

Major League Fantasy Baseball

1. League Fees

- a. The MLFB annual league fee is \$76.50 using the Fantrax treasurer system.
- b. The Fantrax premium features fee (129.95) will be deducted from the total league fees collected.
 - i. If Fantrax adjusts the cost of this, then the prize structure will be altered.
- c. At the end of each year, the league fee will be due no later than November 15th for the next season.
 - i. As of 11/16 the team will be considered abandoned and a new owner will be sought. Please inform the commissioner as soon as possible if you do not intend to return.
- d. \$75 will be put toward subsidizing the future of the league. If not used, money will be rolled to the next season. If not used for two consecutive seasons the league's Executive Committee will discuss how to disburse.

2. Executive Committee

- a. The MLFB shall have an Executive Committee composed of no more than 5 total members, including the league founder/commissioner.
 - i. The Commissioner may not be removed without doing so voluntarily.
 - ii. Removal of other EC members:
 - 1. Motioned by the Commissioner
 - 2. Voted on and unanimously agreed upon by the remaining members of the EC.
 - 3. May only be done due to some reasonable cause or disruption and in the best interest of the league.
- b. The purpose of the EC is to govern the MLFB to serve its best interest at all times.
- c. Initial members of the EC shall be selected by the commissioner.
 - i. If an EC member leaves the league a replacement will be named by the remaining members of the EC.
- d. The EC shall be tasked with taking input from the league membership and implementing rules changes as well as overall league administration.

3. Team Names

- a. All players shall name their team after one of the following:
 - i. A current MLB team
 - ii. A current MiLB or Independent league team
 - iii. A former Indy Team, MiLB or MLB team
 - iv. A former Negro Leagues team
 - v. Foreign league team
 - vi. College baseball team
- b. All owners shall upload a logo to Fantrax of their team.

4. League Prize Structure

- a. League Champion - \$500.05
- b. Runner Up - \$250

- c. Third: \$100
 - d. Division Winners: \$75
 - e. Consolation Bracket Champ (Teams finishing 9-12 in overall standings): \$40
 - f. Team that scores the most overall points during the regular season: \$25
 - g. Silver Slugger (batter with the most points for the season): \$25
 - h. Cy Young (pitcher with most points on the season): \$25
 - i. Lottery tickets drawn for each All-Star representative owned. Four drawings will be made among the tickets at \$15 each. Payout will be made at the end of the season.
5. League Structure
- a. The league will be divided into four divisions of five teams.
 - b. At the end of the first season, the divisions will be re-aligned according to overall points standings to balance the divisions and re-aligned every fourth season thereafter.
 - c. The inaugural season will have a completely random generated schedule by Fantrax. Moving forward beginning with the 2024 season, the schedule will be unbalanced so that teams play a majority within their division, one game against each opponent from another division (changing each season) and three random opponents from the other two divisions. The random opponents will be determined in a public and transparent manner.
6. League Communication
- a. The league will utilize a Discord server for communication and for logging certain transactions.
 - i. It is expected that all owners maintain regular contact with the Discord server. If an owner cannot be reached on Discord for extended periods of time, the commissioner and EC has a right to level penalties up to and including replacing or adding a co-owner to the franchise.
 - ii. If you are unfamiliar with some of the mechanics of Discord please ask. There are a number of things you can do like reading pinned messages and muting channels that are too active. The latter will be recommended for the news and prospect feed.
 - 1. The only channels that should be muted are the news-feed and prospect-feed channels.
 - b. It is expected that all owners take part in official voting topics. If an owner fails to vote in a timely manner penalties will progress from warnings to fines of auction budget and ultimately removal from the league.
7. Roster Requirements
- a. Rosters are limited to a 34-man MLB roster (26 active) and a 50-man MiLB roster.
 - b. To be eligible for the MiLB roster, a player must have fewer than 130 at bats or 50 innings pitched. Real life status is also a permissible status to make a player eligible for minor league placement on your roster.
 - i. Once a player has exceeded MiLB requirements, they may stay on the MiLB roster until the off-season roster compliance deadline. At that time, the prospect will require promotion.
 - ii. If a player is promoted that has eclipsed those marks, he may not be demoted at any time.

