



RULES OF THE TRI-VALLEY ROTISSERIE BASEBALL LEAGUE

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I. INTRODUCTION

The Tri-Valley league was founded to provide additional pleasures to the game of baseball that we so love. Our Inaugural 1989 season was the first of what continues to be an awe inspiring seasonal challenge of wits. We are an active thriving group of 'Rotisserie Owners', hell bent on beating the heck out of the rest of the owners in a quest to have our teams name placed upon the Champions Cup awarded each year.

II. PREAMBLE OF THE TRI-VALLEY LEAGUE

We, the people of the Tri-Valley Rotisserie Baseball League, in order to pitch a more Perfect Game than Harvey Haddix, drive David Justice home (or Haley Berry will hit him with her car), insure domestic tranquility after watching Sports Center, Baseball Tonight, and the Washington Nationals play a double header with the Milwaukee Brewers, provide the Rockies with some defense, promote the kids who are tearing up the Carolina League, and secure the blessings of First Place to ourselves and those we've left on base, do ordain and establish this Constitution for the Tri-Valley Rotisserie Baseball League, and also finish this run-on sentence.

III. MEMBERSHIP

The original group of owners all came from one small Aerospace Company but in the ensuing years we have spread out across the great American landscape like so many hungry vampire bats. The league is made up of invited participants that undergo a rigorous hands-on process of initiation. And if that isn't enough to scare you off, try the frozen Yahoo shower bestowed upon each season's Champion. Only the most relevant individuals will be afforded an invitation to join the league.

The current league configuration is comprised of eight (8) teams.

League expansion must be voted upon and approved unanimously by all current teams in the Tri-Valley League. If a new team is approved for entry into the mix, the new owner shall pay \$200 towards their first year league fees, payable 3 weeks prior to the draft.

A Team may leave the Tri-Valley league at any time, as long as all league fees are paid in full. If a team folds during the season, those players become ineligible for free agent status for the current season and are returned to the free agent pool following the season.

A Team may be sold at any time; all Tri-Valley League owners must unanimously approve the approval of the sale. No owner may own, or have any financial interest in, more than one team at any time. (Yes sometimes it may look like this occurs.... But we don't like it much).

III a. Roles and responsibilities

Commissioner:

The Commissioner of the Tri-Valley League is a thankless job. One that is riddled in criticism, hatred, distrust and everything we love about the current political system. That being said, the Commissioners duties include but are not limited too:

1. Ensure the rules set forth in the TVL are adhered to in every way.
2. Set up the meeting dates and times for our meetings throughout the season.
3. Ensure that all transactions are entered correctly into the online stat service.
4. Serve as the tie breaking vote on rules changes and when trades are challenged.
5. Determine the bidding order of the draft.
6. Handle all bids for the purchase of free agents throughout the season at our meetings and publish the transactions following the completion of the meeting.
7. Be available 24/7 to answer emails, phone calls, carrier pigeon, voice mails, pages, and texts on any and all issues that happen to concern the other owners of franchises within the Tri-Valley League no matter how insignificant it may seem.
8. Make sure that the Billy Hamilton rule is enforced. i.e. *B. Hamilton must be traded at least 6 times during the season so everyone has a chance at Stolen Bases, and no ones batting average gets too damaged.*

Treasurer:

The Treasurer shall be a honest, simple-minded chap who is good with numbers and that can open Microsoft Excel. The Treasurer should also be diligent in their record keeping and work closely with the Commissioner in recording the transaction fees and costs of every team in the league. That being said, the Treasurers duties include but are not limited too:

1. Maintain the database for all fees and costs for the Tri-Valley league. (And a backup to that said database)
2. Publish at least once per month the status summary to all owners of the league.
3. Notify owners when they approach the -\$50 limit during the season and near the \$600 spending limit for the season.
4. Control the monetary assets for the Tri-Valley league separate from their own personal finances- unless of course you win- then the two may be combined.
5. Pay out the winnings at the year-end post-season gala to each owner.

Individual Team Owner(s):

The individual owners of the teams in the Tri-Valley should have a good sense of humor, patience and a strong moral background. But these are not necessities. Whenever we expand our league, or attempt to fill a hole left by a departing owner, following a compete body cavity search by the King Tuna, we will strive to select only those that fit into the current group with a minimum of disruption as our nap times as they are real important to us. That being said, the Individual Team Owners duties include but are not limited too:

1. Be enthusiastic.
2. Be attentive to your teams needs.
3. Keep track of your expenses and make your league payments in a timely fashion.
4. Follow the -\$50 per team balance limit, and maintain a positive league balance, and monitor your team's total balance towards the \$600 limit.
5. Be competitive- no one likes an owner that doesn't try to win.
6. Make sure everyone in the league knows whom your favorite teams and players are going into the draft.

