

I. League Structure

A. Teams

1. The 28 Good Men League (28GML) will consist of twenty-eight (28) teams divided into two (2) leagues of fourteen (14) teams each.
2. Each league will be further sub-divided into two (2) divisions of seven (7) teams each.

B. League Calendar

1. Regular season play of 162 games will run from approximately March through September and operate on a monthly schedule or as determined by the Commissioner.
2. Post-season games (playoffs) will be played from approximately October through mid-November.
3. The league off-season runs from approximately mid-November through February, during which two drafts will be conducted (see Section IV Drafts).

II. Administration

A. Diamond Mind Baseball

1. The 28GML uses the most recent version of DMB. Each member of the 28GML is required to own their own copy of the game and current season disk so that the League will be following copyright laws. Prior to the beginning of each season, the league will submit a list of managers for verification that each manager owns DMB as well as the season database.

2. 28GML seasons will be referred to by the year of the DMB database in use. At present, 28GML seasons trail MLB by 1 year. For example, the 2018 28GML season using the 2018 DMB season database was played in the calendar year 2019.

B. League Commissioner

- 1. The 28GML will be administered and overseen by a Commissioner. The Commissioner is responsible for overall operation of the league and shall conduct all business in the best interest of the league.**
- 2. The Commissioner shall have the sole discretion to delegate any duties to other individuals to aid in the operation of the league. Any such individuals shall be referred to as “designees.”**
 - a. Such designees may include a Statistician, a Webmaster, or any other officials as designated by the Commissioner.**
 - b. All references to “the Commissioner” throughout this document shall be interpreted to mean “the Commissioner or designee.”**

III. Rosters

A. Roster Sizes

- 1. Team rosters will consist of forty (40) active and un-carded players. (See Section III. B. for definitions of un-carded players.)**
 - a. During the season a roster may never exceed forty (40) players.**
 - b. During the off season the maximum number of players on a roster is eighty (80).**

2. During any series from March through August, the active roster size is twenty-five (25) players. In September, roster sizes can grow to forty (40) active players.
 - a. NOTE: Major League Baseball plans to change roster size rules starting with the 2020 MLB season. For the 2020 28GML season (scheduled to be played in calendar year 2021), the Commissioner reserves the right to: (1) change the roster size rules for 28GML to match MLB rules; or (2) keep the rules as stated above; or (3) implement an intermediate set of rules yet to be determined.
3. During any series, the same twenty-five (25) players are to be used for all games of the series. Rosters can only be changed in between series.
4. The active roster must have at least two (2) players eligible at each position (the same player may count toward multiple positions).

B. Un-Carded Players

1. There are two types of Un-Carded players in 28GML:
 - a. Un-Carded Veterans.
 - b. Un-Carded Prospects who were previously drafted prior to the calendar year 2020.
2. Un-Carded Veterans are players who previously played in MLB (were “carded”) and ended the previous 28GML season on a team’s roster.
 - a. Un-Carded Veteran players will be designated with “(UC)” appended to the player name in the 28GML database.
 - b. Un-Carded Veteran players may be retained or released at the end of each season, at the option of the manager.
 - c. Un-Carded Veteran players can be protected or unprotected in the Franchise Draft. They may be selected in the Franchise Draft if left unprotected.

- d. No team can have more than three (3) Un-Carded Veteran players on their 40-man roster. Teams may carry more Un-Carded Veterans in the off-season.
 - e. In-season, any Un-Carded Veteran player on a team's roster will count against the forty (40) man roster limit.
 - f. Un-Carded Veteran players may be traded.
 - g. Un-Carded Veteran players may not be used in league play and can never be added to the active roster for a series.
 - h. Un-Carded Veteran players cannot be signed in-season as free agents or claimed off the waiver wire.
 - i. Any Un-Carded Veteran player who is released will be deleted from the league database.
3. Un-Carded Prospect players are those who have never appeared in an MLB game and were previously drafted prior to the calendar year 2020.
- a. Un-Carded Prospect players will be designated with "(PP)" appended to the player name in the 28GML database.
 - b. Prospect players now count as a player on a team's forty (40) man roster, and, to be retained from season to season, must be protected on a team's 15-man keeper list for the Franchise Draft.
 - i. Any Prospect Player who is unprotected on a team's 15-man keeper list for the Franchise Draft will be considered released from his team and will be deleted from the database.
 - c. Un-Carded Prospect players may be traded.
 - d. Un-Carded Prospect players may not be used in league play and can never be added to the active roster for a series.