- c. A player may only be signed from the FA pool to your roster so long as they were eligible to be drafted in a prior MLFB Draft.
 - d. Active rosters:
 - i. C – 1
 - ii. 1B – 1
 - iii. 2B – 1
 - iv. 3B – 1
 - v. SS – 1
 - vi. MI – 1
 - vii. CI -1
 - viii. LF – 1
 - ix. CF – 1
 - x. RF – 1
 - xi. OF – 2
 - xii. UT – 3
 - xiii. SP – 5
 - xiv. RP – 5
 - xv. P – 1
 - e. Reserve Roster is capped at 8 for a total MLB roster of 34.
 - f. Injured List
 - i. The following players may be placed on the IL:
 - 1. Real MLB IL designated players
 - 2. Suspended Players
 - ii. Players on the injured list do not count toward roster restrictions, nor against the salary cap.
 - iii. Once a player has been activated in real life and no longer has the red flag with a cross that fantrax uses to mark IL eligible players, an owner has two weeks to activate the player before he will be dropped by fantrax. This is done automatically by league settings.
8. Rookie Complex
- a. Similar to MLB teams having an “International Complex”, MLFB teams will have a Rookie Complex.
 - i. Rookie Complex rosters will be hosted on the MLFB Google Sheet and not on Fantrax!
 - ii. Rookie Complex Rosters may only be composed of players playing in the DSL or state-side Rookie Leagues. If MLB adds a rookie league in another country, this will begin counting at that time as well.
 - iii. Beginning June 21st, 2023, owners may begin submitting up to 4 claims per week. Rookie Complex rosters are capped at 10 players per team.
 - 1. To make a claim, an owner needs to make a post following the example format in the #rookie-complex channel.
 - 2. Owners may only make a post claiming a player in the channel once per every five minutes.
 - iv. A player may only be rostered on the Rookie Complex for one calendar year.

v. **Rule V Claims:**

1. If a team has a player listed in the RC for more than one year, a different owner may submit a Rule V claim on that player in the #rookie-complex channel in Discord at any time.
 2. If a player has been promoted above Rookie League (in real life) and is still listed in an owner's RC, a different owner may submit a Rule V claim. However, in this situation where a player was promoted, the original owner will have two weeks to either promote the player to his Fantrax MiLB roster or release the player to the claiming owner.
 3. To submit a Rule V claim, an owner should make a post following the sample format in the #rookie-complex channel on Discord.
- vi. Owners are responsible for knowing if a player is currently owned in a RC at all times. If a player claims a RC rostered player through Fantrax, a penalty of 25 auction points for the next season's FA/FYPD auction will be incurred.

9. **Salary/Contracts**

- a. Each player will have a contract generated by Fantrax..
- b. The salary cap is \$12,000 for all 34 potential MLB roster spots.
- c. Players signed/drafted have an initial 3-year contract. After year 3, their contract may be extended for up to ten years. This is valid for MiLB players as well.
 - i. Upon extending a player's contract, beginning with the 4th year, their salary shall increase by \$30/year.
 1. For example, Joe Smith's contract is extended 4 years and his initial salary was \$100. This means that in years 4-7 his salary will be \$220.
 - ii. A MiLB player may be reset to "year 1" of their contract year so long as they have not played in the MLB at that time. This will be done after the rollover each season.
- d. Fantrax does generate salaries above \$100 for players that have yet to debut. The commissioner will reset that salary to \$100 so long as it is requested PRIOR to that player debuting in the MLB. This request must be made in the #contract-requests Discord channel.
- e. Any player released, shall incur their former team a 28% cap hit for the remainder of that season. No further years shall be impacted.
 - i. Example, Joe Smith is under contract by team A for \$100/year. Team A releases Smith. The team will then incur a penalty to their salary cap of \$28 for the rest of the season.
 - ii. If a team releases a Minor League player, Fantrax will assign a cap hit. In order to have this cap penalty cleared, you must make a formal request in the MiLB Contracts channel in Discord.

10. **Waivers**

- a. Teams will have a \$250 budget to claim players off of waivers.
 - i. When a player is released they will then be on waivers for exactly 2 days from the time released. The team with the highest bid will win the claim to the player.

- b. Although International players may be selected through the annual IFA Draft at any time regardless of signing status, an international player may only be added via waivers or FA pool if they have signed with a club prior to the start of that year's IFA Draft.

11. Free agents

- a. Once a player has cleared waivers, they will become a free agent.
- b. Free agents may be claimed on a first-come, first-serve basis.
- c. A player may only be claimed as a free agent so long as they have been signed to an MLB organization at some point.
 - i. College and High school players are not eligible.
 - ii. American born players that do not sign but go overseas to play are not eligible unless they have been signed to a MLB organization first.
 - iii. Although International players may be selected through the annual IFA Draft at any time regardless of signing status, an international player may only be added via waivers or FA pool if they have signed with a club prior to the start of that year's IFA Draft.