7. Be very careful when making trades with the Fish, he will hound you relentlessly until you succumb and give him that farm player you have owned for 4 years for an old washed up lefty who's curve ball is only curving because of gravity.

IV. ROTO TEAM COMPOSITION

The Tri-Valley league is a MLB National League-only keeper league. MLB National League Active Roster is the 25-man roster. Players on the 25-man roster are eligible to play in official major league games throughout the season

Each ACTIVE TEAM consists of 23 players: 2-catchers; 1-1B; 1-Corner Infield (1B or 3B); 1-3B; 1-2B; 1-Middle Infield (2B or SS); 1-SS; 5-OF; 1-Utility (any player – offensive or pitcher); 9-Pitchers.

- The number of appearances at a particular position determines Player positional eligibility.
 - Players on the CBC Sports active, or DL roster from the current season active.
 - For initial draft day purposes, a player is only eligible at positions at which he appeared at least 20 times during the preceding season. If the player did not appear at least 20 times at a position, his eligibility is for the position he appeared most. This may be more than one if he appeared the same number of times at multiple positions.
 - Players coming up from the minors will be eligible at the position(s) that they have played the most between opening day and our Auction Draft day. If the player has no MLB history and hasn't played before the draft, his expected position will be used for position qualification.
 - Post-draft, a player becomes eligible for any position(s) at which he has appeared at least once.

Each team may carry a RESERVE TEAM consisting of up to 5 players whenever there are less than 10 active teams in the league. Whenever there are 10 teams active the number of reserves will be 4. These may be of any persuasion (pitching, offensive, minor league). The only stipulation is that they must be signed by a National League MLB franchise. The reserve section can contain players in the minor league, injured, or DL.

- Where a player has been traded during the season to an American League team, their Roto team may retain rights (by not waiving and leaving them on their RESERVE or FARM TEAM) to that player should they return in another interleague trade, or signing, prior to the following season.
- Players may remain on a team's Reserve team for the duration of the season, (ref: 1989 Rockets, Andy McGaffigan)

Each team may carry a FARM TEAM, consisting of up to 10 players.

- The player must be signed by a MLB National League team.
- The player must meet MLB criteria for rookie status. Currently, a player is considered a rookie if he hasn't accumulated more than 130 at-bats, 50 innings pitched.
- Once purchased to a Roto FARM TEAM, a player may remain in the Roto farm system indefinitely until activated by his Roto franchise regardless of expiration of MLB rookie criteria.
- Any player previously owned on either an ACTIVE, RESERVE or DL TEAM during the season couldn't later, in the same season, be owned as a farm player, regardless of the team.

Each team may carry a DISABLED LIST. Only the number of injuries a team can suffer in a season is the restriction on the size of a team's DL. To be eligible for placement on the Disabled List, the player must officially be placed on their corresponding MLB National League team's Disable List. Once removed from the MLB National League disabled list by their MLB National League team, the appropriate Roto team must either move the player to their ACTIVE or RESERVE TEAM or the player will be waived.

- After September call-ups, MLB National League teams may announce that a player is "out-for-the season" without actually putting him on the Disabled List. If an owner can provide the commissioner with evidence of this situation from one of our approved sources, the owner may move that player to his Roto Disable List just as if he were on the Major League DL. Should that player return at anytime after being placed on a Roto Disabled List, he will be reinstated retroactive to the move and all associated stats accumulated by the replacement player(s) will be backed out.

During the first meeting of August any team so wishing may expand their RESERVE TEAM by 1 utility player. As with the original reserve team, this may be filled by any currently acceptable means (from active, DL, farm or purchase).

During the first meeting of September any team so wishing may expand their ACTIVE TEAM by 1 utility player. As with the original utility position, this may be either an offensive player or pitcher.

V. SCORING: DETERMINING THE WINNER

The overall scoring is determined by five offensive and five pitching categories (5 x 5). The five offensive categories are Batting Average (BA), Home Runs (HR), Runs (R), Runs Batted In (RBI), Stolen Bases and (SB). The five pitching categories are Wins (W), Saves (S), Strikeouts (Ks), Earned Run Average (ERA) and WHIP (Walks + Hits / Innings Pitched) Ratio. Pitchers will not accumulate hitting statistics. And offensive players will not accumulate pitching statistics. Statistics will only be accumulated while the players are on the active 23-man Roto team.

Points are awarded in each of the 10 categories based on your standings compared to the other league teams. Ten points are awarded for the best performance in each category. One point is awarded the poorest performance in each category.

