

Amigo League Rules

The Amigo League is a fun, yet competitive league, so our rules are serious, but we are always open for discussions on changing them. If a rule is not listed here, we will vote. There are simply too many unforeseen scenarios to cover here. Once a new rule is enacted it will become league policy.

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Section 1 - Drafts

Player Draft

The player draft order is determined by random drawing for season one, and then based on record thereafter.

Draft order season two and beyond:

- Non Snake.
- Non playoff teams ordered from worst to best record.
- Playoff teams ordered:
 - Worst to best record of the non World Series teams.
 - World Series runner up.
 - World Series Champion.
- All non playoff teams will participate in a draft lottery to determine their order for the FIRST ROUND of the draft. See Lottery section for details.

Lottery

For 2022 Season and Beyond:

Per 2021 vote, all **non playoff teams** will participate in the lottery with weighted odds for the first round. Order for round two and beyond follow normal record, playoff and tie-breaker rules.

With the exception of expansion years the **ALL NON PLAYOFF TEAMS** in the draft will be determined by a lottery. Percentages for the Lottery are as follows:

Finish	Balls	Percentage
14	25	25%
13	22	22%
12	17	17%
11	8	8%

10	8	8%
9	8	8%
8	6	6%
7	6	6%
Total	100	100.00%

The lottery will be conducted [using this website.](#)

Division Draft

Each season, the teams per division will be determined by a draft. Sometime between the end of the World Series and the upcoming season's player draft the managers from the top teams will participate in a division draft. The number of managers participating will vary based on the number of divisions. The managers who participate in the draft will be determined via the same method as the player draft: World Series winner, World Series runner up, etc.

- Division draft is held before the player draft.
- Non-Snake.
- Draft Order:
 1. World Series winner.
 2. World Series runner up.
 3. Best record from second round series.

Stadium Draft

Each season, at the conclusion of the player draft, a stadium draft will occur. This draft will allow managers to select a new stadium for their home games in the upcoming season. The order of this draft is determined by the inverse order of that season's player draft.

Qualifying stadiums include:

- The current season's real life MLB stadiums
- Neutral Park
- The stadiums included in Diamond Mind's All Time Great 2 Database

Section 2 - Playing Games

Games will be simmed on the commissioner's (Joe's) machine. The plan is to play about 2 series per week, maybe more depending on how involved the managers are. We play a 162-game, unbalanced schedule.

Series will be simmed two-three times per week. Game dates will be made available ahead of time so appropriate changes can be made by managers.

Lineups and rotations are to be set by each manager before each series ([click here](#) for more on lineups and pitching depth charts).

Section 3 - Playoffs

There will be one(1) day off between the end of the regular season and game 1 of round 1.

Six team will qualify for the postseason:

Qualifying Teams

- Three division winners after applying any tiebreakers
- Three wildcard winners after applying any tiebreakers
 - Wildcard winners are taken from the ALL remaining non-division winners with the best records. The three are not not bound to any particular division.
- Tiebreaker rules apply to determining both division winners and wildcard teams. See Tiebreaker section for details.

Playoff structure:

Round 1: best of 5 series (0110221)

- The three wildcard teams and the lowest seeded division winner play a best of 5 series.
- DivWinner3 vs. WC3.
- WC1 vs. WC2.
- DivWinner3 and WC1 receive home field advantage.
- DivWinners 1 and 2 receive first round byes.

Round 2: best of 7 series (0110222011)

- Lowest seeded round 1 winner vs. DivWinner1.
- Highest seeded round 1 winner vs. DivWinner2.
- DivWinners 1 and 2 receive home field advantage.
- Winners in Round 2 proceed to play a 7-game World Series.

Postseason roster eligibility and replacing injured players.

If a player is injured during any round of the playoffs, the injured player may be replaced by a player from that team's non playoff roster. If the manager opts to replace the injured player, that player is NOT eligible for the post season roster for the remainder of the postseason.

- The other option is to keep the injured player on the playoff roster.

Section 4 - Roster Makeup

Rosters will consist of 29 players, 25 of which will be active at any given time. The four players on "reserve" can only be called up if a player on the 25-man roster is injured (see Sec. 7, Injuries), if you make a roster move, or after a trade in which your team is left short-handed.

The following are the general roster requirements. See sub sections for more details on pitchers and catchers.

- 29 players, 25 active
- At least one qualified player at each position. Outfield can be made up of any three or more players rated at any OF position (i.e. players rated at an outfield position can start at any outfielder position).

Players are kept from year-to-year. You may keep whomever you want, but you can only play those who meet league qualification minimums.

These are the minimums of course, and carrying backups is highly recommended.

Pitchers

At least FIVE qualified starting pitchers but no more than SEVEN. Pitchers who fall into this seven cap are those exclusively rated at starting pitchers. Pitchers who have both a starting and reliever rating do not count against this cap.

- The seven max applies to drafted rosters. A team may make trades that push the number of starting pitchers over the seven max.
- Players who start games in real life but are not rated at starting pitcher (openers for example) do not count against this max.
- A team must carry five qualified starters on their ACTIVE roster throughout the season.

