

SMLBA Rule Book

First off, all rulings are up to the commissioner though they can be appealed to a league vote.

Second off, we call it The Draft but it's really an auction until we get to the taxi squads. Teams have \$20.00 to spend on their roster. The minimum bid for a player is 0.05.

Players on an AL roster or believed to be on an AL roster are used. Minor league players and DL players are eligible.

Rosters

Rosters consist of 13 position players and 9 pitchers

At the conclusion of the draft a roster is made up of :

1 third baseman, 1 first baseman, and 1 of either.

1 second baseman, 1 shortstop, and 1 of either.

2 catchers

5 outfielders

4 starting pitchers

4 relief pitchers

1 starter or reliever

A player qualifies at a position if he played 20 games there the previous season.

If he didn't play 20 games at any position then he qualifies where ever he played the most games.

Players can be designated at other positions by league discussion/vote which occurs before the draft.

Pitchers are designated before the draft as starters or relievers based on the best information available on the morning of the draft.

Once drafted, or selected in the taxi squad at a position the player is only eligible at that position for that season. After the draft a SMLBA team can end up with 3 third basemen active or similar situations if circumstances make that happen.

On the other hand, pitchers can change from starter to reliever based on how they are being used. Yes, that's not consistent, deal with it.

If an SMLBA team has more than 5 starters or relievers he is not required to make a free move to rectify that situation.

Taxi Squad

At the conclusion of the draft there is a 14 round taxi squad draft.

Starting from last to first and continuing in a snake draft teams select 7 pitchers consisting of 3 starters, 3 relievers and 1 of either and 1 catcher, 1 middle infielder, 1 corner infielder 1 other infielder 2 outfielders and 1 other position player at any position.

The Draft Itself

The draft order is last to first from the previous year every round. An owner brings up any player/pitcher who can be put on his roster and announces an opening bid. Bids continue until no one wants to bid higher.

An owner must bring up a player if his roster has not been completed. Passing when it is your turn is not an option.

Keeping players and Toppers

Any player drafted with a salary, or on a taxi squad who is active on a SMLBA roster for at least 13 weeks, can be kept the following year. Taxi squad picks can be kept at a salary of 50 cents.

After a player has been on a SMLBA roster for two years he can be kept for a third year but no more than two third year players can be on a submitted keeper roster.

Keeper rosters are given to the commissioner and the other league members a few days before the draft at a time designated by the commissioner.

For third year players who are not kept there are topper rights. The owner does not bid during the auction but once the bidding has ended the owner with the highest bid can decline to bid more or increase the bid. The owner with topper rights has the option to retain the player for that bid plus a nickel.

Owners can bring up players who they have topper rights to with an opening bid of a nickel.

Scoring

There are 8 categories:

For pitchers they are: wins, saves, ERA, and WHIP

For position players they are: home runs, RBIs, SBs, and BA

SMLBA teams get 1 point for each category and 1 point more for each team they are ahead of in a category. Ties are ties.

The Prize

The first place finisher gets The Plaque the next year with his name engraved on that year along with 40% of the money in the pool. Second place gets 30%, third 20% and fourth 10%.

Trades

During the season teams may trade players/pitchers as long as they maintain the integrity of their roster (13 position players by position and 9 pitchers with 5 starters or relievers).

Trades do not have to consist of the same number of players from each side but trades of a difference of over 2 players are not allowed.

Only active AL players may be traded.

How it works during the season

For this part player means player or pitcher.

This is where it gets complicated.

During the season if an active player is released, put on the DL, traded to the NL, or sent to the minors he must be replaced before an AL game starts on Monday of the following week (or later in the week if there are no AL games on Monday). A player at an eligible position from the taxi squad must be used if one exists. If not, a player from the pool of unowned players must be chosen. If two owners want to pick up the same player from the pool the owner lower in the previous standings gets first pick.

Players from the roster or taxi squad must be used when available so if a player is picked up from the pool he must be replaced as soon as possible if a roster/taxi player is activated by the major league team.

It doesn't sound complicated but questions always arise.

Free Moves

SMLBA teams can make free moves to begin any week to activate an eligible inactive player for an active player. Players activated by free move remain active until the free move is rescinded. Of course, should that player be deactivated by the ML team he must be replaced.

Mid-Season Drafts

There are two midseason drafts at time determined after the start of the season. Two rounds, snake draft from last to first and back. Done over a weekend by e-mail or text. Active and DL American League players are eligible. Players activated after the draft starts are not eligible.

Each player selected costs 50 cents to the prize pool. Those players can be traded but not kept for the following season.

Owners can pass if they would prefer not to select a player.

Trading Deadline

No trades are allowed after the 22nd week of the ML season.