

## OFFICIAL CONSTITUTION OF THE LEAGUE OF ALTERNATIVE BASEBALL REALITY (MIXED)

### 1. PREAMBLE

We the people of the League of Alternative Baseball Reality (LABR), in order to promote the great game of fantasy baseball, prove all GMs idiots and obtain the biggest bragging rights in the nation do ordain and establish this constitution of the League of Alternative Baseball Reality.

### 2. OBJECT

To assemble a lineup of 23 baseball players whose cumulative statistics, compiled and measured by the methods described in these rules, exceed those of all other teams in the League.

### 3. SCORING

LABR uses a Ranked, Rotisserie Based Scoring System. The below tables show the standard rotisserie scoring categories for hitting and pitching.

#### **Batting Categories**

Batting Average

Runs

Home Runs

Runs Batted In

Stolen Bases

#### **Pitching Categories**

Wins

Earned Run Average

WHIP (Walks+Hits)/(Innings Pitched)

Strikeouts

Saves

If there are N teams in the LABR, N points shall be awarded for first place in a category, N-1 for second place, down to 1 point for last place. In the event of a tie, the points will be split. Points will be aggregated over all ten scoring categories (see below). The team with the most points wins.

EXAMPLE: LABR has 15 teams. Team A has the most home runs, and is awarded 15 points in that category. Teams B and C are tied for second in home runs; they split the second and third place points, and each receive 13.5 points. If a team finished first in all 10 categories, it would receive a total of  $15 \times 10 = 150$  points. If it finished last in all categories, it would receive  $1 \times 10 = 10$  points.

In the case of ties in total points, the final places in the standings are determined by comparing the placement of the teams in the individual categories. The team ahead in a category is given a point. This is done over all categories. The team with the most points is declared the winner. Should the teams still be tied after this process, then the final result shall be declared a tie.

#### **POINTS QUALIFICATIONS**

Each team will be required to attain a minimum of 950 innings pitched in order to qualify for placement in the pitching categories of; a) Ratio and b) Earned Run Average, and a minimum of 4,200 at-bats for placement in the batting average category. If these minimum innings or at-bats are not achieved the team will receive 1 point in these categories and every team that meets the minimum innings pitched or at-bats will be ranked in the standings with 15 points for 1st place and so on until all qualifying teams have received points.

### 4. TEAMS

There shall be a total of 15 teams in the mixed league.

### 5. ROSTERS

A team's active roster consists of the following players: 5 outfielders, 2 catchers, 1 second baseman, 1 shortstop, 1 middle infielder (either second baseman or shortstop), 1 first baseman, 1 third baseman, 1 corner infielder (first or third baseman), one utility player who may be of any position and 9 pitchers (who may be either starters, relievers or both).

There will also be six reserve players on each team's roster to be selected on draft day. Players who go onto the disabled list may also be reserved on a separate list. There is no limit to the number of disabled list players that can exist on a roster.

Only members of the active roster generate statistics.

### 6. AUCTION: ACQUISITION OF INITIAL ROSTERS

#### **A. BACKGROUND**

The initial draft in the form of a serpentine selection process shall be conducted on the date specified by the League Caretaker (currently Steve Gardner). Each team must acquire the requisite number of players by selecting in order, which will be determined by a random draw a reasonable amount of time before the draft takes place.

The pool of players that may be bid upon includes all members of MLB rosters, as well as players on the disabled list, minor leaguers, non-roster invitees and any unsigned free agents at the time of the draft.

#### **B. PROCEDURE**

The draft will begin with the team owning the No. 1 pick making the initial selection. The process is repeated in order, with the selection process continuing in a serpentine fashion for 29 rounds, until every roster is filled. Team owners are not required to fill all of their starting spots before drafting players to put on their reserve roster.

#### C. ELIGIBILITY

A player may be assigned to any position at which he appeared in 20 or more major league games in the preceding season. If a player did not appear in 20 or more games at a single position he may be drafted only at the position at which he appeared most frequently.

A player who only qualifies as a DH may only be assigned to the Utility position. Games played will be determined from the Elias Sports Bureau. If a player did not appear the prior season in the majors he qualifies at the position he played most frequently the prior season in any league(s) he played in. If a player sat out the last year for any reason these rules apply to the last season in which he played professional baseball. The 20 games/most games is only used to determine the positions at which a player may be drafted. Once the season is under way (but after draft day) a player becomes eligible for assignment to any position at which he appears (in the major leagues) at least 5 times as well as any positions that he was eligible for on auction day.

#### 7. IN-SEASON PLAY

##### A. STATS

The daily player performance summaries from a sanctioned Major League Baseball statistics vendor (eg., Elias Sports Bureau, STATS, Inc., etc.) constitute the official data for the computation of the standings.

Performance stats of a player shall be assigned to a team only when he is on the active roster of that team and on the active roster of a major league team.

Transactions may be made one time prior to the start of the season.

The effective date of any transaction for purposes of statistical calculation is the Monday immediately after the transaction is communicated to the Secretary of Waivers And Transactions (SWAT). Transactions shall be submitted to the league website (currently RealTime Fantasy Sports) by 11:59PM Eastern Time Sunday. If there is a problem with the website or an unusual circumstance, transactions may be sent to the SWAT by e-mail, voicemail or any other means as long as it is done by 1PM Eastern Time on Monday, which shall be henceforth referred to as the "Transaction Deadline". The SWAT will announce the results of the transactions in an expeditious manner.