When there are 10 teams in the league, the minimum number of at-bats and innings pitched are required to receive more than 1 point in each of the calculated categories (Average, ERA and Ratio). The minimum number of at-bats is 4,250. The minimum number of innings pitched is 1,000 whenever there are 10 active teams in the league. Whenever there are less than 10 teams in the league the minimum is 1,100 innings pitched.

When there are 7 teams in the league, the minimum number of At-Bats is increased to 4,888; and the minimum number of Innings Pitched is increased to 1,265.

The Final positions, in relation to the other Tri-Valley teams, are determined by the total of the statistical points earned in each of the eight categories during the season. The team with the greatest number of points is anointed (with YooHoo) the Champion.

Where ties affect the overall standings within the league, the following criteria will be used to break them.

- Ties may occur in any of the hard number categories (HR, RBI, SB, W and S) and cannot be broken. The points awarded to each of the teams tied will be the sum of the points for each position divided by the number of teams tied.
- Ties in calculated categories (BA, ERA and Ratio) will be broken by carry the calculation to furthest most digit to determine a winner.
- If after carrying out calculated categories a tie still exists, these two final breakers will be used to determine the winner –

- Head to head categories between the two tied teams. Determine how many categories each team has outperformed the other. The team outperforming the other in the most categories wins the tie. If each team has beaten the other in half of the categories, proceed to the final tiebreaker.
- The team with the highest value for the following calculation is determined the winner of the tie: Total number of at bat + 3x(the Total number of innings pitched).
- If the tie cannot be broken using this sequence of tiebreakers, an official tie exists and each team splits the rewards of the respective finishing positions. Or in rare cases thumb wrestling between the two owners shall determine the winner.

First place pays 50% of the accumulated prize pool (minus all league expenses for the draft, gala, stats service, trophies, Commish, etc.), Second Place pays 20%, Third place pays 15%, Fourth place pays 10% and Fifth place pays 5%. Typically the last place team is awarded a Cummings Cup token of appreciation.

VI. KEEPERS – THE PROTECTED LIST

Depending on league status (expansion or status quo) each team is allowed to retain a predetermined number of players entering the draft.

In a season of NO EXPANSION each owner may keep as few as 7 or as many as 15 players on their active roster from the previous season as long as they are contractually available to be owned. (Their contract has not expired). These keepers are typically announced to the Commish on the night before the Major League Baseball opening day, no later than 9:00 pm.

During a season of EXPANSION (by one new team) the current owners may initially retain (protect) 12 players (10 days prior to the Draft by 6pm PT). After that initial retention the new owner can select up to 7 players from the owned players not protected by the current owners (7 days prior to the draft by 6pm PT). The new owner cannot select more than 2 players from any one current team. This includes active, reserve and DL'd players from the previous season only. Farm players are exempt from expansion selection. After the new owner has selected as many as 7 players the current owners may retain up to 3 additional players that they own, for a total of 15 maximum keepers (4 days prior to the draft by 6pm PT).

- During a season of EXPANSION by two teams, the initial maximum retention (protection) of players will be 9, with a total of 12 after new-team selection
- This rule was designed to allow any new owner joining the league a competitive chance to attain some potentially valuable players prior to the draft. This supplemental draft by the new owner shall occur as soon after the initial keeper rosters are announced as is practical.

No trade may take place once the keeper list is submitted until the draft is completed.

VII. THE DRAFT

Owner will be notified of the date and time of the annual Auction draft by the Commissioner (BC, Commish, Grand Poobah, or any of a variety of names. But this is a family-oriented group and we won't go there now).

The draft is typically held the Saturday following opening day of MLB.

The draft is held in three segments:

The ACTIVE TEAM is the first segment –

- Players on the CBC Sports active, or DL roster from the current season active are eligible for the Active Team Draft.

- Prior to commencing, each owner has the opportunity to drop from their protected list of players, any player that may have been placed on the MLB National League Disabled List, sent back to the minors, traded to the other (American League) or for any other reason is no longer in the MLB National League.
- The first round of the draft is performed as a sealed bid. Each owner submits a single bid for any available and eligible free agent. The player is awarded to the owner submitting the highest bid. Should more than one owner submit the same highest bid neither (none) will receive the player. Those owners that are outbid receive no players during this portion of the draft. The awarded players are then added to an open active roster position and their salary deducted from the Roto team's salary cap.
- The subsequent rounds are conducted as an auction draft. The order is determined by drawing cards and following the order from lowest to highest. As each owner's turn comes up, they can name any major league player currently on a MLB National League roster, or DL, not yet owned (by a Roto team) that fits within their existing ACTIVE Roto team needs.
- The minimum bid will be \$.50. All owners then have the opportunity to bid on the named player in increments no less than \$.50. Once the final highest bid is recorded the player is assigned to the highest bidding owner's team. The next owner to name a player starts the process all over again until all active roster spots are filled. Once an owner fills out their entire active roster they are dropped from the naming rotation and can no longer participate in the bidding process.
- Throughout this portion of the draft attention is paid to positional requirements (an owner cannot bid on a player that cannot be fit into their 23-man ACTIVE requirements) and the amount of money each team has available for bidding (each team must stay within their \$130 23-man salary cap).