- e. Un-Carded Prospect players cannot be signed in-season as free agents or claimed off the waiver wire.
- f. Any Un-Carded Prospect player who is released will be deleted from the league database.
- g. Once a prospect appears in MLB, he will no longer be considered an Un-Carded Prospect for the following 28GML season, and the rules applying to him will be the same as any other “carded” player on a team’s 40-man roster.

IV. Drafts

A. Two (2) annual drafts will be held per year:

- 1. The Free Agent/Rookie Draft will be for drafting rookies and “unaffiliated” free agents who are not currently on the roster of any 28GML team.
 - a. The Free Agent/Rookie Draft will be held annually in approximately early January.
- 2. The Franchise Draft will be for drafting non-keeper veteran players already on a 28GML team roster.
 - a. The Franchise Draft will be held annually in approximately November after completion of the 28GML World Series.

V. Free Agent/Rookie Lottery Draft Picks

- A. To determine the Round One first four (4) draft positions in the Free Agent/Rookie Draft, a draft lottery will be held each Fall, prior to the real-life MLB American and National League Championship Series (ALCS and NLCS).

1. The 28GML owner with the lowest winning percentage in the just completed 28GML season will pick one of the four (4) MLB playoff teams to win the MLB World Series.
2. The 28GML owner with the second worst winning percentage will pick one (1) of the three (3) remaining teams to win the MLB World Series.
3. The 28GML owner with the third worst winning percentage will pick one (1) of the two remaining teams to win the MLB World Series.
4. The 28GML owner with the fourth worst winning percentage will be assigned the remaining team to win the MLB World Series.
5. See Section XI regarding tie-breaker rules in the event that any of the four teams in the lottery are tied, or if there is a tie for the fourth and final spot in the lottery.

VI. Draft Orders

A. Free Agent/Rookie Draft Order

1. Round 1 Pick 1 goes to the team correctly picking the MLB World Series winner from the Draft Lottery.
2. Round 1 Pick 2 goes to the team that picked the MLB team that lost the MLB World Series.

3. Round 1 Pick 3 goes to the team with the lowest winning percentage that did not pick an MLB World Series participant. (Any tiebreaker applied under rule V.A.5 would still apply.)
4. Round 1 Pick 4 goes to the remaining of the four (4) lottery teams.
5. The remainder of Round 1 (except Picks 27 and 28 – see below), and all subsequent draft rounds, will be determined by lowest winning percentage to highest winning percentage (subject to any tiebreakers).
6. In every draft round, the 28GML team losing the 28GML World Series will draft in the next to last position, #27.
7. In every draft round, the 28GML team winning the 28GML World Series will draft last, in position #28.
8. See Section XI regarding tie-breaker rules for any draft position.
9. The Free Agent/Rookie Draft will continue for nine (9) rounds.
 - a. Any undrafted players will remain free agents and will be eligible to be claimed in the upcoming season's first waiver claim period (see Section VII).

10. In the annual Free Agent/Rookie Draft, no team can be absent for greater than three (3) draft rounds.

B. Franchise Draft Order

1. The Franchise Draft order will be divided into two (2) groups based upon regular season records.

a. Group I (Best to Worst), covering draft positions 1 to 20, is comprised of all non-playoff teams ranked from highest winning percentage (position #1) to lowest winning percentage (position #20).

b. Group II (Worst to Best), covering draft positions 21 to 28 is comprised of all playoff teams ranked from lowest winning percentage (position #21) to highest winning percentage (position #28).

c. See Section XI regarding tie-breaker rules for any draft position.

2. Each team will designate fifteen (15) Keeper Players. (Also referred to as “protected” players.)

a. The 15 Keeper Players are ineligible to be selected by another team in the Franchise Draft.

b. Any player not on the 15-man Keeper List is eligible to be selected by another team.

i. EXCEPTION: Any Un-carded Prospect who is unprotected on a team’s 15-man keeper list will be considered released from his team and is ineligible to be selected – see Section III.B.3.b.i.

c. Teams may designate more than 15 Keeper Players at the cost of forfeiting Free Agent/Rookie draft picks.

i. Add 16th Keeper Player: Forfeit team's original 1st Round Free Agent/Rookie Draft Pick.

ii. Add 17th Keeper Player: Forfeit team's original 2nd Round Free Agent/Rookie Draft Pick.

iii. Teams must own their original 1st and/or 2nd Round Free Agent/Rookie Draft Pick(s) in order to participate in the forfeit process.