Each team's active lineup must be set by the transaction deadline or by the default time at which lineups lock on the league's official website. After lineups are set, no transactions can take effect until the following week's transaction deadline.

Scoring is compiled weekly.

##### B. FAAB (Free Agent Acquisition Budget)

During each transaction period, bids may be made on free agents by means of Free Agent Acquisition Budget dollars (FAAB \$). Each team is given FAAB \$100.

For purposes of this Constitution, the free agent pool is defined as the set of players who, at the time of a Transaction Deadline, are on the active roster of a major league team in the appropriate league but who are not: 1) on the active roster of a LABR league team prior to the transaction period; 2) the reserve list of any LABR league team; or 3) on the disabled list of any LABR league team.

To acquire a free agent, an owner may use his/her FAAB budget to bid on that player. If s/he has the highest bid, then that owner's FAAB budget is decreased accordingly, and the player is acquired. If an owner is outbid for a free agent, then no loss of FAAB budget is incurred, nor does s/he acquire that player. A minimum bid of FAAB \$1 is required for each player.

A free agent goes to the highest bidder. If more than one team bids the same amount on a player, and if that amount is the highest bid, the player goes to the team that is lowest in the most recently compiled weekly standings--that is, to say, the standings as of the conclusion of the games from the prior Saturday.

**The deadline for submitting FAAB bids will be 11:59 p.m. ET on Sundays. The players will be awarded within 1 hour and must be placed on the winning team's active roster.**

FAAB bids may be conditional. Such cases must be made clearly to the SWAT. An example of a conditional bid might be:

DROP: Jim Hickman (Utility; CHC)

ADD: Mario Mendoza (Utility; PIT) \$65

If I don't get Mendoza, then

ADD: Boots Day (Utility; MON) \$50

In this case, it should be clear that the bid on Boots Day is predicated upon failure to acquire Mario Mendoza. Note that the maximum total bid is only \$65 as only one of the two bids can actually apply. There are many ways to be clear about conditional bids; this clarity is the responsibility of the bidding owner.

For each free agent acquired, an owner must also release, trade, disable or reserve a player from its active roster so as to properly conserve roster composition. Each owner shall identify the players who are being replaced by their bids and where more than one player could be replaced by acquired free agents, the order in which their players shall be replaced. At the trade deadline for each transaction period, each owner shall receive those free agents on which s/he was the high bidder.

#### C. PLAYER DROPS

A player that is dropped from a roster (and is therefore unowned) becomes part of the free agent pool the following week.

#### D. TRADES

From the conclusion of the draft until the trade deadline teams are free to make trades of any kind, subject to approval by the Commissioner. Active rosters must have legal composition after a trade, and reserve lists may not exceed six players.

In order for a trade to take effect for the upcoming week, both parties must confirm the deal and communicate terms of the deal to the SWAT by the weekly transaction deadline.

Example: Team A may trade 3 players from its active roster to team B for 2 players from its active roster. Concurrent with the trade, Team A must add another player on its active roster either through activation from the reserve list, the disabled list or through selection from the free agent pool. Failure to replace the traded player will result in the nullification of the trade. Team B must either release or reserve the extra player that it received in the deal. Failure to bring his roster within the legal limit will result in the nullification of the trade. FAAB dollars cannot be traded.

No inter-team trades are allowed after September 3.

The last transaction deadline in 2013 is Monday, Sept. 23.

#### F. THE RESERVE LIST AND THE DISABLED LIST

To make a change to a team's active roster for the upcoming week, an owner may (prior to the league's transaction deadline):

- Drop a player from the roster (active or reserve)
- Move any player who is on the MLB Disabled List from active status to the Disabled List
- **Move any previously active player to the Reserve List**
- Move any player from the Reserve List or Disabled List to the active roster

**Owners are responsible for ensuring that replacements, through trade, FAAB, or activation from either the Reserve or Disabled Lists are put in place. In all cases, legal roster composition must be maintained.**

#### G. SAMPLE WEEKLY TRANSACTION SET

Transactions will be processed through the automated evaluator on the league's home website (currently Allstar Stats), however the free agent claims may still be overridden by the league commissioner if any of the players are awarded in error (because of an illegal bid, if the acquired player is deemed ineligible to pick up or if there are other extenuating circumstances).

If there are contingent free agent bids that are not able to be conveyed through the automated bid process, those may be submitted via e-mail to the league SWAT.

#### H. RESTRICTIONS/NOTES

If a team attempts to reserve a player it must (where necessary) release, activate or trade a player from its reserve list to bring it within the 6-player limit. Failure to do so results in the release of the player that the team was trying to reserve.

Players who are on a team's reserve list and who are subsequently placed on a major league disabled list may be moved from the reserve list to the DL at the owner's discretion.

When a player on the DL is activated to his team's major league roster, his LABR owner must activate or release him by within three transaction deadlines. Failure to activate will result in an automatic drop of the player into the free agent pool.

While a team may, in addition to its active roster, have six reserves plus any additional players on a major league DL, a team may not use the "three transaction deadline" provision to keep control of more than six players who are both A) not active on their LABR roster and B) not on a major league DL. Once a player is activated from the DL, his LABR owner must either activate him or move him to his reserve list that week. If moved to the reserve list, the LABR owner then has two more transaction deadlines with which to activate him.