

Chin Music Rules

(Fine print and clarification rules are smaller and in italics for the sake of simplicity of the normal rules, it is suggested that you read these when trying to do that specific thing, but for a general understanding, only the regular size rules are needed.)

General League Overview

1. **Settings:** 30 teams, 55 man rosters, standard 5x5 plus OBP and Holds.
2. **Playoffs:** head to head at the end of the season with the division winners and 2 wild cards from each league, just like MLB.
3. **Positions:** C, 2 CI, 2 MI, 3 OF, utl. 3 SP, 3 RP, and 3 flex P spots.
4. **Daily lineup changes.**
5. **League fee:** is \$10 per year.
6. **Position eligibility:** 20 games in the previous season or 5 in the current season (this should be the case already on the fantrax side of things)
7. **Commissioners:** Ty (Red Sox), Scott (Cubs), and Tyler (Diamondbacks). If you have questions, please direct them at one of them via PM in the Forum.
8. **The trade deadline** is August 15th 11:59 PM EST. Trades must be agreed on by both parties before that time. Fantrax processing may happen the next day.

Housekeeping and Bookkeeping

1. **You** are expected to manage 2 things:
 - a. Setting lineups and doing *adds* and *drops* on your Fantrax team page.
 - b. Submitting Transactions on probboards site.
2. **Commissioners** are responsible for maintaining the [official google doc](#) of Rosters as well as processing fantrax transactions (but feel free to help out and update when you make transactions)

Salary Cap Rules

1. **Teams have a varying amount of money to spend, and tags to apply to players** on their teams whose contracts are expiring that they would like to keep. Teams with more money to spend have less tags to keep expiring players and vice versa. Please refer to the [official google doc](#) for your team's salary/tag information.
2. **Salary Cap:**
 - a. **During the season** you may not be over the salary cap. If a trade or Free Agent signing put you over the cap or roster limit, you have 72 hours to get back under. After that window closes you will no longer accumulate stats.
 - b. **During the offseason** you may sign and trade for players and be 10% over your cap number and 10% over the roster limit as long as you are back below it by opening day.

3. **Failure to follow these rules** will result in sanctions against that GM (loss of stats, draft picks, etc) at the Commissioners' discretion.
4. **Empty roster spots cost \$0.4M**, same as if it were taken up by a minimum salary player.

Trading

1. **Once two teams agree to a trade**, it must be posted in the trades forum and agreed to by both teams. A commissioner will then update the official league doc and fantrax with the transaction. You **MUST** include salary information on all the players traded.
2. **Draft picks may be traded only from the upcoming draft**. You may trade "next year"s picks once the draft is complete.
3. **You may ONLY trade tags if they are attached to a player**. They may **NOT** be detached from that player after the trade is complete.
4. **Commissioners may veto a trade** only if there is collusion **OR** if the trade may negatively affect the league as a whole. (ex - if a new owner clearly doesn't understand the rules, etc) This is left to the discretion of the League Office.

Dropping Players

1. **You may drop any player at any time** by paying $\frac{1}{2}$ of his salary for the remainder of his contract. This includes if a player retires.
2. **Before July 1, players may be fully bought out** by adding the total remaining money due and paying $\frac{1}{2}$ of that number in the current season.
3. **Dropping prospect protected players is allowed**, but you will owe $\frac{1}{2}$ their salary for the remainder of the year **AND** \$0.4M for the empty roster spot (assuming you haven't otherwise filled it). You may choose to not renew their contracts at the end of each season with no penalty.
4. **If a player you drop is put up for free agent bidding** and you wish to bid on him, it must be for more than the player was making (and years) when you dropped him.
5. **If a player you drop is won by another team for more than you owe him, you may subtract the difference from the amount you owe**. (ex, you drop him making 10M, so you owe 5M, he signs elsewhere for 7M, you now only owe 3M)

Annual Minor League Draft

1. **Each offseason, there is a 5 round draft of all unowned Minor League players**. Those eligible for this draft are players who meet ALL of the following criteria:
 - a. Have signed with a Major League team.
 - b. Have less than 150 MLB ABs or 50 MLB IP.
2. **No International FA who are 23 or older when signed are eligible to be drafted**. There may be cases where this rule is overturned depending on the circumstances of the player (although that will certainly be very rare). In such a case, the Commissioners will give ample time to prepare for that before the draft.
3. **If you miss your slot the next teams may pick**. If you cannot make your time slot, you may submit a queue to the MLBPA account and notify a commissioner that you have done so and your pick will be made from that list.
4. **The draft ends 24 hours after the final time slot**. Any teams who have not made their picks by then will forfeit them.

Prospect Salaries and Protection

1. **Minimum Salaries for the league are \$0.4M.** Each prospect drafted is given "Prospect Protection" (or PP for short). Players with prospect protection have an indefinite amount of \$0.4M one year contracts that automatically renew each year without needing a tag applied to do so. (since they are one year contracts, you may let them walk after any year of prospect protection)
2. **Prospects are protected for 4 years after they become "Major leaguers".** This is defined by them having over 150 ABs or 50 IP in their major league career. If Player X pitches 51 IP in 2016, then they have protection for the years 2017-2020. After 2020 the player would be subject to normal free agency.

