

LEAGUE CONSTITUTION

DEFINITIONS OF PLAYER STATUS:

ML- Minor Leaguer:

A Hitter that has less than a combination of 600 AB and BB;

A Pitcher that has pitched less than 200 MLB innings and has less than 50 MLB appearances.

A ML player will retain his ML status until it expires at the end of the year or is removed by an owner in order to sign the player.

MLFA - Minor League Free Agent:

When a minor-league player exceeds the minor league requirements, this player becomes a minor league free agent once the current season has been completed.

MLC - Minor League Contract:

When a player runs out of minor league eligibility he may be signed to a MLC or when a ML player is promoted during the season he may be signed to a MLC.

When a player receives a MLC, it is eligible to be kept for up to 2 years. The first year the player will be listed as an MLC2 and the next year as a MLC1. If the player reaches the end of the year with MLC1, and isn't signed to a new contract, he will automatically become a MLCFA. If you sign them before their last MLC year is over it will not count as one of your 3 yearly contracts. If you wait until the next season you will be required to use one of your 3 yearly contracts.

A team may have up to 4 MLC players on their roster (active/reserve players) at one time during the regular season or the playoffs. During the off-season, an owner can accumulate more than the allowed 4 as long as he reduces the number to 4 or less once the rosters are locked in the following season.

MLCFA - Minor League Contract Free Agent:

It is when an MLC contract runs out and the player must either be dropped or signed to a contract under the "resign" rules below as if he were a FA.

True Minors:

Players who are in the minor leagues in professional baseball. The player will have an M listed in the MLB column on the line up page.

DL – Disabled List:

Players who are on the MLB disabled list. The player normally will have a DL listed in the MLB column on the line up page.

REGULAR SEASON:

1.0 OPENING DAY ROSTERS

Each team shall have an opening day 25 man roster comprised of 20 active players (C, 1B, 2B, SS, 3B, 4 OF, CI, MI, DH, 5 SP, 2 RP, 1 that may be SP or RP depending on need, and five reserves). Each team may also have up to 15 minor leaguers, all of whom shall either be MLs, MLCs, or players under contract that are True Minors. When the season begins, all of the 15 minor league spots must be filled, but once the season begins, control of the spots will be at the owner's discretion.

The two mandatory RP spots must be filled with legitimate relief pitchers. Pitchers with dual eligibility that are part of a starting rotation are not valid in these 2 spots. (amended ???/??/??, added to constitution 2/22/14)

In addition, each team may have up to 5 DL players.

A team may not exceed 75 contract years at anytime during the season. To begin the first season, a team must have signed his players to at least 70 contract years.

2.0 WEEKLY LINE UPS

Weekly line-ups may be set from a team's 25-man roster. or MLC players held in the minors. (amended 2/22/14)

Line-ups are due 30 minutes before the first game played in the period. Owners may request lineup changes during the 30-minute down time by posting it on the message board to everyone. A commissioner will then change it for you so long as it isn't a frequent problem.

3.0 ROSTER MOVEMENT

3.1 Calling up a Player

An ML player may start the year on the 25-man active/reserve roster, but cannot go back to the minors during the regular season unless he is signed to an MLC contract or becomes a True Minor.

To make room on the 25-man roster for any called up player, an owner must release or trade a player or choose to demote an MLC player.

No team may have more than 4 MLC players at any time during the regular season or playoffs due to trading or free agent pickups. An excess MLC must be immediately signed to a contract or dropped.

Once a player gets a contract promotion, he may not go backwards. If a ML player receives an MLC, he may not receive a ML again, unless he goes through the draft the following year or traded.

Players signed to contract are not allowed on the minor league roster unless they become True Minors. Example: Matt Murton is sent down to Iowa. He may be moved to the ML roster as soon as CBS has an M listed in the MLB column.

Once the playoffs begin, any player from an owner's major league and minor league roster may be used to fill their 25 man roster for the playoffs. After each round, the owner will be allowed to "reset" his roster in order to begin the next round with his best squad of 25.