ACTIVE rosters must include a minimum of **10 qualified pitchers** at all times. This includes the already in place mandatory minimum of at least 5 qualified starters on an active roster at all times. This rule is designed to help prevent lack of pitching depth which severely impacts competitiveness.

Catchers

At least TWO qualifying catchers

Section 5 - Player & Positional Eligibility

- **Batter must have 150 ABs**
- **Pitchers must have 30 games or 50 IP**
 - **Starting Pitchers:** In order for a player to be used as a starting pitcher, they must have started at least one game in real life AND be rated as a starting pitcher in the game.

- Starting Pitchers with less than five (5) games starting in real-life can only start twice as many games as they did in real-life. For example, a pitcher with four starts can only make a total of eight starts for you team including the regular season and playoffs.
- **No playing time restrictions.** Players that meet the above criteria will be available to play as much as needed.
- **Playing out of position** - players must play at positions they are rated to play, with the exception outfielders. They can play at any outfield position as long as they are rated to play at least one OF position.
- **Utility Players:** Players can play out of position as a *utility player*, as long as they are not designated to start a certain percentage of the time. Also, they must be rated at an infield/outfield position in order to be a utility player at that position. For example, Player A is rated to play 1b only, so he can be listed as a utility at any infield position (SS, 3b, 2b, or C), but not a utility OF.
- **Platoon players:** the same rules that apply to utility players also apply to platoon players.

2021 Season COVID

37% normal eligibility thresholds

- 150 ABs = 55.5 ABs. Round up to 60 ABs
- 30 games or 50 IP = 11.1 games, 18.5 IP. Round up to 12 games or 20 IPs.
- Must have a starter rating to start

Section 6 - Transactions, Free Agents, Etc.

~~You are allowed 10 roster moves per season.~~

~~• **Roster Moves** — Whenever you bring a player from your farm team and place him on your active roster you are making a Roster Move. You are only allowed~~

~~10 of these per season. Bringing a player up to replace an injured player might count against one of these moves, please see Sec. 7, injuries for more.~~

- **Free Agents Acquisition** - You may pick up a free-agent that meets the league qualification standard due to an unbalanced trade, but you are not allowed to keep the player after the DMB season ends. He must return to the free agent pool to be drafted again.
- **Unbalanced trades** - are allowed, but if you make one (a 2-fer-1 for example) and you have another player qualified to START at the position lost in the trade, you must bring a player up from your farm to replace them. For example, if you have two players rated at SS and trade one away without getting one in return, YOU MUST start the other player on your team rated at SS, no matter how bad they are. This rule is designed to encourage owners to draft backups at each position. If none of your backups meet the league requirements you are allowed to pick up a free-agent for the remainder of the DMB season.
- You may not trade a free-agent who is filling in for an injured player.
- You may trade a free-agent picked up after an unbalanced trade, but the team he is traded to will have to release him after the season.

Section 7 - Injuries

The injury rating will be turned on in the game for the regular season, meaning players have a chance of getting injured based on their real-life injury status. When a player is injured here is the procedure:

There are three options when a player is injured:

1. Carry the injured player on your active roster for the length of the injury. In this case you may start anyone at that position for the length of the injury.
2. Place the injured player on the DL. In this case the injured player will remain disabled for at least 15 days no matter the length of the actual injury. So, if a player is injured for only 6 days, and you elect to DL him, you will lose that player for 15 days, but, you will get to call up a reserve for those 15 days. This is considered a “free” roster move and will NOT count against your 10 farm moves. You may also pick up a free agent for the length of the injury

only if you have no other player rated to play the injured players position. Remember, IF ANYONE on your roster is rated to play that position you must start them.*

3. Carry the injured player and farm another. This will cost you one of your ten roster moves, but you will be allowed to bring someone up to replace the injured player.

* = if you have another player rated to play the injured players position, but he is currently starting another position and, moving him to the injured player's position leaves you no other option at that position you must pick up a player at the injured players position. You cannot choose which position to acquire. For example, you have Jimmy Rollins at SS and Jose Reyes at 2b. Those are the only two players on your roster at those positions and Rollins gets injured. Reyes can play SS, but he is starting for you at 2b. In this case you must pick up a SS, not a 2b.

Remember, it is your responsibility to find out who is injured on your team and take the appropriate action. If you fail to do anything, you are at the mercy of the CPU manager, or me, and believe me, you don't want either. Always check the bottom of those boxscores for any injuries in the game, and I will also post all injuries in the Transaction and Injury section.

Catchers and Injuries

Teams are required to carry two catchers but are allowed to pick up free agent catchers in certain scenarios. Due to the fact that catchers are forced to rest after a certain number of innings, we'd like to prevent non catchers from being used for an extended period.

A team must have two healthy catchers on their roster at all times. Exceptions to this are if a catcher is injured for under 10 days. The team can opt to ride out an under-10 days injury with a single catcher. If the injured catcher or catchers are placed on the injured list the team may acquire enough free agents rated at catcher to meet the two-active catcher minimum. Once a

catcher is healthy/their IL stint is over the corresponding number of free agent catchers must be dropped.