The FARM TEAM may be filled in the second segment –

- Prior to commencing with the naming and bidding, each team must submit the names of those farm players that are being retained on their FARM TEAM.
- The order for calling names is the reverse of the ACTIVE TEAM auction draft.
- The naming of players and bidding commences similar to that for the ACTIVE TEAM. The only salary restriction for farm players is that they are subject to the seasonal \$600 spending limit.
- There is no requirement for each team to fill its FARM TEAM. Once an owner passes on their turn to name a player they can no longer participate in the farm player draft.
- Drafting continues until the participating teams desire no further farm players.
- Any player that still qualifies as a rookie (by MLB National League rules) may be placed on a roto farm team prior to the farm draft, provided that they a) were purchased the prior year directly to a reserve team, b) remained only on a reserve team during the previous fantasy season and c) is not playing in the major leagues at the time of the fantasy draft.
 - The subject players cannot be protected from expansion as a farm player, but prior to the farm draft may be placed on the fantasy farm team.
 - Those players activated from a fantasy farm team the prior year are not covered by this rule

The RESERVE TEAM may be filled as the last segment of the draft –

- In the same manner as the first round of the ACTIVE ROSTER draft, the first round of the RESERVE DRAFT is performed as a sealed bid.
- After that, the order for calling name reverts to the order for the ACTIVE TEAM.

The naming of players and bidding commences similar to that for the ACTIVE TEAM. The only salary restriction for reserve players is that they are subject to the seasonal \$600 spending limit. Yes that is right, you can spend anything you want on these guys! John Maine... \$15! Go for it. Barry Zitto \$29! Yeah baby...

FARM teams. Any other moves may be conducted at the first league meeting. All stats for substituted players are retroactive to Opening Day.

When allowed by our Stat Service, owners may perform maintenance on their team between meetings.

- The moves will coincide with and take effect in conjunction with our normal weekly stat cycle.
- The transactions will be limited to (non-fee) maintenance moves to/from the active team, to/from the reserve team, to/from the DL and from the farm. Unlike formal meeting nights, an owner is not obligated to move a player from his DL if that player has been activated from their MLB National League Disabled List.
- All acquisitions, trades and waiver/releases can only be executed on formal meeting nights.

Each owner is responsible for maintaining a positive balance with the league. Should an owner's debt to the league exceed -\$50, they will not be allowed to make any transactions that would further increase their debt (acquisitions, trades and active/reserve/farm waivers).

- Any owner failing to clear their negative balance prior to the normally scheduled end-of-season gala date, will have off-season trading rights rescinded and not be allowed to carry any negative balance during the following season.

VIII. LEAGUE MEETINGS

At any time during the season, an owner may sponsor a league meeting. This is not a requirement.

League meetings typically commence about a week following the Roto Draft and are held every two (2) weeks after that. The venue rotates, based on the owner offering to host and/or sponsor the meeting.

Meetings typically start at 6:30. This may vary based on the venue (Jethawk or Dodger game, etc.) At this time, all moves and bids should be in the Commish's (or designee's) possession. *The Commissioner may elect to entertain phone calls from those not in attendance for up to 15 minutes beyond the start of the meeting.* It is each owner's responsibility to make arrangements, especially when not attending a meeting, to have his moves in to the Commissioner before the established cutoff time. Calls should be made to the Commish's Cell Phone, not the residence of the location of the meeting.

In the case of a league meeting being held at a remote venue (not an owner's house), where after every effort to contact the Commish with their bids has been exhausted (including attending members' cell phones), a time stamped Voice mail is received prior to the established cut off time, it will be accepted as an attempt to contact the Commish with bids. A time stamped Email received by the Commish prior to the cutoff time on the day of the meeting can then be accepted by the Commish as officially communicated bids. Any effect previously meeting bids/awards will be altered to incorporate these bids.

Receipt of moves/bids when sent in via email, voice message or currier (by another owner) cannot be assumed without confirmation. Each owner should attempt to get confirmation from the Commissioner, or meeting designee, to assure that moves/bids have been received, prior to the start of the meeting, and clearly convey your team's intentions. The use of carrier pigeon is no longer a suitable method for transmitting team moves and bids.