3.2 Injured Players

There will be 5 DL spots in The Wood, The Vlad, & The Uggla.

Once a MLB teams places a player on the DL, that player will be eligible to be placed on the DL in The Wood, The Vlad, & The Uggla. An owner must wait until CBS places a DL in the MLB column.

When a player on the DL gets healthy, a team owner has until one entire scoring period has passed to recall, trade, or release this player from the DL. If a player is not removed from the DL in the allotted time there will be a 10 point penalty per day.

3.3 Calling Up and Sending Down Players

When an owner calls up a ML player, the owner must post a message on the message board that the player needs a MLC contract.

If an owner needs to sign a ML or MLC player to a major contract during the season, the owner must post it on the message board.

Penalties on breaking the following rules.

If an owner uses a ML player illegally and doesn't announce the player should have received a MLC, the player will get an MLC once the owner has been caught; it doesn't matter when in the

year it is.

*If an owner already has 4 MLCs on their 40-man roster, the commissioner will give the MLC player with the highest own percentage a 1-year contract.

*If the owner makes a mistake and corrects it themselves no penalty will be enforced.

1. Sending contract players down to the minors illegally. Players with contract years must have an M in the MLB column that can be found on the line up page. If the player remains in the minors for over a week after his eligibility was lost, the owner's team will receive a penalty of 2 wins subtracted from their season total per period.

2. Releasing a player with 3+ contract years. The transaction will be reversed, the owner will not be allowed to gain points off of the move, and the penalty will be 2 wins subtracted from their season total. If the owner posts that they made an error before anything is noticed and no advantage has come from the drop, the player will be placed onto their roster once again and no penalty will be enforced.

*The reason for penalizing a team by using wins instead of points is that there should be no benefit for the current week's opponents based on one team's disregard for the rules

4.0 TRANSACTIONS

You cannot drop players you have signed for 3 or more years. Only players under 1 or 2 year contracts may be dropped.

If an owner drops out and is replaced, the new owner is allowed to drop players with contracts of 3 years or more. This is only a one time allowance. (amended ??/??/??, added to constitution 2/22/14)

All free agents you pick up off of the wire may be signed to either a 1 or 2 year deal. If you do want a 2 year contract for a free agent you must make this clear by announcing it on the board when you pick the player up. Otherwise all free agent pick ups are assumed to be 1 year.

Owners are responsible for having vacant roster spots and contract space after any transaction is completed with their team. Violations will be punished by whatever is deemed fair by the league through a majority vote.

4.1 Free agency

The Wood, The Vlad, & The Uggla will use a standard waiver wire system.

The waiver wire will begin the day after all contracts are received.

All players received through free agency can be signed up to 2 years.

Players with 3 or more contract years may not be released into the free agent pool at any time.

A) Owners may not add players and sign them to ML status while the season is in progress. (amended ??/??/??, subtracted from constitution 2/22/14)

B) Owners may only sign players to ML contracts that are eligible players that they either drafted or traded for. All free agent pick ups must get a 1 or 2 year contract. (amended ??/??/??, subtracted from constitution 2/22/14)

A) If a player is dropped with a contract of ML, MLC1 or MLC2, he can be picked up with that same contract off the waiver wire. (amended ??/??/??, added to constitution 2/22/14)

C) B) Unlisted players may be acquired at any time as long as they were drafted into professional baseball before the season began. All unlisted players must be posted on the league message board. If a team requests an unlisted player claim of a player who is actually listed, they will lose priority to someone who actually claims the listed player, and the waiver

claim goes through for the week, regardless of waiver priority. (amended ??/??/??, added to constitution 2/22/14)

D) C) You cannot pick up players the year they were drafted into major league baseball. All players must have the opportunity to be drafted before becoming a free agent.