3. The Franchise Draft will be three (3) rounds.

4. Each team will lose a maximum of three (3) players and gain a maximum of three (3) players. Once a team has had three players selected (including any "self-picks" – see below), that roster will become frozen and be ineligible for further picks.

5. A team may pick one, two, or all three of its own players, if desired.

6. Franchise draft slots MAY NOT be traded.

VII. Waiver Wire Free Agents

A. At the conclusion of each month's play and prior to the distribution of the next block's league stats database, a team may drop players from its 40-man roster in exchange for a free agent on a one for one basis.

B. Free agents are defined as players who are currently not on any team's roster.

C. Once a team has dropped a player, that player then becomes a free agent.

1. EXCEPTION: If the dropped player was Un-Carded, that player gets deleted from the database (see Section III.B.2.i).

D. If two or more teams make a claim for the same free agent player, the team with the current lowest winning percentage will be awarded the free agent claim. To break any ties, runs scored will be used. If a tie still exists, the Commissioner will use a coin flip to determine the owner of the pick.

E. To process a free agent claim, a team's owner must notify by e-mail the Commissioner of their intent. Once approved, the Commissioner will process the transaction.

F. Any player dropped retains all season usage numbers. If that player is selected by another team as a free agent, the acquiring team accrues all usage liability. In other words, if you pick up a free agent who has previously been used 115% of his playing time, you are picking up a player whose playing time limits have been enabled and only has a limited amount of time before becoming unavailable due to overuse (see Section IX.F).

VIII. Trading

A. Trading may occur at any time.

B. For a trade to be "official", all parties must report the trade via e-mail to the Commissioner's Office.

C. Any player acquired after September 1 of the current schedule year will be ineligible from playing in any postseason games for the team acquiring such player.

D. Prior usage travels with any player traded in-season. To see a traded player's total usage, click in the "Show combined stats" box on his player card.

E. Free Agent/Rookie draft picks may be traded only for the current year until the draft. After the draft begins, draft picks for the subsequent year may be traded.

1. As stated in Section VI.A.10, a team cannot be absent from more than 3 rounds of the Free Agent/Rookie Draft. Therefore, if more than 3 picks are traded, additional picks must be acquired to fulfill this rule.

F. Franchise Draft picks may not be traded (see Section VI.B.6).

G. Un-Carded players (veterans and prospects) may be traded.

IX. Playing Time Limits and Fielding Rules

A. The league will use the built in DMB playing time limits with the following limitation for each category selected.

B. Any player who exceeds a limit defined in the image above will perform as a "replacement-level player" for the remainder of the season (or remainder of the playoff round in the case of the Post Season PTL). See the DMB help file for a detailed explanation of playing time limits (Help → Contents → Organizer → Leagues → Leagues: Playing Time Limits).

C. Except as required in emergency situations, players are limited to their DMB rated fielding positions. Exception: Outfielders may play any outfield position and if not rated at an outfield position are subject to the DMB range reduction logic.

D. Any pitcher with at least one (1) real-life game started in the season database may start in 28GML. This includes all pitchers with Starter Durability ratings, as well as so-called “Openers” who only have Reliever Durability ratings but also started games in MLB.

1. Note that if an “Opener” is allowed to exceed 100% of his real-life GS, he will revert to a replacement-level performer for the remainder of the season regardless of whether he is being used as a starter or reliever.

2. Pitchers without any real-life games started may not be used as starters in 28GML.

E. Except as required in emergency situations, only pitchers with Reliever Durability ratings may be used to pitch in relief.

1. EXCEPTION: In the playoffs, any pitcher may be used in relief.

F. Except as noted below for catchers, any player who exceeds 135% of player usage, as indicated by the PT % symbol on his player profile page, will be marked as UA-Unavailable and be disabled on the team’s roster.

1. Any player rated by DMB as a primary position of catcher will be allowed 150% of their plate appearances before they become ineligible for any further 28GML season play.

G. Any player who becomes an Unavailable player due to overuse violations will be ineligible for any further 28GML series play of any type (regular season and post-season).