12. Trading

- a. Trades may be made freely and are only subject to EC approval, which will be granted in all but the most egregious circumstances, such as collusion. A poor trade does not necessarily in and of itself warrant overturning.
- b. Trade deadline is the Sunday following the MLB trade deadline each season at 8pm EDT.
- c. FA/FYPD Auction money may only be traded up to the baseline amount (\$300) and for the next occurring auction only.
- d. Future IFA draft picks up to 4 years in advance may be traded.
 - i. If a pick more than 1 year out is traded, that season must be paid in full within 24 hours of the trade being processed.
- e. Once a trade has been accepted by both parties it must be confirmed by a league official on fantrax. Before that can happen, one owner shall post in the #trades-completed Discord channel with the other owner responding that they accept. This shall be done in a timely manner and using the format given as an example pinned in that channel.
 - i. Failure to post and accept in the channel will result in a warning(s) followed by a fine of future auction budget.

13. Player Loan System

- i. A team may send a player on loan to another team to roster at any time beginning with the first pitch of the MLB All Star Game each season.
- ii. The player loaned will automatically be returned (free of charge) once the league has been rolled over by the commissioner each year.
- iii. No team may loan more than one player per season.
- iv. No team may receive more than one player on loan per season.
 - 1. In order to receive a player on loan, the owner MUST have paid for their team for the immediate next season. This is able to be processed by going to Other -> Make Treasurer Payment -> Miscellaneous fees. Please inform the commissioner once you have done so, so that your team will be marked as paid on the google sheet in a timely manner.
- v. Payment for loan:

1. \$10 auction budget minimum payment from the receiving team to the lending team.
2. Any single prospect who has not yet debuted in MLB at the time of loan processing.

14. Initial MLFB Drafting Procedure **(not relevant beyond spring 2023)**

- a. The initial draft will be auction style held on Couch Managers.
 - i. Teams will have a budget of \$5,000 to bid on players.
 - ii. All teams are required to fill 50 roster spots through the auction. This is to prevent someone from bidding on only a handful of players and winning at inflated auction prices.
 - iii. Teams will be able to nominate up to 3 players at the start of the auction.
 1. Players will be permitted to nominate a new player once all nominees have left the board.
 2. Owners should make an effort to have the max number of nominations on the board at all times. Small gaps are acceptable but no owner shall intentionally stall for long periods. Owners should not take offense to reminders as we will all have moments where we don't realize we have nominations available. Keeping each other reminded is vital to the auction finishing in a timely manner.
 3. While the system will allow owners to bid anyways, MLFB requires owners to use all nominations on the board in order to bid.
 4. As the draft progresses, the Commissioner may increase the number of nominations available.
 - iv. Once nominated a player will then have an 8 hour clock that resets each time a max high bid changes owners.
 1. The clock will change as the draft moves to the later rounds and the time will be announced by the Commissioner in the Discord server.
 2. In order for an owner to place a bid, they must have at least one nomination on the board.
 - v. Current real-world college or high school players are not eligible.
 - vi. International players that have not signed with an MLB team are not eligible.
 - vii. IMPORTANT NOTES:
 1. Each owner is responsible for knowing the Fantrax salary of the players they are bidding on and staying within the salary cap restrictions.
 - a. If an owner goes over the salary cap, their highest salaried player on fantrax will be dropped followed by next highest until their team is under the cap.
 2. The league requires outfielders in each real-world position (LF, CF, RF) on your active roster. However, Couch Managers does not delineate between the three different positions. You are responsible for knowing which OF positions your team has to fill.
 3. Once the draft is finished, if there are any unusual quirks that need to be addressed with rosters because of the Couch Managers and Fantrax systems, you will have three days post auction to resolve.

- b. After three days, we will start a second, supplementary draft-auction with all budgets set to \$1,000 and the requirement to fill 20 more slots. The same rules apply to this auction as the original.
 - i. Players will not be removed from the listings on couchmanagers that were taken in the first auction. It is the responsibility of each owner to verify that a player they nominate is eligible before doing so.

15. FA/FYPD

- a. Each year, the MLFB will conduct a Free-Agent/First-Year Player Draft auction on couchmanagers.
 - i. It is incumbent upon the owners to know which players in the pool are eligible to be drafted. Nominating an ineligible player will incur an owner a 25 point auction penalty.
 - ii. The league baseline for the annual auction is \$300. Up to this amount is able to be traded each season. Due to Fantrax constraints, this will have to be tracked on the league Google Sheet.
 - 1. The eight teams making the playoffs will receive the fewest points at auction with the eighth placed team in that group getting the most.
 - 2. The bottom eight teams according to overall league standings will compete in a tournament for the most money at auction. The team winning this bracket will get the most, runner up second most, semi-finalists will receive an equal amount at another level and first round eliminations receiving the least from this group.
 - 3. The middle four teams that compete for the consolation cash prize will all receive an equal share less than the bottom eight teams' tournament but larger than the top eight teams' share that are competing for the overall league title.
 - iii. Slot amounts:
 - 1. Bottom 8 bracket champ: \$490
 - 2. B8 Runner-Up: \$475
 - 3. B8 Semi-Finalist: \$460
 - 4. B8 Semi-Finalist: \$460
 - 5. B8 First Rd: \$445
 - 6. B8 First Rd: \$445
 - 7. B8 First Rd: \$445
 - 8. B8 First Rd: \$445
 - 9. Consolation Bracket: \$430
 - 10. CB: \$430
 - 11. CB: \$430
 - 12. CB: \$430
 - 13. 8th: \$405
 - 14. 7th: \$390
 - 15. 6th: \$375
 - 16. 5th: \$360
 - 17. 4th: \$345

