### 5.2 – Prospect Salaries

All Prospect starting salaries will be determined in one of three ways:

1. During the MLB Draft, when the winning bid amount will become the player's initial salary (when promoted to MLB).
2. During the FYPD, when each player will receive a salary in accordance with [Section 2.2](#).
3. During FAAB, when the winning bid amount (for either free agents or waiver wire claims under \$15) will become the player's salary (when promoted to MLB).

### 5.3 – Contracts

The ACL will utilize player salary inflation and contracts, requiring GMs to make important long-term decisions vital to the success of their franchises.

The maximum contract extension is five years. Any "1st" player (Veteran or Arbitration Buy-Out Player) is eligible for a contract extension of any length from one to five years. During the course of a contract, inflation will occur as per [Section 5.5](#). If a "1st" player is non-tendered at the MLB Draft Keeper and Extension Deadline, that player will become a free agent. GMs may also drop players at any point in the off-season leading up to the MLB Draft Keeper and Extension Deadline.

Additionally:

1. A player's contract may only be extended one time.
2. Contracts remain intact if a player is traded to another team, and the team that controls the extendable player at the MLB Draft Keeper and Extension Deadline will make the contract decision. Teams may trade players/contracts for other players, draft picks, claim budget or even nothing (ie. a team would be acquiring a player/contract another team wishes to shed).
3. Players under contract can be dropped at any time; however, teams dropping players in Years 2 through 6 of a contract will suffer the associated salary cap penalty for that season and any future season(s) (see [Section 5.4](#)).

1. Prospects, Debuts, Rookies and “1st” Veterans are not considered to be under contract, in that these players can be dropped during the regular season without penalty.

## 5.4 – Salary Cap Penalties

If contracted Veterans (Year 2 through Year 6) are dropped, the respective team is subject to a Salary Cap Penalty. All penalties will take into account any future inflation the player would incur. Players dropped during the season will have the penalty applied to the team’s in-season salary cap for that season and any future season(s) (including the \$260 draft salary cap). Those players dropped during the GM Meetings or the Winter Meetings (up to the MLB Draft Keeper and Extension Deadline) shall have the penalty applied for the MLB Draft, upcoming season and any additional extension years.

There are four ways a contract can be removed from a player without a Salary Cap Penalty:

1. The player completes his contract.
2. The player officially retires.
3. The player dies.
4. As determined by the Commissioner, in consultation with the Executive Committee if necessary.

If a contracted player is dropped during the season and claimed from waivers by another team, the player’s salary and contract remains intact, and a salary cap penalty will not be applied to the dropping team. If the player is not claimed from waivers, the team that dropped the player will incur the specified penalty.

If a contracted player’s MLB career ends (because of expected retirement, injury, age, performance or for any other reason as determined by the Commissioner, in consultation with the Executive Committee if necessary), the player may be dropped from the ACL team without incurring a penalty for that season or any future seasons. The GM shall contact the Commissioner prior to dropping the player to receive the Commissioner’s determination. If a GM drops a player, receives a penalty, and it is eventually determined the player’s career has ended, the penalty can be erased by the Commissioner.

If a player is subject to a Salary Cap Penalty, the team that dropped the player will be subject to a penalty as detailed below (all penalties rounded up to the nearest dollar):

- Year 2 - 100%
- Year 3 - 80%
- Year 4 - 60%
- Year 5 - 40%
- Year 6 - 20%

As an example, the Pittsburgh Pirates draft Player A in the MLB Draft for \$20. That is Player A’s Year 1 contract. The Pirates could drop Player A at any point during his Year 1 season without a penalty; however, the Pirates decide to keep Player A and extend his contract the maximum 5 years at the MLB Draft Keeper and Extension Deadline before the next season. Player A’s contract and salary would be as follows:

- Year 1: \$20 (already complete)



- Year 2: \$22 (under contract)
- Year 3: \$24 (under contract)
- Year 4: \$26 (under contract)
- Year 5: \$28 (under contract)
- Year 6: \$30 (under contract)