Starting Pitcher Injuries

- Starter injuries. If an injury to a starting pitcher leaves the rotation in a situation that will cause starters to throw on short rest for MORE THAN A SINGLE CYCLE you must bring up a starter, or pick up one from FA if none are left. If the replacement pitcher(s) are currently being used in the pen you must bring up pitchers to meet the active pitcher minimum (10). The team's upcoming schedule may allow a 4 or even 3 man rotation for a few cycles. If that is the case then a replacement player(s) are not needed. It is highly appreciated if the manager communicates his intention when the injury occurs, otherwise the commissioner may request a plan from the manager.

NEW FOR 2022 (need to add to appropriate sections)

- The commissioner may veto any draft picks deemed statistically unusable on an active roster. This is designed to prevent a team from filling a roster with prospects, mainly pitchers, with horrible real life stats. There is no harm in carrying quite a few prospects, but there should be at least a few players with decent stats, especially in the bullpen. If your starters are terrible, please carry a decent pen. There is so damn much pen out there this year and most years there is really no excuse for not having a decent one. This rule will likely only be enforced if a team starts with a poor base of players, and a pattern of players with low quality real-life state being taken begins to emerge during the draft.



Section 8 - Off-season League Changes

New owners, teams, or new rules (not all) will be voted on by league members via email. A simple majority will carry any vote.

Section 9 – Trade Rules

Trading draft picks is allowed. The following are the only restrictions:

- Draft picks for the upcoming TWO drafts can be traded.
- A draft two years out is not considered upcoming until 50 games into the current season. For example, the current season being played is 2014, and it is 42 games into the season. At this point picks from the 2015 draft can be traded, but not 2016. Once a team has completed its 50th game, 2016 picks can then be traded.

Section 10 - Important Dates

- Trading Deadline July 31st
- Roster Expansion: September 1st

Section 11- Replaying Games

A replay of a game can be requested if it meets the following conditions:

1. Profile mistake was on the part of the commissioner during the manual entry process, OR, if a new profile (exported from game) was sent, but was not imported.
 - Incorrect starting pitcher.
 - Incorrect lineup.
 - Incorrect platoons.
 - Utility role errors, and tendency mistakes can also trigger a replay, but, take a much lower priority.
2. The team with the mistake LOSES the game.
3. The opponent of the team with the mistake was not prepared to face a pitcher who was mistakenly started. This will only apply if the pitcher was not scheduled to pitch in that sim.
 - For example, Pitcher A, B and C were scheduled to start in that order for a sim. Pitcher C is a lefty. Pitcher C starts game 2 instead of game 3. The team with Pitcher C wins the game. The losing team cannot call for a replay using this condition because they would have faced Pitcher C in game 3 of the sim.
4. An injury occurs to a player who would not have been otherwise playing. This only applies to the starting lineups. This applies to either team.
 - The losing team cannot call for a replay using this condition unless condition 3 is also met.
 - An option to remove or reduce the injury instead of replaying the game can alternatively be used. The decision to replay or remove/reduce the injury is at the discretion of the commissioner.
5. The game negatively affects a team who has clinched a playoff spot. For example, screws up planned playoff rotation, injury to a player who should not have been playing, etc.

Section 12 - Tiebreakers

The following applies to tie-breakers draft order and postseason seeding

If two teams are tied with the same record, tiebreakers are as follows:

Post Season: Division Winners and non Wildcard Tiebreaker

1. Head-to-head record.
2. Divisional record (only applicable for division winner)
3. Run differential.

4. Most runs.

Wildcard Tiebreaker

Beginning in the 2021 season when two or more teams are tied for the FINAL wildcard position at the end of the regular season, a one-game playoff is used to determine the winner. Home field advantage for these games will be determined by run differential. Tiebreaker for any other wildcard spot follow:

1. Head-to-head record.
2. Run differential.
3. Most runs.

Player Draft

If two teams are tied with the same record, tiebreakers are as follows:

1. Head-to-head record.
2. Run differential.
3. Most runs.

Section 13- League Expansion

Expansion plan for 2019 season. Adding two new teams.

Preliminary 2019 Draft Dates:

Expansion: November/December 2019

Regular Draft: January 2019

Expansion Draft

1. Three expansion rounds, each team has 6 picks per round.
2. Each existing team protects 7 players to begin.
3. Each time a player is selected off of their team they protect one more.
4. Existing teams may lose more than one player per round, but cannot lose more than 3 total players.
5. Existing team rosters freeze immediately upon the completion of the current DMB regular season.
6. Expansion teams cannot make trades until the expansion draft is complete.

Regular Draft

1. A lottery between the expansion teams and the three lowest seeded non-expansion teams will decide the FIRST ROUND of the regular draft (5, 5, 4, 3, 2).

2. Expansion teams hold the 1 and 2 position for the remainder of the draft regardless of the lottery outcome. NON-expansion lottery teams hold their lottery order for the entirety of the draft.
3. Coin flip decides draft order for the expansion draft. Winner of the coin flip decides the order (i.e. they may choose to pick first or second). Whichever team picks first in the expansion draft picks lower in the regular draft.