End of the Year Tags

1. When the year ends and a player's major league contract expires, you must do one of three things:
 - a. Make him an **Unrestricted Free Agent**
 - b. Apply a **Franchise Tag**.
 - c. Apply a **Restricted Tag**.
2. **Unrestricted Free Agents:** Anyone may bid on them during normal Free Agent bidding in the offseason or during the season.
3. **Franchise Tags:** You MUST assume the player's real life contract. Player Options are not valid, only Club Options. Mutual options become Club options. Vesting options are not valid.
4. **Restricted Tags:** Players are bid on by other teams (*with extra parameters for the bids, see RFA section*) silently. After the winner and deal is announced, you may match the bid and keep the player OR you may let the player walk and the winning bid team MUST pay that amount for the player (And you may be entitled to a compensation pick!)

Free Agent Bidding

1. **All bidding is silent.** Bids are to be submitted to the MLBPA account by the deadline. In all bidding periods EXCEPT RESTRICTED FREE AGENCY priority lists are allowed.
2. **You may only submit one bid per player.** Grouping all your bids into one PM is fine though.
3. **All bids must include the following** (*except Restricted, see below*)
 - a. The player's name
 - b. Number of years of the contract offer
 - c. Total amount of the contract offer
 - d. Average Annual Salary ("AAS")
 - e. A breakdown of the contract per year or note it will be evenly spread.
4. **During the season Free Agents are bid on weekly.** Players must be posted by Wednesday at 11:59pm and bids are due on Friday at 10am EST to the MLBPA account.

5. **If a minor league player is being bid on, all that is required is an annual salary number.** You will have to pay this number annually during that prospects protection years.
6. **During the offseason Unrestricted Free Agents are bid on a schedule by position.** The procedure is the same as regular season free agents except the commissioners set the schedule of deadlines.
7. **Restricted Free Agency:** The players are split into tagged players from the AL and NL and bid on in consecutive weeks. The rules are outlined below.
8. **First year players eligible for the draft are ineligible for Free Agency until the draft is complete.**
9. **International signings over 23 are eligible for Free Agent bidding immediately.** Under 23 years old must go through the draft as stated in rule 5.
10. **Bidding tiebreakers are as follows:**
 - a. AAS
 - b. length of contract
 - c. time of bid

Restricted Free Agency

1. **Bids are submitted silently to the MLBPA account.** Bids must include only an AAS and length of years.
2. **Winning bids are posted, and the tagging team has time to decide if they will match the contract.** The highest single year salary of a contract may not exceed AAS times 2.5. The lowest single year salary of a contract may not be less than 40% of AAS.
3. (Tagging teams may extend the length of the contract with the same AAS if they choose to do so)
4. **If the team chooses not to match,** the winning bidding team must post the yearly breakdown. The same 40% and 2.5x rules apply.
5. **Bidding restrictions are as follows:**
 - a. *If you're offering an AAS < or = \$3M, there are no length restrictions except that it cannot exceed 6 years.*
 - b. *If you're offering an AAS > \$3M, the contract must be AT LEAST 2 years.*
 - c. *If you're offering an AAS > \$6M, the contract must be AT LEAST 3 years.*
 - d. *If you're offering an AAS > \$9M, the contract must be AT LEAST 4 years.*
 - e. *If you're offering an AAS > \$12M, the contract must be AT LEAST 5 years.*
 - f. *If you're offering an AAS > \$15M, the contract must be the league maximum 6 years.*
 - g. *These are only the MINIMUM contract lengths. A bid with an AAS of \$5M and a length of 5 years is completely legal.*
6. **Compensation Picks are as follows:** These are added picks, the winning team does NOT lose a pick.
 - a. AAS > \$3M but less than \$6M - after 5th round comp pick
 - b. AAS > \$6M but less than \$9M - after 4th round comp pick
 - c. AAS > \$9M but less than \$12M - after 3rd round comp pick
 - d. AAS > \$12M but less than \$15M - after 2nd round comp pick
 - e. AAS > \$15M - after 1st round comp pick

Should there be more than 1 lost RFA per salary bracket, picks will be ordered first based on AAS, highest first, and in the event of an AAS tie, the team with the worse record during the regular season will get the first of the picks.

Frontloading and Backloading Contracts

1. **MLB Players with AAS < \$8M:** The total of salaries in the last 1/2 of the contract (in years) may not exceed 70% of the total contract dollars. If a contract covers an odd number of years, 1/2 of the middle year of the contract is counted in the last 1/2 of the contract.

2. **MLB Players with AAS \$8M or More:** *The total of salaries in the last 1/2 of the contract (in years) may not exceed 65% of the total contract dollars. If a contract covers an odd number of years, 1/2 of the middle year of the contract is counted in the last 1/2 of the contract.*

Other tidbits and clarifications

1. *All times stated are Eastern Standard Time.*
2. *Every other year (on the even numbers) salary caps increase by \$5m to keep up with inflation of real life contracts.*
3. *Failure to pay for the league in a timely manner will result in punishment, usually loss of draft picks, at the commissioner's discretion.*