If Player A completes the full 6 years, the contract would be complete, and there will be no Salary Cap Penalty. However, Player A's production drops to a point that his contract is untenable, so the Pirates decide to drop him following his Year 4 season. The Pirates would be subject to a Salary Cap Penalty in this situation, at a 40% rate for Year 5 and 20% for Year 6. This would equate to \$12 ( $\$28 \times 40\%$ ) for Year 5 and \$6 ( $\$30 \times 20\%$ ) for Year 6. These penalties will be applied to the Pirates' draft and in-season salary cap by the Commissioner for each respective season. In other words, the Pirates draft salary cap during Player A's Year 5 season would be \$248 ( $\$260 - \$12$ ), and the in-season salary cap would be \$348 ( $\$360 - \$12$ ). The \$6 penalty would be applied the following season.

Any time a contract is removed from a player, he enters the pre-draft free-agent pool, reverts to Year 1 contract status, and his salary will be determined as per [Section 5.1](#).

In the event a GM leaves the ACL and must be replaced, any pending Salary Cap Penalties for that team will be relieved.

## 5.5 – Inflation

ACL will utilize salary inflation. All salary inflation will be \$2 per season, unless a player is a Prospect (no inflation - \$0) or entering arbitration (Arbitration Player - \$4).

Inflation will occur each off-season during the Inflation Period.

## 5.6 – New GM Player Drops

In the event an ACL GM leaves the league and is replaced by a new GM, the new GM will have an opportunity to drop any contracted player that is on the roster of the inherited team without incurring any salary cap penalties. If the new GM joins the league during the season, the drop window will not open until the GM Meetings begin in October. At the MLB Draft Keeper and Extension Deadline, the drop window closes and the new GM will be responsible for any future incurred salary cap penalties.

## 5.7 – Salary Cap Exceedance

In the rare event that a GM has more than \$260 in contracted salary after the MLB Draft Keeper and Extension Deadline, the GM will immediately be removed from the league, forfeiting any and all future buy-ins. The Commissioner will find a replacement GM, who will be given the opportunity to drop any contracted player as per [Section 5.6](#) prior to the MLB Draft beginning.

# SECTION VI - Transactions

## 6.1 - Transaction Deadlines

The Trade Deadline is at 10 PM ET on Sunday two weeks prior to the ACL Playoffs beginning. The Add Deadline is at 10 PM ET on Sunday the night prior to the ACL playoffs beginning. No adds can be made from the deadline until FAAB-a-Palooza the following season. There is no drop deadline during the ACL regular or post-season.

## 6.2 – Free Agent Auction Budget (FAAB)

The FAAB for each team will be \$40 per season. Free agent claims are executed daily at 12 PM ET.

## 6.3 – Drops and Waiver Wire Policy

The waiver wire will be utilized for any player dropped from a team, beginning from FAAB-a-Palooza through the regular season and RRT to the Add Deadline. Waiver wire claims will be processed exactly 72 hours after the player was dropped. Players on waivers will retain their salary and can be claimed at that original salary. At the end of the waiver period, the player will either be claimed by another team or become a free agent (see [Section 6.4](#)).

Waiver claims will be determined by an automated priority order, based upon the reverse of the previous season's regular season standings. This order will be manually set by the Commissioner at the beginning of the season and will not reset during the season. As soon as any GM claims a player from waivers, he moves to the bottom of the priority order.

When a player is claimed, there is no deduction from the claiming team's FAAB dollars. The player is added to the claiming team's roster with the original contract and salary, which will count against the claiming team's salary cap. The claiming team is responsible for the remainder of that player's contract and salary, and the dropping team is relieved of any financial obligation or potential Salary Cap Penalty.

If a player is dropped from a team and is not claimed from the waiver wire, he becomes a free agent (see [Section 6.4](#)). If a contracted player clears waivers and becomes a free agent (regardless of salary), that player's contract reverts to "1st".