The order for meeting business is –

- Declaration of waivers and DL's. These allow for each Roto team to free up space on their team for the acquisition of free agents or for trading. Waived players become free agents and cannot be bid on until the following meeting. Once placed to the DL, a player must remain there until the following meeting. Farm players may also be activated at this time if space on the FARM TEAM is desired for bidding.

- Sealed bidding for Free Agents. All teams can bid on the rights to as many players as they have openings on their ACTIVE, RESERVE and FARM TEAMS. Unlike the first round of auction draft, each bid can have secondary, tertiary, etc. bids associated with them. In the case of a tie bid, the team lowest in the standings on the day of the meeting has rights to the player. The Commish will sort through all bids to assure that each team's requests are fulfilled based on the bids (primary, secondary, tertiary, etc.) submitted.

Should an owner select a player that is later (after the conclusion of a meeting) determined to be ineligible (i.e. American League status at the time of bidding, not qualified for farm/rookie status, etc.), that player will be removed from the team's roster and no further compensation given. Any transactions that need to be made (activations from DL) or backed out (waivers, etc) to assure that a full team is fielded will be made retroactively by the commissioner.

- Trades / Announcement of Trades. Trades may be negotiated at any time. But their announcement and resulting changes to the rosters involved does not take affect until after the bidding / acquisition of free agents.
- Positional Changes and Resulting Line-ups. Each owner may manipulate their line-up via their ACTIVE, RESERVE and FARM TEAMS. At the conclusion of the meeting, each owner MUST be able to field a team meeting the positional configuration for the 23-man ACTIVE TEAM, as described earlier, and the qualifications and sizes of the RESERVE, DL and FARM TEAMS, as previously described. Any inability to do so will nullify any prior meeting transactions that prohibited compliance with the required / allowed Roto team configuration.

IX. PLAYER SALARIES & STATUS

A player's salary for the year is the first price at which he is purchased during the Roto season. This may either be his drafted price or the price at which he was acquired at one of the league meetings.

- If the player is waived during the season and later acquired at a higher cost, his salary reverts back to the lesser price. Similarly, if a waived player were later acquired at a lesser cost, his salary would revert back to the higher price.
- If a waived player was under contract, the new owner also assumes that contract and any responsibilities associated with it.

A drafted or purchased player may be retained at their established salary for up to three (3) years. After that time, a contract may be issued to extend ownership rights. (We have no issues with slavery here)

A contract may be extended for up to three (3) additional years, but the players salary will increase by \$2.50 in each year. The cost of contracting is outlined in the next section.

- A player may be signed to only one long-term contract. After the contract has expired, the player must be released and made available for the next major league auction.
- Trades do not affect the contract status of a player.

ACTIVE and RESERVE TEAM players are initially given "year 1" status. If a player is retained through subsequent years, their status is incremented by 1 each year. Note: It is at the conclusion of "year 3" a contract must be offered or the player released.

FARM TEAM

If an owner moves a farm player at anytime, to their reserve, active or DL rosters, their clock is set to one during the season they were activated.

Before the start of the following season their clock is then changed to two.

If an owner's farm player is activated by MLB National League, and during the season they were activated meets the rule for Rookie of the Year AB's or IP's criteria, the players clock is set to one before the start of the following season.

If an owners farm player is activated by MLB National League but not by the owner and does not meet the rookie of the year AB's or IP'd criteria their clock remains at zero at start of next season.

X. LEAGUE FEES & COSTS

- The seasonal salary cap is \$600 from which all off season expenses as well as the draft, seasonal trades and maintenance expenses are deducted. The only costs not counted against this salary cap are the cost of extending contracts during the off-season.
- Contract extensions costs the owner one half of the sum of all salaries over the duration of the contract.

Example: After three (3) years at \$.50 Jacque Hoff must be released or extended a contract. Jacque's owner feels satisfied with Jacque's value and wishes to extend a contract for an additional three (3) years. His salary during these additional years would be \$3.00, \$5.50 and \$8.00. The resulting cost would be $(\$3.00 + \$5.50 + \$8.00)/2 = \8.25 .

The following are expenses may be encountered and must fit within the seasonal salary cap –

- Purchase price of a player (to ACTIVE, RESERVE or FARM TEAM). This can be at the draft or during a league meeting.
- Contract buyouts (pre- and in-season) cost the owner the current year's salary and the sum of all subsequent years being forfeited.

Example: If Jacque is not performing to his owner's satisfaction in year 2 of his contract, it would cost the current year (\$5.50) salary plus all subsequent years' (\$8.00) salaries (for a total of \$13.50) to release him.