E) D) If an owner drafts a previously drafted player the pick will become pending 15 minutes after the pick. The draft will then continue with the next player and teams will continue the draft from there on out. The owner with the pending draft pick can make his pick at anytime during the time in which he is pending.

4.2 Trades

A) Contract years cannot be traded.

B) Trades may include draft picks of the following season if both owners have paid at least 50% of their dues for that season.

C) If a player involved in a trade gets hurt during the voting period, either owner may request to cancel the trade before the voting period ends and the commissioner will respect the owner's decision and cancel the trade.

D) When a trade is completed, the owner must sign the player they received to a contract of no more than 8 years. Therefore, when you trade, you get the player but you do not get their prior contract.

i) If a player originally has a contract of 3 or more years he has to be offered another contract of at least 3 years. This is to avoid contract dumping.

ii) When a player defined as a minor league player is involved in a trade, he can be offered a ML or MLC contract so long his original contract is under 3 years. If he is signed to a 3 year deal he will have to have a contract of at least 3 years. (amended ??/??/??, added to constitution 2/22/14)

E) Rule V picks cannot be traded. Every team gets one and only one.

F) Any player with any form of FA in their contract can not be traded before any draft unless he is given 1 of a team's 3 resigns or MLCFA resigns. (amended ??/??/??, added to constitution 2/22/14)

The trade deadline is August 15 (8/15) of each season.

Trading will be allowed from the end of the official MLB regular season until October 31. This will be the only time you can trade until CBS reopens the league for the next season.

5.0 SCHEDULE & PLAYOFFS

SCHEDULE

A) The week of The All-Star Break will have the following week added onto it, to make it a week and a half instead of just a half week.

PLAYOFFS

B) The top 2 teams from each division and 2 wildcard teams will make the playoffs. The rankings from one to eight will be given based on record, with the number one ranking going to the best record and the number 8 ranking going to the worst record. The playoff bracket will be structured as follows:

I) 1 vs. 8

II) 4 vs. 5

III) 3 vs. 6

IV) 2 vs. 7

The next round will be:

V) winner I vs. winner II

VI) winner III vs. winner IV

And finally:

VII) winner V vs. winner VI

VIII) loser V vs. loser VI

The last round of the playoffs will be 2 weeks long.

5.1 OFF SEASON:

A) The off season for the league will begin November 1. Contracts will be reduced at this point in time.

B) Free Agents will stay on your team until contract resigns are due in, at that point any player who is still a free agent will be dropped from your team and rosters will be frozen throughout the Rule V draft.

C) Teams will no longer be allowed to add players to there team via Free Agency once the off-season begins. Free Agent adds will be reactivated after the redistribution draft of the following season.

6.0 CHANGES

A) The commissioner will reduce all contracts by 1 year, label all ML players that lost their status with MLFA and label all MLC players whose contract has ran out with MLCFA.

B) Owners are responsible for having a legal roster meeting the correct contract years by one week prior to opening day.

C) The league page will also compile TWTVTU (The Wood The Vlad & The Uggla) records so that a history of events and league performance can be tracked over time. These will be available within the rules page after year 1.

6.1 Rule Changes

A) The issues or rule(s) change(s) to be debated will be determined based on owner feedback during the season. Issues will be opened for discussion and suggestions will be taken beginning on January 1 and ending at the beginning of each season.

B) Voting will begin at the beginning of the Rule V draft and polls will remain open until the beginning of each season. The commissioners will attempt to make the issues as clear as possible. Any questions will be welcome during the process. The league needs 9 votes to veto a proposed rule change. Otherwise the rule will be passed for the following year.

6.2 Trades

There will be no trades in the off season. Once the league page is reopened on CBS for the following season (usually mid Jan. to early Feb.) and your resigns and league fees are in you may begin trading.

7.0 ARBITRATION

A) Owners may send players to arbitration in an attempt to get their contract years reduced.

B) The arbitration committee will be comprised of the 3 commissioners and 1 other owner from The Wood, The Vlad, & The Uggla, as well as a reserve. The other owner and the reserve will be nominated and voted into position by the rest of the league.