The Fantrax Can't Drop List will be utilized to help preserve league integrity by preventing many of the elite players from being dropped during the season. The list is updated by Fantrax on a regular basis during the season, with players being added and removed based on performance and injury. Players on this list can still be traded. A GM may appeal to the Commissioner and Executive Committee in the event he wants to drop a player on the Can't Drop List. Each appeal will be handled on an individual basis to ensure the integrity of the league is maintained.

## 6.4 – Free-Agent Claims

Any unrostered, eligible player (as per [Section 2.3](#)) who is not currently on waivers is a free-agent and available to be acquired with FAAB dollars.

There are three types of in-season Free Agents:

1. Players who are in the Fantrax free agent pool have an initial minimum salary of \$1 and can be claimed with any bid amount.
2. Players who are dropped and have a salary of \$15 or more will retain their salary if they clear waivers and become free agents. These players can only be claimed with a bid equal to or more than the original salary.
3. Players who are dropped and have a salary less than \$15 will revert to \$1 if they clear waivers and become free agents. These players can be claimed with any bid amount.

Blind bids will be placed on free-agents to determine the winner of the claim. The winning bid will become that player's initial salary and be deducted from the winning team's FAAB amount.

If multiple GMs place an equal bid on a player, the winning bid will be determined by a rolling list, in which the system will choose the team at the top of the list to win the bid, and then that team will be moved to the bottom, and so on. The initial order will be reverse standings from the previous season.

ACL will use the Advanced Pending Claim/Bid Controls for waiver wire and free agents claims. This option allows GMs greater flexibility in creating and managing pending claims and bids. GMs can claim or bid on multiple players and separate them into contingency groups, prioritizing claims within each group, and choosing the maximum number of possible successful claims allowed within each group.

Example:

- A GM has four empty roster positions and wants to fill all four spots. He needs to add two SPs, one RP and one OF, in that order. With this system, he would list all the SPs he likes in Group 1. If he likes seven SPs, he would list all seven in rank order within Group 1 and set the max for Group 1 to "2." When Fantrax processes the waiver claims, the system will automatically pick a max of two players from Group 1 in order of the winning bids that GM has placed. As soon as the max is met for any group, the system will automatically bypass any other players remaining in that group and move on to the next group. In this example, the GM would set up Group 2 and Group 3 the same as Group 1 (but for RPs and OFs) and set the max for each group to "1."

## 6.5 – Roster Manipulation

It is possible GMs may attempt to manipulate a player's salary or contract status by dropping a non-contract player, then attempting to reacquire him at a lower salary and renewed contract. GMs are not strictly prohibited from reacquiring players they have dropped, but roster manipulation outside the spirit of fair play is not permitted.

Especially as the season progresses and FAAB dollars are depleted throughout the league, a GM who has excess FAAB dollars remaining may attempt to drop a top player and reacquire him at a significantly discounted salary.

The Commissioner (in consultation with the Executive Committee as required) will make the determination if roster manipulation has occurred and will intercede as necessary to reverse any transactions.

Additional guidance regarding non-contract player drops can be found in [Section 5.3](#).

## 6.6 – Trades

Trades are proposed between GMs, and there is no maximum number of trades a GM can make in a season.

Teams may trade players, FYPD draft picks, claim budget or even nothing (ie. a team acquires a player/contract another team wishes to shed). Trading is not permitted during the MLB Draft auction.

During the GM Meetings and Winter Meetings, teams must be under the \$260 draft salary cap prior to and following the execution of any trades. Additionally, players whose contracts are expiring (not including Year 1 players) are ineligible to be traded.

Teams may trade FYPD draft picks 3 years in advance (ie. During the 2025 season, teams may trade 2026, 2027 and/or 2028 FYPD draft picks). See [Section 1.2](#) for additional requirements regarding required fees if trading certain future draft picks.