- 18. 3rd: \$330
- 19. 2nd: \$315
- 20. 1st: \$300

iv. Eligible players include:

- 1. Players currently in the free agent pool that were eligible to be signed the previous season by any MLFB team.
- 2. Any player that was drafted in the MLB Draft the immediately preceding year AND signed with the organization. If a player goes unsigned, he is INELIGIBLE for the MLFB until he is re-drafted by the MLB or is signed in the future as an UDFA.
- 3. Any UDFA by an MLB team that was eligible to be drafted in a prior year by MLB.

16. International Free Agent Draft

- a. In mid-february each year the MLFB will conduct an IFA Draft. This draft is for any international players in the fantrax system from countries not participating in the MLB draft. For example, players from Japan, Korea, Cuba, DR, Venezuela, etc that sign with MLB teams each offseason.
 - i. An international player not signed to a MLB team may be selected during this draft.
 - ii. The player MUST be available on the fantrax platform.
 - iii. Any leftover free agents from the annual auction may be selected during this draft as well.
- b. Teams will be placed in order from last place in overall standings picking first through the first team picking last in a normal style draft.
- c. IFA Draft picks may be traded up to four years in advance.
- d. This draft will be four rounds in total. A team is permitted to skip their pick if they so choose.
- e. This draft will be a slow draft with a 6-hour timer. Sleep hours for the draft will be announced at a time/date tbd. If the timer runs out, the owner forfeits the pick.

17. Scoring:

- a. Beginning with the 2024 season, a 90 IP cap will be implemented. Please see the below description from Fantrax regarding the innings pitched cap:
 - i. All hitters or pitchers, depending on the scoring category exceeded, will stop accumulating stats for the rest of the scoring period. If the max has not been met or exceeded at the beginning of a day, stats will accumulate throughout that entire day, even if the max is exceeded. **Note that ALL pitchers includes both SP and RP. For example, if a max is exceeded for Relief Appearances, stats will stop accumulating lost for the scoring period for Relief Pitchers (RP) as well as Starting Pitchers (SP).**

Scoring Group	Scoring Category	Points
Hitting	At Bats (AB)	-1

Hitting	Caught Stealing (CS)	-2
Hitting	Doubles (2B)	4
Hitting	Grounded Into Double Plays (GIDP)	-3
Hitting	Hit By Pitches (HBP)	3
Hitting	Hits (H)	5
Hitting	Home Runs (HR)	9
Hitting	Runs Batted In (RBI)	1.75
Hitting	Runs Scored (R)	1.75
Hitting	Sacrifice Flies (SF)	0.5
Hitting	Sacrifice Hits (SH)	0.25
Hitting	Stolen Bases (SB)	3
Hitting	Strikeouts (SO)	-0.5
Hitting	Triples (3B)	5.5
Hitting	Walks (BB)	4
Pitching	Balks (BK)	-1
Pitching	Blown Saves (BS)	-5

Pitching	Caught Stealing Against (CSA)	0.5
Pitching	Complete Games (CG)	3
Pitching	Doubles Allowed (2B)	-3
Pitching	Earned Runs Allowed (ER)	-3
Pitching	Hit Batsmen (HB)	-2
Pitching	Hits Allowed (H)	-2
Pitching	Holds (HLD)	5
Pitching	Home Runs Allowed (HR)	-6
Pitching	Inherited Runners Stranded (IRS)	1
Pitching	Innings Pitched (IP)	7.4
Pitching	Losses (L)	-5
Pitching	Quality Starts (QS)	5
Pitching	Saves (SV)	7
Pitching	Stolen Bases Against (SBA)	-1
Pitching	Strikeouts Pitched (K)	2.5
Pitching	Triples Allowed (3B)	-5

Pitching	Walks Allowed (BB)	-2.25
Pitching	Wild Pitches (WP)	-0.5
Pitching	Wins (W)	8