C) The committee will remain intact unless the commissioners feel that some discrepancies are occurring against other owner(s) in the league or the owner leaves The Wood, The Vlad, & The Ugglä.

D) Owners may file for arbitration from January 3rd – 9th .

When filing for arbitration, include stats and reasons why you want the players contract years reduced.

*Arbitration will not be accepted without a very good reason (most likely a severe injury).

E) Post all players that you are filing arbitration for in one email to each member of the arbitration committee.

F) Once a team owner files for arbitration, the arbitration committee has 3 days to vote on the case.

G) If an owner on the arbitration committee has a player in arbitration, he may not vote on his own player. The reserve will take their place and cast a vote.

8.0 RESIGN PERIOD

A) Owners have from the end of the season when all contract years are reduced until February 6th 11:59 pm eastern time to resign their players. You can edit your resigns anytime up until February 7th.

B) Owners may give out 3 contracts per year to that add up to 10 total contract years. A team may use these 3 contracts to either resign a free agent or use it as an extension to a player under a current contract. The highest contract/extension you can offer one player for these resign contracts would be 8 years.

*i.e.

1 contract for 2 year

1 contract for 2 year

1 contract for up to 6 years

or any combination equaling 10 years or less and 3 contracts or less

C) An owner may sign a MLFA (Minor League Free Agent) to a MLC (Minor League Contract) or a contract of up to 8 years. A player signed to a contract that is currently in a MLC contract does not count as one of your 3 contract resigns.

D) During this period owners will be allowed to release players with 1 or 2 contract years, players that are signed to ML status or players signed to a MLC.

E) All contracts resigns must either posted on the league message board or emailed to all the commissioners in 1 email. Owners may make their own cuts.

F) Players that are listed with FA, MLFA and MLCFA and are on a roster on February 7th will be released to the free agent pool.

9.0 RULE V DRAFT

The rule V draft will start on the second Sunday in February each year.

A) Each team will freeze 25 men by the Monday before the Rule V draft each year by emailing their list to the commissioners. Then all there protected players will be set as active players. All players (regardless of minor or major league status) eligible for the Rule V draft will be in teams minor league roster.

B) The rule V draft will be 1 round long. Every team will get one pick.

C) The draft order will be worst to first and ranking will be based on regular season record only.

- D) Each owner will receive up to 24 hours to make their selection.
- E) Teams may select from the non-protected players by placing their selection on the message board to everyone.
- F) The receiving team must give up their 2nd round pick as compensation to the team they took there Rule V draftee from.
- G) If a player selected in the rule 5 draft has a contract of 3 or higher, it is maintained unchanged; otherwise, it is set to 3. Any player taken in the Rule V draft must be given at least a 3 year contract unless the players contract is more than 3 years; then the player must keep his original contract. (amended 2/22/14)
- H) When a team loses 2 players, their team will be removed from the Rule V draft
- I) A team owner may select an unprotected player from its own team in the Rule V draft without losing a draft pick. This player will keep his own contract this will also count as losing a player for that team.
- J) Once the Rule V draft begins there will be no trades or drops allowed until the Rule V draft is over. Trades and drops will be activated again once the Rule V draft has concluded.
- K) Rule V picks cannot be traded.

10.0 DRAFT (The Redistribution Draft)

- A) This is a non snake format draft. Ordered from worst to first based on the regular season standings of the previous year.
- B) A team will be removed from the draft once they have a total of 40 players on their team. Including injured reserves. The draft will go until every team has 40 players.
- C) Teams CANNOT drop players during a draft.
- D) Draft picks may NOT be traded for future considerations.
- E) Unlisted players may be acquired through the commissioner. So long as they are signed to an MLB team or affiliate (a minor league team).
- F) Players must have signed a contract with an MLB affiliate to be eligible to be drafted. Meaning players who are drafted but do not sign are NOT draft-able until they are signed to an MLB team or affiliate.