When trading claim budget, it is a zero-sum transaction. The sending team's claim budget would reduce by the traded amount, and the receiving team's claim budget would increase by the traded amount.

There are four times each year that trading is closed:

1. During the Inflation Period.
2. From the MLB Draft Keeper and Extension Deadline to the conclusion of the MLB Draft (when Fantrax rosters are accurate and the Commissioner opens trading).
3. From the Trade Deadline to the conclusion of the ACL Playoffs.
4. From the end of the GM Meetings to the beginning of the Winter Meetings.

## 6.7 – Transaction Restrictions

Teams will be restricted from executing any lineup change or claim/drop that would violate any of the roster restrictions configured on Fantrax.

Trades will not be blocked, even if the trade creates one or more illegal rosters.

If a roster is illegal for any reason (typically because of a trade or not moving players from the IL or MiLB roster positions when necessary), the Team Roster screen will display a warning with all illegal roster messages that apply for a selected lineup period. GMs will then have up to the lineup lock time to

fix their rosters so they are legal. If the rosters are not corrected and made legal prior to the lineup lock time, that team will not accrue any points for that period forward, until the illegal roster is corrected.

There are several features within Fantrax that can reduce the likelihood of claims being blocked: When executing claims, after clicking the green or orange plus to add a player, click “Submit Now”. When the “Submit Claim/Drop” window opens, there is an option to decide the position (SP, RP, 1B, etc) and station (Active, Reserve, Minors, IL) prior to final submission of the claim. Adding players to stations with available roster positions will ensure the claims process successfully (Note: Players will only display positions and stations for which they qualify).

## 6.8 – Trade Vetoes

There is no voting system to approve/overrule trades. In any fantasy league, there will be a full spectrum of strategies which can sometimes make trades appear lopsided. Rarely are GMs colluding or acting unethically, and if there is a pattern of objectively lopsided trades being executed by any one GM with no clear strategy being employed, the Commissioner reserves the right to remove that GM from the ACL immediately.

## 6.9 – Dumps

As this is a dynasty league, a GM may decide to rebuild his/her team for the future. “Dump” trades can change the landscape of a league, and they are inevitable in any dynasty format. The intent of the Dump Date and the Dump Proclamation is to increase competitiveness and parity while reducing consternation among GMs who may consider a “dump” trade unfair. The Dump Date is meant to prevent GMs from hijacking the MLB Draft with the intent of short-cutting a rebuild and to encourage all GMs to compete for at least the first several months of the season. The Dump Proclamation gives all GMs an equal opportunity to trade for the “dumped” players and prevents collusion between any two GMs. Coincidentally, it also ensures the “dumping” GM has a chance to get the best possible return.

“Dump” trades are prohibited from the completion of the MLB Draft to the Dump Date. If, following the Dump Date, a GM decides he/she wants to rebuild and “dump” high-performing and/or high-salary players in order to prepare for the future, the GM must make a Dump Proclamation. The Dump Proclamation must be made on the ABL Discord channel, and from the date of the Dump Proclamation, the GM cannot make any “dumps” for at least 24 hours.

Context is important when classifying a trade as a “dump.” Below are some criteria used to help make this determination:

- The “dumping” team is not performing well and does not have a realistic chance of competing at a high level in the current season.
- The trade clearly makes the “dumping” team worse for that season.
- The return for the “dumped” player(s) is some combination of younger, less expensive and/or high-upside player(s) that may have little to no impact during the current season.

A “dump” may appear unfair in the context of the current season, but there is equity when comparing the current value of the “dumped” player(s) to the perceived future value of the younger player(s).

If a questionable trade occurs, the Commissioner will query the “dumping” GM about the details of the trade. There are many aspects to consider when evaluating these trades. Some items the Commissioner will consider:

- Is the “dumping” team still attempting to compete at a high level for the current season?
- Are there roster considerations that motivated the “dumping” team to move a high-performing and/or high-salary player? Specifically, if the player in question is made expendable for reasons such as:
  - A prospect promotion.
  - A player returning from the IL.
  - Another player earning additional position eligibility.
  - Unexpected poor performance by the player being “dumped” or unexpected superior performance by another replacement player currently on the roster.
  - Long-term injury of the player being “dumped.”