H. See also Appendix A (Section XIV) for additional clarification of playing-time limits and usage rules.

X. Series Play

- A. In 28GML, managers are responsible for playing all their team's home games, and for sending manager profiles to their opponents for all road games.**
- B. All road manager profiles must reach opponents at a time frame designated by the Commissioner.**
- C. DMB export files with the manager profile (MP) are mandatory. You may wish to list your starting rotation and inactive players in your email text. Requesting confirmation of receipt of your road instructions may reduce MP mishaps.**
- D. Use of the computer manager (CM) for the visiting team (if not available in-person or via NetPlay) is mandatory. Any instructions provided by the road manager should be followed. Outside of specific instructions, the CM should be allowed to choose starting pitchers and starting lineups, as well as making all in-game decisions.**
- E. If an emergency develops, notify the road opponents and the Commissioner so that other arrangements can be made for the play of your series.**
- F. If no instructions are received within five (5) days from the date designated by the Commissioner, the home manager is expected to start play using a computer-generated lineup. Notify the Commissioner whenever a series has been played by contingency rules. Ignore late instructions if you have begun play.**

G. Protests are discouraged. If a protest is necessary, email the protest with all pertinent data to the Commissioner for resolution. Play your home games carefully, with an eye toward fairness always to avoid protests.

H. Series statistics must be emailed to road opponents and the League Stat. Email the DMB Export Stats file along with box scores to the League Stat.

I. Injuries will always be turned off.

J. Weather effects will be turned ON and used.

K. With every new stat database distributed by the Commissioner; all players will be rested. Players on the disabled list due to overuse will remain set as “injured”.

L. The Designated Hitter rule WILL NOT BE USED in the 28GML.

1. Any player who has a ratio of DH games played to Games Started of .25 or higher will have his DH starts added to his actual DMB fielding games at his primary position.

2. If a player has no defensive games played and meets the above requirement, he will be rated at 1st Base for the number of his DH games with a range rating of Poor and an error rating of 200.

a. Baseball-Reference.com lists a breakdown of player appearances at each position which makes calculating the above very simple. As an example, we'll look at 2013 David Ortiz. As he has a ratio of DH games to Games Started of 0.96, he qualifies for an adjustment. Ortiz has 129 DH games, which will be added to his six (6) 1st Base defensive games, for a total defensive games of 135. Then applying our 200% Playing Time Rule, Ortiz could appear defensively in all 162 games in 28GML before he would lose his rating at 1st Base.

XI. Tie-Breaker Rules for Draft Positions

A. To break ties in the draft order, the method followed by Major League Baseball will be used. If teams are tied in winning percentage from the just-completed season, then the tied teams' records from the previous season will be used to break the tie, as described in this link: <https://www.mlbtraderumors.com/2009/06/determining-the-mlb-draft-order.html>

B. Each 28GML teams has a DMB team UID number. Since 28GML teams can change names from season to season, the team UID number will be followed backwards to break the tie.

C. Should teams remain tied, the team UID number will be followed for a maximum of three (3) seasons back. If a tie remains, it will be broken with a coin flip or random number draw.

XII. Parks

- A. Each team has an assigned park in the database that will be used for all home games in a season.**
- B. No park changes shall be allowed in-season.**
- C. A team's home park will remain the same from one season to the next, unless the manager notifies the Commissioner of a desire to change parks during the off-season.**
 - 1. If a real-life MLB team changes home parks, the new corresponding MLB park will be automatically assigned in 28GML (e.g., the 28GML team that played in Turner Field was assigned to SunTrust Park when MLB's Atlanta Braves changed home parks).**
- D. In the off-season, park changes will be allowed in a sequence based on reverse order of finish in the prior season. New managers joining in the league may be given precedence before park changes are opened up to the rest of the league.**
- E. The Commissioner may designate a specified period of time during which park changes are allowed, and then close the window for making park changes until the following off-season.**
- F. The Neutral Park included in the DMB database may not be chosen as a team's home park.**

XIII. Manager Changes / Open Teams

- A. It is expected that, from time to time, a manager will depart from 28GML. When a manager leaves the league, his team shall become an "Open Team".**
- B. If a manager leaves during the season, the Open Team shall be operated by the Commissioner's office. Alternatively, with Commissioner approval, a current manager may operate the Open Team.**
 - 1. If a manager is operating two teams, no trades will be allowed between the two teams unless the Commissioner grants an exception.**

