

Ottoneu League 1113 - A Beehive Under 3rd Base

League Format & Rules:

Platform: Ottoneu (Comprehensive rules can be found [HERE](#))

Formation Date: January 26th, 2020

Scoring Format: FanGraphs Points

Teams: 12

Rosters: 40-man MLB roster + 15 MiLB expansion roster

Lineups: Daily

Arbitration format: \$ Allocation

Annual 40-man auction draft date: Third weekend in March

Annual MiLB prospect (snake) drafts:

October 15th - November 15th

March 18th - March 31st

In-season trade deadline: August 31st (midnight EST)

Annual Entry: \$100.00/year

Prize League: Yes

Prize Payouts: Ottoneu Standard ([TERMS](#))

\$600 (1st place)

\$200 (2nd place)

\$100 (3rd place)

Additional League Rules:

1. Commitment to “active, responsive, competitive, and fair” participation at all times. Owners who are “AWOL” (defined as owners who have either not logged in to the site and/or who fail to respond to commissioner communications for a period of 21 consecutive days or more) may be removed from the league and replaced at the commissioner’s discretion.
2. Owners agree to maintain a legal roster at all times (per Rule 1a) and are not permitted to trade players while their roster status is illegal. Owners may have up to 48 hours to correct an illegal roster that is the result of a recent transaction (add/drop, waiver claim, trade, etc.). Owners that abuse this rule will face penalty at the discretion of the league commissioner.
3. Any owner may propose a rule change to the league, but all rule changes must be ratified by league-wide vote. A proposed rule change must receive at least seven (7) favorable votes to be ratified.
4. In rare instances, the commissioner reserves the right to call a league-wide vote to replace an owner in the league. Owners must receive at least eight (8) unfavorable votes to be replaced.
5. League prize payouts will be handled through the standard Ottoneu payout system.
6. Owners that are replaced will not receive refunds for league prize entries. Owners that quit the league will not receive refunds for league prize entries.

7. Trades that include explicit reciprocal conditions (“I will trade you X if you trade X back to me in three months”) are not permitted.
8. Unless otherwise specified, standard Ottoneu rules apply. Commissioner(s) reserve the right to make adjustments to rules at their discretion for the benefit and competitiveness of the league.

Non-Rostered Minor League System (“MiLB\$0”)

Each of the twelve (12) teams in the Ottoneu Dynasty League may draft up to the maximum of fifteen (15) minor league players (“MiLB\$0”) during the inaugural prospect (snake) draft in March 2020. The maximum number of MiLB\$0 players an owner may roster or draft at any time is fifteen (15). Unless they are added via off-season trade, MiLB\$0 players may only be added during one of the two annual prospect snake drafts:

Mid-Late March (immediately following league auction)
October 15th - November 15th (Ottoneu arbitration period)

With the exception of the inaugural MiLB\$0 draft, the MiLB\$0 draft order will be determined by reverse order of current league standings. Each owner has up to 12 hours to make their MiLB\$0 draft selection per round.

Following the inaugural MiLB\$0 draft (March 2020), owners must “earn” all future MiLB\$0 roster slots by meeting (greater than or equal to) Games Played (Hitters) and Innings Pitched (Pitchers) thresholds. The thresholds are:

Slots	GP	IP	Slots	GP	IP
15	1944	1500	7	907	700
14	1814	1400	6	777	600
13	1684	1300	5	648	500
12	1555	1200	4	519	400
11	1425	1100	3	389	300
10	1296	1000	2	259	200
9	1166	900	1	130	100
8	1037	800			

Threshold achievements are set by the team’s stats at the conclusion of each regular season, which will determine the total number of MiLB\$0 for each owner for both MiLB\$0 annual drafts.

The number of MiLB slots will be determined by the lower threshold reached. If a non-standard number of games is played in any given MLB season, thresholds will be prorated.

For example, a team that finishes the regular season (October) with at least 1,814 GP and 1,400 IP will earn fourteen (14) MiLB\$0 draft slots for the October and March MiLB\$0 drafts. However, were another team to reach 1,814 GP but only 1,300 IP, they would only be awarded thirteen (13) MiLB\$0 slots.

Addendum (1/1/24): New owners to the league will have all 15 slots available in their first season, but are subject to GP/IP limits in all subsequent seasons.

The following players are ineligible for MiLB\$0 status and cannot be drafted:

- Unsigned (amateur or foreign) players
- Players with any MLB experience (1 PA or 1 IP)
- Any player that is currently owned by another team in the league (40man or MiLB roster)

MiLB\$0 Transaction Rules:

MiLB\$0 players will be owned outside of the standard Ottoneu 40-man roster system for a salary of \$0 each (with ownership and transaction history managed by the commissioner in a spreadsheet in the league Drive folder). MiLB\$0 players are considered “non-rostered” (not included or part of a team’s salary or roster limits), and are ineligible to receive annual arbitration allocations so long as the player has not been added (“called up”) to any owner’s standard 40-man Ottoneu roster at any point during the year.

MiLB\$0 players may be “called up” (added) to an owner’s standard 40-man Ottoneu roster at any time by announcing the transaction to the league via the league message board.

Upon “call up”, the league commissioner will add the non-rostered MiLB player to the owner’s 40-man roster for a salary of \$1 (regardless of how long the owner has actually owned the player), at which point the player will be considered “rostered” and immediately included in the team’s salary (\$400) and roster limits (40).

1. MiLB\$0 players cannot be added to the non-roster portion of an owner’s roster via the standard Ottoneu free-agent or waiver system by starting a player auction.
2. The maximum number of MiLB\$0 players a team can draft is fifteen (15); the maximum number of MiLB\$0 players a team can own at any given time is also fifteen (15).
3. MiLB\$0 players cannot be added to the non-roster portion of an owner’s roster via the standard Ottoneu free-agent or waiver system by starting a player auction.
4. MiLB\$0 draft picks cannot be traded.
5. Trades involving MiLB\$0 players should include the full name of the prospect in the notes section of each trade; owners must also announce the MiLB player trade via the league message board.

6. MiLB\$0 players may be “called up” (added) to an owner’s standard 40-man Ottoneu roster at any time during the calendar year, except for the days in which a draft (annual auction or prospect draft) is in process.
7. MiLB\$0 players must be added to the owner’s standard 40-man Ottoneu roster within 2 weeks after the MiLB\$0 player incurs his first MLB PA (hitters) or IP (pitchers). Within this 2-week “buffer period”, the player can be kept on the MiLB roster. If the player is sent back to the minors within 2 weeks of their first PA/IP, the Ottoneu owner is not obligated to activate the player to their 40-man roster.
8. The buffer period does **NOT** refresh each time a player is called-up to the majors. For example, If a player accrues his first PA/IP over a 5-day stint with the major league team and then sent down, the Ottoneu would only have 9 days remaining on their buffer period upon any subsequent call-ups that season.
9. MiLB\$0-only trades (trades that do not include any players currently on 40-man rosters) must be announced via the league message board, are not subject to veto by the league, and may be executed immediately by the commissioner.
10. MiLB\$0 players that have been “called up” by their owner cannot be sent back down to the MiLB\$0 roster even if they are demoted to the minor leagues in real life.