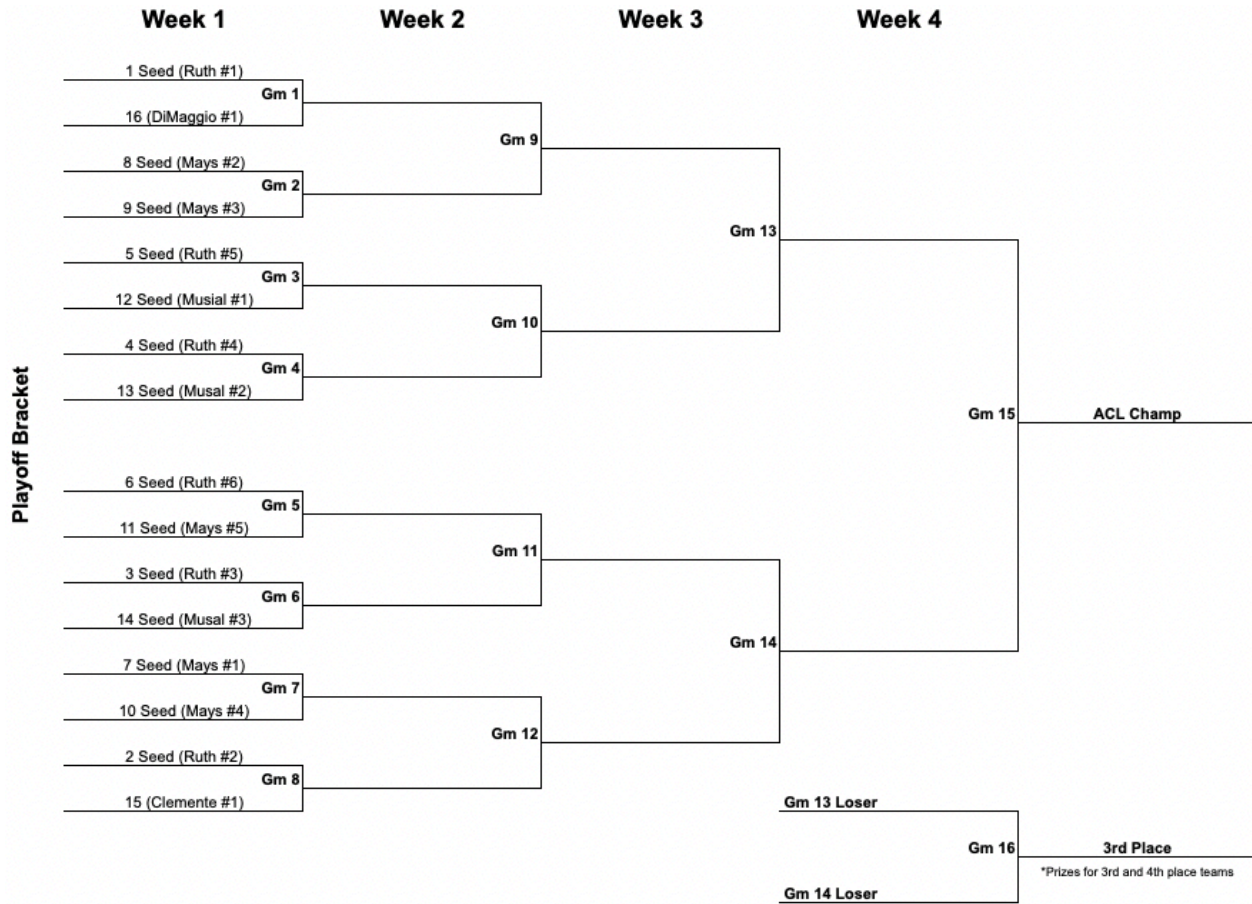
In all cases, the GM will be given an opportunity to *reasonably articulate how the trade in question makes his/her team better for the current season (or, at a minimum, does not make his/her team worse)*.