C. With Commissioner approval, a newly identified manager may take over an Open Team at any time.

D. There are three options that may be used with Open Teams, at the discretion of the Commissioner:

1. Direct transition: This is defined as a new manager taking over a roster with all players just as it was, and with all draft picks/positions held by the original team before it became Open (including any picks traded away or acquired).
2. Redraft among Open Teams: If there are multiple Open Teams, and if new managers have been identified in a timeframe to allow it, the Commissioner may opt to hold a redraft among the Open Teams. The players from the Open Teams' rosters will form a draft pool, and selections will be made by the new managers from that pool to form their new team rosters. Any specific rules of the draft (such as draft order) shall be set and agreed upon at the time any such redraft is announced.
3. Reallocation of rosters among Open Teams: If there are multiple Open Teams without new managers identified, the Commissioner may opt for reallocation to balance the strength or resources of the rosters of the Open Teams. The players from the Open Teams' rosters will form a single pool, and the Commissioner or designee will reallocate players among the Open Teams in a manner designed to make the Open Teams approximately equal.
4. If new teams are formed by either a redraft or reallocation, the following rules will apply to those teams in drafts. (The rules below do not apply to teams taken over by direct transition – see Section XIII.D.1.)
 - a. The new teams will be placed as centrally as possible in any draft order (e.g., the 14th and 15th positions if two new teams are formed), and each new team shall be assigned a pick in the same position in every round. Other 28GML teams' draft positions may be shifted slightly up or down to accommodate this.
 - b. Any draft pick that had been traded away by a prior team will still be honored for the team that received it, in the same position the pick would have been

located had no manager changes occurred. However, the new team whose predecessor had traded the pick away will maintain a pick in the round as well, as described above in Section XIII.D.4.a. (Note: To accommodate this, a draft round may need to expand to 29 or more picks, with all other teams adjusting up or down slightly as needed.)

c. Any draft pick that had been traded to the prior team will be voided when that pick comes up in the draft order.

d. The concept behind rules (a), (b), and (c) above is that a newly formed roster, whether by redraft or reallocation, is no longer the same “team” for the purposes of draft positioning or any trades involving draft picks. It is a newly constructed team, and the new manager will neither be penalized nor rewarded for the prior team’s regular season performance or the prior manager’s trade decisions.

e. Once new managers are on board and any redraft/reallocation has occurred, the new teams can trade players and draft picks by the same rules as any other existing team.

E. No 28GML manager may drop his current team to take over an Open Team within a season, or switch from his current team to an Open Team in consecutive seasons.

1. If a manager has left 28GML and been out of the league for one or more years, the Commissioner may allow that manager to return to the league and operate a different team.

XIV. Appendix A

A. The 28 Good Men League playing time rules consist of three (3) concepts.

1. Commandments-In that you never violate these rules.

2. Conditions-Situations where a limitation has been exceeded.

3. Penalties-What happens if you exceed either condition or commandments.

B. There are two (2) 28 GML Commandments:

1. Player usage as measured by the percent meter in the upper right-hand corner of each players "Card" must NEVER exceed 135%

2. Except in emergency situations, players are limited to play only the positions that they have been assigned by DMB.

a. Outfielders may play any outfield position subject to Playing Time Limits penalties.

C. The 28 GML does use the DMB Playing Time Limits which contain certain conditions where a penalty will be invoked. Do not get a penalty confused with a limit that another league might use relative to usage. Here are the conditions that we are using.

<u>Condition</u>	<u>Penalty</u>
<u>Batter exceeds 130% Plate Appearances vs LHP</u>	<u>Batter reverts to a replacement level batter for that side</u>
<u>Batter exceeds 130% Plate Appearances vs RHP</u>	<u>Batter reverts to a replacement level batter for that side</u>

<u>Batter exceeds 110% TOTAL Plate Appearances</u>	<u>Batter reverts to a replacement level batter</u>
<u>Starting Pitcher exceeds 100% of game starts</u>	<u>Pitcher reverts to a replacement level pitcher</u>
<u>Any Pitcher exceeds 110% TOTAL Batters Faced</u>	<u>Pitcher reverts to a replacement level pitcher</u>
<u>Fielder exceeds 200% games at a rated position</u>	<u>Fielder reverts to a replacement level (unrated) fielder at that position</u>
<u>Any player exceeds 150% on his percentage meter</u>	<u>Player can be lost from team by commissioner order</u>
<u>Any player exceeds 135% on his percentage meter</u>	<u>Player is ineligible for remainder of season</u>