- Waiver costs
 - The cost for waiving a player from either the RESERVE or FARM teams is the salary (and contractual obligation) associated with the player.
 - The cost for waiving a player from the ACTIVE TEAM is twice his salary (and contractual obligation) associated with the player. (Why any one would do this really makes no sense, but we have this rule anyway for those not smart enough to open up a RESERVE roster spot.)
 - There is no cost for waiving a player from the DISABLED LIST. In fact, players coming off the Major League disabled list that are not move as required, by their owner, will be waived automatically for them by the Commissioner.
 - There is no cost associated with a player that retires, is traded to the other (American) League or released by his MLB National League franchise.
 - Rights to a player meeting one of these criteria may be retained by their Roto team by leaving the player on either their RESERVE or FARM (if applicable) TEAM, hoping that they return via trade or signing to the National League prior to the following season. Retaining these players though exempts an owner's rights to compensation outlined in section XIII.
- In-season trades cost each team involved \$15 per trade.

- Off-season trades cost each team involved \$15, but is only charged once. No additional fees are charged should the same teams involved consummate additional trades during the same off-season.
- The fee for August 1st Roster Expansion (by 1 reserve player) is \$25
- The fee for September 1st Expansion (by 1 utility player) of the ACTIVE TEAM is \$25.

XI. STATISTICS AND INFORMATION

The Tri-Valley League currently uses the online service CBS Sportsline.

In addition to this service, the Commissioner shall publish summary of meeting activities after each meeting.

XII. GOVERNING DOCUMENTS / RESOURCES

The Tri-Valley League has established the following documents and resources for reporting of transactions, determining positional eligibility and major league DL status:

- Los Angeles Times (on weekends), printed and web (<http://www.latimes.com/sports/>),
- USA Today, printed and web (<http://www.usatoday.com/sports/mlb.htm>) versions
- CBS Sports at <http://trikarl.baseball.cbssports.com/>
- ESPN at <http://sports.espn.go.com/mlb/index>
- Major League Baseball at <http://www.mlb.com>

The use of any of the above is allowed so long as:

- The transaction can be verified in at least one of the other resources, and
- Only transactions listed through the Sunday transactions prior to the meeting are eligible for mandating (must be removed from the DL) or allowing (putting players on the DL) movement to and from the DL. This is also true for player movements as a result of MLB National League interleague trading. As in the past, a Roto team's RESERVE TEAM may be used for those activities that did not officially occur prior to Sunday's transactions but are known to be happening on a meeting-Monday.

XIII. TRADING & THE VETO

During the season teams may trade players from any of their ACTIVE, RESERVE, FARM and DL TEAMS. The only requisite in a trade is that after completion, the teams involved can field an ACTIVE TEAM meeting the composition requirements as stipulated prior and not violate the quantity of eligibility requirements of their RESERVE, FARM and DL TEAMS.

It is understood and accepted that not all trades may appear to be fair by all owners. Where a trade has an appearance of dumping or being totally one-sided, even when taking into account salaries, contracts, etc., any owner can request that the trade be evaluated by the entire league for fairness.

- When an owner formally challenges a trade, the Commissioner will put the trade up for review by the entire league. A majority veto of those owners not involved is sufficient to have the trade voided. *In a league of ten (10) teams, this would require 5 teams to object in order to nullify a trade. In this case, a vote of abstinence, though not viewed as, would count the same as a vote of approval.*

- If vetoed, transactions executed during the meeting by the teams involved may be backed-out as necessary to put the teams involved in the position of fielding properly configured ACTIVE, RESERVE, FARM and DL teams.

Trades can be executed between any two teams prior to the last meeting of August. After that time, only teams next to each other in the standing may execute a trade.

Off-season trading is not subject to nullification by league vote. Dump away boys....

If any of the league members feel that one owner has become obsessive in the ways of the trade, a formal request shall be made to the Royal Order of the TVL and they will determine whether the said owner shall be sent to the Jack McKeon Hospital for Excessive Trading Disorder. (See KingFish circa 1997)

XIV. SPECIAL COMPENSATION: ML INTERLEAGUE TRADES

Trades occurring between major league teams may have an affect on player eligibility within our Roto league. When players are traded within MLB National League teams, the Rotisserie team owning him at the time of the trade retains all rights to that player. When a player is part of an interleague trade, the player may be released/waived by his Roto team at no cost. As compensation for this loss, the team(s) losing player(s) to the other (American) league will be given first rights to pick up any and all players entering the National League as a result of that interleague trade.

