

Organization

- 24 teams
- 162 game schedule
- Universal DH
- Injuries OFF

Format

- Weekly play
- Chronological pitching rotations will be in effect. There will be no resetting of player usage between series. All starters must have a minimum of three (3) calendar days rest between starts
- Use of the computer manager for visiting teams in non face-to-face games is mandatory.
- All road instructions will be sent to the league commissioner by e-mailing a manager profile.
 - You may also send further written instructions to control usage if you are running tight in at bats or relief appearances. However, this is discouraged other than the final month of the season.
- Manager profiles are to be constructed and sent as follows:
 - All profiles are to be created to be plug and play by the home manager. No manipulation should be made by the home manager.
 - A manager profile is required to be sent by each manager prior to the beginning of the league season.
 - Series that are not played by the weekly deadline will be simmed by the League Commissioner or designated statistician using the manager profile provided on the latest database
 - Profiles may be updated as much as needed, either sent separately or along with weekly home stats
 - If an emergency develops and you cannot play your games, please notify your road opponent(s) and the league office promptly so that other arrangements may be made.
- Manager Profile Settings
 - Pitching rotations can be set to whatever setting you feel best manages your rotation. See DMB Help file for more information on each setting.
 - Depth Chart is recommended to be set to GAME BY GAME. TRACK STARTS can also be used. Again, consult the help file for more information

Roster Limits

- Rosters are limited to 35 total players, with an unlimited number of uncarded players allowed. The 35 man limit will be enforced from after the Rookie draft and during the season. Note that uncarded players do NOT count against the 35 player limit.
- Each manager is responsible for ensuring that his team has sufficient player resources to cover games played during the season.

- Series Roster Sizes
 - During ANY series from April through August on the league calendar, a team's active home or road roster may not exceed TWENTY-SIX (26) players.
 - During the month of September, the active home or road roster may be expanded to a maximum of thirty-six (36) players.
 - Players without any statistics for a given year, who are provided with a roster marker indicating future use, are never eligible for play under any circumstance.
- Free Agency
 - From the end of the draft until the end of the following regular season, teams may pick up players from the Free Agent pool.
 - The official vehicle for requesting Free Agents is by the Google Sheets Free Agent Request form on each league page.
 - Teams with 35 players that request a Free Agent must have an accompanying player drop, so that they do not go over the 35-man active roster limit.
 - Players dropped to make room for a Free Agent are lost off that team's roster.

Player Eligibility

- Any non-rookie player, who has actual season statistics, is eligible for SPB season play.
- There will be no minimums required to be eligible for rookie status. If you entered the Major Leagues in a given year, you will be a SPB rookie in that same year.

Assignment of Fielding Ratings

- Players are generally only eligible to play positions as assigned by the DMB season
- Outfields can play any OF position
- DH only players can play at 1B with a Pr and worst error rating

Usage Limits

- All players are limited to 110% of usage (using PA for batters and BF for pitchers)
 - If a player hits 110% of PA during a given week, DMB will alter the players' performance to that of a replacement level player.
 - When a player hits 110% of PA, the commissioner will either Farm or IL that player for the remainder of the season
 - ~~Players farmed or put on the IL will be eligible for the playoffs. This only affects regular season participation.~~
 - See playoffs for rules determining playoff suspensions / limitations due to regular season over-usage
- Pitcher Usage
 - Pitchers rated exclusively starters may be used in relief
 - Pitchers rated exclusively as relievers, may NEVER make a start.
 - Pitchers who started and/or relieved that were not given a DMB rating can be petitioned for one.

- Keep in mind if you use a pitcher primarily used as a starter in real life, must still reach their 50% minimum usage for batters faced, or risk losing them.
- Minimum usage of 50% applies for any batter with 100 PA or pitcher with 100 BF. Any player not meeting minimum usage will be released prior to the next season's draft.