The Commissioner (in consultation with the Executive Committee as required) will then make the final determination if the trade was a “dump” or not. Any “dump” trades made before the Dump Date or without a Dump Proclamation will be reversed.

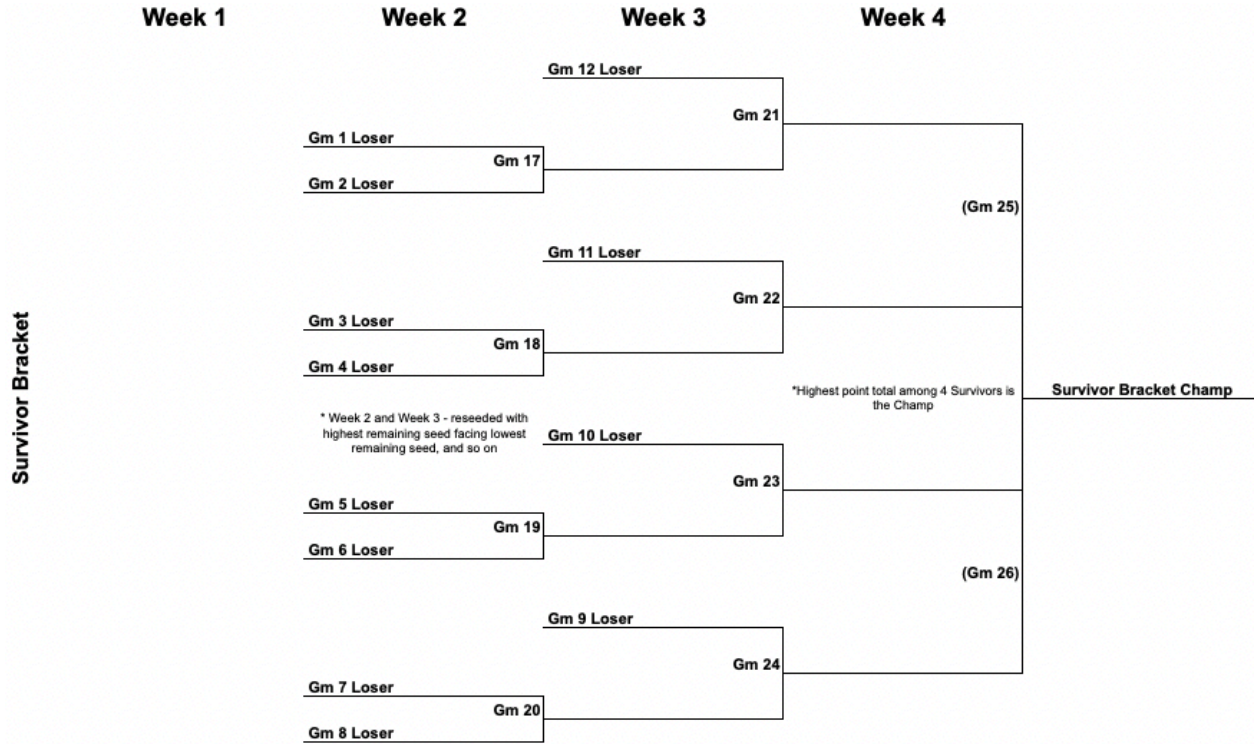
Note: There will be far more scrutiny with “dump” trade evaluations prior to Opening Day. GMs are encouraged to make trades, acquire free agents or otherwise improve their rosters during the time from the completion of the MLB Draft to Opening Day; however, the roster considerations listed above generally do not apply in the off-season.

# APPENDIX I: Post-Season Brackets

## Playoff Bracket



# Survivor Bracket



# Consolation Bracket