- The order of precedence for the compensatory rights to a player, or players, coming over in an interleague trade will be – 1) those teams losing players from either their Active, Reserve or DL Roto team and, 2) those teams losing players from their Roto farm team. These secondary rights include players that may be active in the MLB National League, but still residing on a Roto Farm Team as allowed by the Farm Team portion of Section IV of this document.
- If only one Tri-Valley team has been affected, the owner of that team has rights to all players brought into the MLB National League as part of the interleague trade. The cost for each player is \$50.00.
- Should such a trade affect more than one Tri-Valley team (based on precedence of claiming rights), those teams involved will enter into a sealed bid at the next meeting for any and all players they desire that were brought into the MLB National League as part of the trade. The minimum bid under these circumstances would be \$50.00.
 - Just as with any tie bid during a meeting, the Roto team lowest in the standing at the start of the day of a meeting will have rights to that player at the price of the bid submitted.

Should any player coming over from the other (American) league not be purchased by the eligible Tri-Valley team(s) at the meeting following the MLB National League transaction, the player(s) will be available for purchase via sealed bid by the entire league at the next league meeting. (*Note: this means that a player coming to the National League on the day of a meeting, may not be eligible for full-league bidding for 2 meetings*)

Rights to, and compensation for, players identified as “a player to be named later” in an interleague trade are only valid if that player is identified prior to the meeting following the announcement of the trade.

- Therefore, a Roto Team has no compensatory claim to players coming into the MLB National League if they lose a player as a “player to be named” if that designation is made after the league meeting following the announced trade.
- Likewise, an American League “player to be named” is open for full league bidding if he is identified after the league meeting following the announced trade.

XV. THE RULES AND CHANGES TO THEM

The rules, as published, are intended to clarify the un-clear, un-confuse the confused, to give balance to the force, define the meaning of life, give the new owners a sense of security that we in the league actually know what the hell we are doing and give those of us who forever have been members of the league something to read while taking a dump. These rules while are not perfect, nor may they be suitable forever. And sometimes we change them just to piss off one owner, that is always fun. (i.e See Anti-Dog rules 1989/1990/1991/1992/1993/1994/1995/1999/2000/2003)

New rules and changes may be discussed and presented at any time. They should be written up clearly, in English, including all obvious contingencies and any suggested implementation. They should be presented to all owners far enough ahead of the deadline to allow discussion and clarification prior to voting.

The meeting prior to the All-Star game is the official cutoff for rules that are to be implemented at the start of the following season, unless stated otherwise in the proposal and approved by league vote.

A majority vote is required for passage of a new or changed rule. *In a league of 10 teams this would require 6 affirmative votes to pass the rule or change. Anything less, including a 5-5 tie will prevent the change or new rule from taking affect. In this case, a vote of abstinence, though not viewed as, would count the same as a vote for rejection of the proposal.* The Commissioner may elect to withhold his vote until all others have been received, abstaining if not influential to the outcome of the vote. But if submitted, his vote carries equal weight and should be viewed upon as a vote from the team that he owns.

The Commissioner's responsibilities in voting are to facilitate the voting and, where rules appear antiquated, or inadequate, accelerated the voting process.

Revision	Nature of Change(s)
06/24/02	First official release of these rules
07/16/02	<ol style="list-style-type: none"> 1. Clarification of the order of precedence for Claiming Rights for players coming over in a Major League inter-league trade. 2. Clarification of rights/compensation for “a player to be named” as part of an interleague trade.
05/05/03	<ol style="list-style-type: none"> 1. Introduction / clarification of between meeting moves allowed to be performed by each owner. 2. Establishment / documentation of allowable debt to the league.
06/02/04	<ol style="list-style-type: none"> 1. Clarification of responsibility for assuring moves/bids gets received at a meeting. (Sect VIII) 2. “Out for the season” DL moves – added documentation (Sect IV) 3. No compensation for bidding on ineligible players (Sect VIII)
12/16/05	<ol style="list-style-type: none"> 1. Rule clarification: Section VI – This includes active, reserve and DL’d players from the previous season only. Farm players are exempt from expansion selection. 2. Clean up: Section XII – Remove Baseball Weekly as an acceptable source of data. 3. Section IV – August reserve expansion and Section X for associated fees 4. Section VIII – All So.Cal. owners to sponsor a meeting. 5. Section VIII – Defining attempts to contact the Commish at a remote venue meeting. 6. Section VII – Limit time outs during the draft.
02/10/07	<ol style="list-style-type: none"> 1. Clarification of expansion keeper quantities – Section VI 2. Debit account of all applicable owners \$25 until a meeting has been hosted. – Section VIII 3. Penalties imposed for non payment of balance by proposed Gala date – Section VII 4. Add sealed bid to Reserve Draft – Section VII 5. Placing of previously purchased/reserved “rookies” to the FARM team at the beginning of the farm draft – Effective draft day 2008 – Section VII.
01/11/08	<ol style="list-style-type: none"> 1. Reduction of reserves to 4 expanding to 5 whenever there are 10 active teams in league. 2. Reduction of minimum innings pitched rule to 1,000 IP whenever there are 10 active teams in league.
03/08/11	Rules clarifications regarding Farm players criteria
2/19/2013	<ol style="list-style-type: none"> 1. Change ML Team etc to MLB National League Team 2. Chang definition of a ML Team to: MLB National League Active Roster is the 25-man roster. Players on the 25-man roster are eligible to play in official major league games throughout the season <ol style="list-style-type: none"> 3. Active team draft: Players on the CBC Sports active, or DL roster from the current season active. <ol style="list-style-type: none"> a. Change the number of Farm players from 6 to 10 on each team after the draft. b. Add Runs scored to the offensive category and Strikeouts to the pitching category to make the league a 5x5 Roto scoring league.
10/27/2015	<ol style="list-style-type: none"> 1. Change the number of Farm players from 6 to 10 on each team after the draft. 2. Add Runs scored to the offensive category and Strikeouts to the pitching category to make the league a 5x5 Roto scoring league.
03/05/2016	<ol style="list-style-type: none"> 1. When there are 7 teams in the league, the mininum number of At-Bats is increased to 4.888; and the minimum number of Innings Pitched is increased to 1,265.