Annual Draft

- The draft pool will consist of all players that debuted during the upcoming MLB season, players lost to minimum usage violations and those players cut when teams set their 25-man roster.
- Immediately after the regular season ends, the draft lottery will be conducted to determine the top 4 or 6 teams, depending on league.
- Approximately 2 months prior to the start of the next season, the rookie draft will be conducted.
- The draft will be 10 rounds split into two phases
 - Rounds 1-5 will be conducted via live chat
 - Rounds 6-10 will be "slow drafted" via email / google sheet
- A supplemental draft will also be conducted for any team under 35 players after the 10 rounds
- NO player who is "uncarded" or "without stats" will be eligible to be selected in any part of the drafting process for that season."
- Draft Order
 - determined via reverse order of standings with the exception of the first 6 picks of round 1 being determined by a lottery among teams with worst W-L record
 - Note the top 6 picks lottery order does NOT apply beyond round 1
 - Playoff teams always draft after non-playoff teams with order corresponding to the inverse of their first round seeding
 - world series winner always draft last
- Draft Lottery Rules
 - The top (6) picks in the lottery will be based on the results of the Illinois Evening Pick 3 Lottery which picks three (3) digits from balls each numbered 0 thru 9
 - The first overall pick will be determined by the 3 digit number you get from combining the pick 3 balls - so if 3, 5 and 5 are the balls drawn the SPB4 #1 pick is awarded to the team owning 355
 - 1st Overall Pick - (Combine all 3 digits of Illinois Evening lottery)
 - Lowest Wins - 000-345 - 34.6%
 - Second Lowest Wins - 346-614 - 26.9%
 - Third Lowest Wins - 615-768 - 15.4%
 - Fourth Lowest Wins - 769-883 - 11.5%
 - Fifth Lowest Wins - 884-960 - 7.7%
 - Sixth Lowest Wins - 961-999 - 3.9%
 - After the first team is selected the remaining teams will draw from the second and third number using 100 chances (00-99). That way the first digit isn't used as the starting point the entire time.
 - 2nd Overall Pick - (Combine 2nd + 3rd picks of Illinois Evening Lottery)

- Lowest Wins - 00-35 - 36%
 - Second Lowest Wins - 36-63 - 28%
 - Third Lowest Wins - 64-79 - 16%
 - Fourth Lowest Wins - 80-91 - 12%
 - Fifth Lowest Wins - 92-99 - 8%
- At this point if the team with worst overall record has NOT gotten the first or second pick they are automatically given the 3rd pick otherwise
 - 3rd Overall Pick is based on the 1st number of Illinois pick 3 lottery
 - Lowest Wins – If number is 1,3,7,9 then team gets 3rd pick
 - Second Lowest Wins – If Number is 2, 4 or 6 then team gets 3rd pick
 - Third Lowest Wins – If Number is 5 or 8 then team gets 3rd pick
 - Fourth Lowest Wins- If number is 0 then team gets 3rd pick
- At this point if the team with the 2nd worst overall record has NOT been drawn they will automatically be awarded the 4th pick and move to the next selection.
 - 4th overall pick is based on the 2nd number of the Illinois pick 3 lottery
 - Lowest Wins Remaining – If number is 1,3,5,7,9 team gets 4th pick
 - Second Lowest Wins Remaining – If Number is 2, 4, 6 team gets 4th pick
 - Third Lowest Wins Remaining – If Number is 0 or 8 team gets 4th pick
 - 5th overall pick is based on the 3rd number of the Illinois pick 3 lottery
 - Lowest Wins Remaining – If number is 0,1,3,5,7,9 Gets 5th pick
 - Second Lowest Wins Remaining – If Number is 2,4,6,8 Gets 5th pick
 - 6th overall pick is awarded to whatever team is left

Trades

- Trades are allowed until the final day of July of the league schedule
- Conditional trades are not allowed
- Draft picks for the next season and ONLY the next season may be traded
- All trades are subject to review by the league office

Post Season Play

- Active rosters are frozen (no promote/farm) once a playoff series has begun.
 - Note: effective with SPB4 1998 season
- Every effort must be made to play postseason games H2H.
- All playoff series will be 7 games and follow 2-3-2 format
- Two division winners and two wild cards will make the playoff in each league
- Post Season Usage
 - All players will perform at their carded level until they reach 7% of plate appearances for batters or batters faced for pitchers

- After 11% is reached they automatically perform at replacement level
- Regular season over-usage suspensions for the playoffs are as follows (effective starting w/ SPB4 1998 season):
 - Players with BF/PA of 120% or greater in the regular season will be ineligible for the post season
 - Players with BF/PA of 115% or greater in the regular season will be limited to 3% usage in the postseason

Tie Breakers

- Ties at the end of the regular season will be broken as follows:
 - H2H record between the teams
 - Record vs the relevant league (AL or NL)
 - Failing that
 - If the tie breaker is only for playoff positioning:
 - Run differential
 - If one of the teams will be eliminated:
 - a single play-in game
 - every effort should be made to play the game H2H but if cannot be played H2H the home team will play it
 - *Note: this rule will take effect beginning with the SPB4 1998 season*
- Ties in the draft order will be resolved in the following ordered manner:
 - Team vs. Team record. Worst record wins the tie.
 - Run Differential. Worse differential gets the higher seeding
 - If teams are in the same league, In-League record will be used with team with worst record receiving the better seeding.
 - A coin toss by the Commissioner.