10.1 First Year Draft

The draft will last 40 rounds

The draft will start on (Date to be Determined through owner vote)

The time limit will depend on the timing of the draft. The commissioners have the right to change the clock if they think the draft will not finish on time.

The draft order will be generated randomly.

The draft order will be snake, 1-18 for odd rounds, and 18-1 for even rounds.

10.2 Subsequent Drafts

The draft will last 10 rounds unless more are needed for some teams.

The draft will take place generally on March 1 at 8:00 AM ET. The date and time are up for discussion yearly and will ultimately be set at commissioners discretion.

This will be a "slow draft"

The time limit is 12 hours per pick. The commissioners have the right to change the clock if they think the draft will not finish on time.

The obligated draft clock will freeze from 12 PM ET until 8 AM ET. Picks can be made during

after hours but people's draft clocks will freeze from 12 PM ET until 8 AM ET.

Example:

If you are initially put on the clock at 11 PM ET you will have until 7 PM ET the next day to make your pick. You will lose 1 hour of clock up until the 12 PM ET deadline and then your draft clock would freeze until 8 AM ET.

If at any time a team's draft clock does run to 0:00, this team's draft pick will become pending. Meaning the next team is now on the clock and the draft will keep moving along. The pending team can put there pick in whenever they get a chance but other teams may pick over them if the draft gets to them before the pending team puts there pick in.

The draft order will be worst to first; ranking teams how they finished during the regular season. The draft will be a non-serpentine format.

Once owners reach a roster of 40 players they will be removed from the draft. The draft will continue until all owners have 40 player rosters.

10.3 Trading

A) You can only trade picks that you would be able to draft. If you would not have a 5th round pick because your team would be removed before that round then you will not be able to trade it, etc.

B) Trades are allowed during the draft. Trades of draft picks and/or trades for players.

C) If trades include draft picks, other owners in the draft room will decide on the trade right then and there, the commissioners will have final say if there isn't a sufficient amount of people in the draft room at that time. This is made to keep the draft moving along.

10.4 Post Draft

A) An owner may sign any player that they just drafted to a contract of any amount of years.

B) Contracts must be submitted by a week prior to opening day.

C) Waivers will not begin until all contracts are received and rosters are set.

11.0 TIE BREAKERS

11.1 Final Standings

1. Win %
2. Total Points
3. Strength of schedule (Most Points Against)
4. H2H record*
5. Divisional record

* If 3 teams or more teams are tied one team must own all series on the year over the other teams to advance or If one team lost all series Vs the teams they are out.

11.2 Matchups and Playoffs

1. Reserve points
2. Pitcher points
3. Team batting average
4. Team ERA

12.0 Payouts

12.0 a) All payments are due in full to:

LeagueSafe (amended February 2014)

Depends on the buy in, which will be voted on after contract resigns are all in of each year and due in by Feb 28th. Payout format is by default set at last years buy in of \$100. No refunds post Rule V draft out of fairness to the rest of the league. We will reserve you the right to assign another owner to play your team under your league fee as a courtesy to you and the rest of the league.

Payouts will be distributed by LeagueSafe after the league's playoffs. All managers recieving prize money will have next year's buy-in subtracted from thier payouts and held by LeagueSafe. This is due to the fact that 2 teams in the 2008 season traded away top prospects to win now, then quit the league even after guaranteeing the return to the league if we paid them in full. It will also guarantee at least 3 people will be in the league next year, which will give confidence to other owners that the league will not disband. Also, if the leage does disband, the prize money held for buy-in will be returned to the previous year's winners.

12.1 Regular Season

1st Place - \$600 (best record regardless of division)

2nd Place - \$400 (2nd best record regardless of division)

3rd Place - \$250 (3rd best record regardless of division)

12.2 Playoffs

1st Place - \$300

2nd Place - \$150

3rd Place - \$100