HISTORY OF PROPOSED RULE CHANGES

Year	Nature of Proposed Rule Change(s)	Outcome
2000	<ol style="list-style-type: none"> 1. Activation of Roto farm players no longer governed by Major League activation. 2. First round of the draft to be a blind bid, similar to meetings. Ties lose. 3. Standings order for (bid) tie breakers to be that of the morning of the meeting. 4. Draft position eligibility to include “new/changed” designated position. 	<p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Failed</p>
2001	<ol style="list-style-type: none"> 1. Change prize money distribution to include 5th place (50%-20%-15%-10%-5%). 2. Set a minimum “At Bats” requirement of 4250 to score in Batting Ave category. 3. Establish compensation rights for players lost to interleague trades. 4. Raise salary cap to \$600 (includes off season trading, excludes contract buy/ext). 5. Allow veto of winter trades. 6. Establish category prize pool. 7. Establish accomplishment (hit for cycle, no hitter, etc.) payouts. 8. Limit opening draft day sealed bid to a one-year retention only. 	<p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Failed</p> <p>Failed</p> <p>Failed</p> <p>Failed</p>
2002	<ol style="list-style-type: none"> 1. Contraction of keepers from current 15 to 12, over a 2 to 3 year period. 	Failed
2003	<ol style="list-style-type: none"> 1. Responsibility clarification for reporting moves/bid to a meeting 2. Documentation of “Out for the Season” DL moves 3. No compensation for bidding on ineligible players. 	<p>Pass</p> <p>Pass</p> <p>Pass</p>
2005	<ol style="list-style-type: none"> 1. Clarify eligible players for expansion selection 2. Reserve expansion 3. Every (So. Cal) owner to sponsor at least one meeting 4. Emails to be accepted if every attempt is exhausted to contact the Commish at a remote meeting venue. 5. Limit number of time outs during the draft 	<p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Pass</p>
2007	<ol style="list-style-type: none"> 1. Clarification of expansion keeper quantities 2. Debit account of all applicable owners \$25 until a meeting has been hosted. 3. Penalties imposed for non payment of balance by proposed Gala date 4. Change to contract buyout/status of waive players under contract 5. Add sealed bid to Reserve Draft 6. Move of the end of trading to midnight August 31st 7. Placing of previously purchased/reserved “rookies” to the FARM team at the beginning of the farm draft – effective at the 2008 draft. 	<p>Pass</p> <p>Pass</p> <p>Pass</p> <p>Failed</p> <p>Pass</p> <p>Failed</p> <p>Pass</p>
2008	<ol style="list-style-type: none"> 1. Minimum innings pitched for 10 team league reduced to 1,000. 2. Maximum number of reserves is 4 whenever 10 teams are active in league. 	<p>Passed</p> <p>Passed</p>
2015	<p>Rule 1- Adding Runs scored and Strikeouts to our league scoring system.</p> <p>Rule 2- Changing the minimum number of at-bats and innings pitched when the league ownership falls to 7 teams or below.</p> <p>Rule 3- Changing the number of FARM players following the draft on each teams roster from 6 to 10.</p> <p>Rule 4- Mandating the 162 game season.</p>	<p>Passed</p> <p>Passed</p> <p>Passed</p> <p>Failed</p>
2017	Clarified the roles and responsibilities of the Commish, Treasurer, and individual owners (Section III a)	Passed