

XSFL Baseball League Constitution

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1. Rules

1.1. Keepers

- The number of keepers will be announced well in advance of the keeper submission deadline (which is 12:01 AM, Eastern Time on March 1).
- Each owner is required to keep the exact number of keepers each year. This is different than our football league which lets owners keep anywhere between zero and five players each year.
- Keepers must be submitted via email to the commissioner at gte339i@gmail.com by the deadline. Keepers are not entered/submitted on the league website.
- If an owner is late submitting their keepers, the commissioner will publicly mock them on the league message board, send the Italian mafia to their house/apartment, and/or use their best judgement to select keepers on behalf of that owner. Also, one keeper will be swapped out for Benny Agbayani.

1.2. Keeper Salary Cap

- Each off-season, the commissioner adds up the number of players that were on all of ending rosters from the previous season (25 players on the active roster per team plus any N/A and DL players too). Then the commissioner gets a list of the real-life salaries for all MLB player (sorted by dollar amount) sums them all from 1 to the number of players on all ending rosters from the previous season, and then averages them to get the cap figure for one player. The cap figure for one player is multiplied by the number of keepers per team to arrive at the total salary cap figure for one team.
- Our salary cap is a “soft” cap. If the total salary of an owner’s keepers exceeds the cap, the following penalties will apply.
 - Up to \$3 million over = skip 3rd draft pick after keeper rounds.
 - Up to \$7.5 million over = skip 2nd draft pick after keeper rounds,
 - Up to \$15 million over = skip 1st draft pick after keeper rounds
 - Up to \$22.5 million over = skip 1st and 3rd draft picks after keepers rounds
 - Up to \$30 million over = skip 1st and 2nd draft picks after keeper rounds
 - Greater than \$30 million over = skip 1st, 2nd, and 3rd draft picks after keeper rounds
- Any picks that are forfeited will be moved to the end of the draft (after round 25).
- Salary figures are locked at 12:01 AM on February 14. Any players who are signed (or have had their arbitration hearing) before that date will have their actual salary figure used. Any players who are not signed (or have not had their arbitration hearing) by that date will use the previous season’s salary figure. The commissioner will email out salary figures for their ending roster from the previous season to each owner soon after this date.

- Any players in the minor leagues will use the major league minimum as their salary figure.

1.3. Off-season Trades

- To announce an off-season trade, both owners must contact the commissioner separately via email (gte339i@gmail.com) or via other means (text, phone call, Facebook, smoke signals, etc...).
- Any players who are traded in the off season must be kept by the receiving team.
- Draft picks can also be traded so long as each team ends up with the same number of draft picks. If an owner is receiving a draft pick, they are required to send one back in the trade. As an example, if owner 1 wants to trade player A and their round 13 draft pick to owner 2 for player B, then owner 2 has to include one of their draft picks (say round 25) for it to work with the league software.
- To encourage trading, any players who are acquired via off-season trades (or via a deal done at the trade deadline of the previous season) will have a 20% reduction applied to their salary cap figure. For example, Ryan Braun has a salary of \$20 million for 2017. But he was traded at the deadline during the 2016 season. So his cap figure for 2017 is \$16 million.

1.4. Draft

- The draft order is based on the end-of-season standings for the last three years. The owners who have done better get the latest draft slots. The owners who have done worse get the earliest draft slots.
- Any new owners will be slotted where an average team would've finished over the last three years. If there is more than one new owner, the commissioner will pull names out of a hat (or use some other fair/random method) of determining the draft slot for each new owner.
- We use a snake draft. Odd-numbered rounds will proceed in draft order, and even-numbered rounds will proceed in the reverse of the draft order.
- So that we don't have to try to schedule all of us to be online at the same time, we use the message board to announce draft picks.
- Between 8 AM and 10 PM, Eastern Time, each draft slot has up to 8 hours. If an owner has not picked within 8 hours, the next owner may proceed with their pick. The skipped owner may make up their pick at any time.
- The clock does not run between 10 PM and 8 AM, Eastern Time. If an owner's draft pick comes up, that owner is welcome but not required to pick until the clock restarts in the morning.
- If an owner knows that they will be stuck in work meetings, are traveling, or will be unable to access the league site (either via the desktop website or the mobile app), please give a draft list/queue to one of the other owners. I know that one of us works

from home all the time, keeps the league page up all day during work, and can post the pick. And many of the others can too.

- To make things easier on the commissioner when he's logging the draft picks on the league site, all draft picks should be listed as follows.
 - Subject Line = Round X – Team_Name – Player_name (Position, MLB Team)
 - The body of the message doesn't matter for the draft, but the league software does requires some text to be there. If an owner is posting a pick on behalf of another owner who is otherwise occupied, please put "pick granted by proxy via text message" (or something similar) in the body of the message.
- Because we use an "offline" draft, the "Players" page is a little bit screwy until the commissioner marks the draft as finished/final. Here's how to navigate it during the draft.
 - The "draft results" page is CORRECT. Always do a Ctrl-F search on that page for the desired player. Be sure to watch out for Spanish accents. "Rodriguez" is not the same as "Rodríguez" for example. Also look/search through the last few message board posts to make sure that the desired player hasn't been drafted since the last time the commissioner updated the draft board.
 - Filtering the "player list by team" is WRONG. For each team it lists everyone who was on that team's ending roster from last year, even if they've already been drafted. Do not use this filter until after the draft is finalized.
 - The "all available players" list is CORRECT. It lists them as being on whichever team owned them last year rather than listing them as free agents, but all of those players are available to be drafted unless there have been a boatload of picks via the message board that have not been entered into the draft results yet. All of the filters except for "player list by team" work fine.
- N/A (i.e. minor league) or Disabled List (DL) players may be drafted (or kept). But those players will be considered part of the team's 25-player roster until the draft is finished. After the draft is finalized, the owner may move those players into the N/A or DL roster slot and then pick up a free agent to fill the empty spot on the active roster.

1.5. Free Agent Acquisition Budget (aka Bill Bucks TM)

- Each team's free agent budget is based on the end-of-season standings for the last three years. The owners who have done better get the lowest FAAB budgets, and the owners who have done worse get the highest FAAB budgets.
- Any new owners will have their FAAB budget set to what an average team's budget would be.
- FAAB dollars are only used for waiver claims. Any players who are listed as free agents can be acquired at any time, without using FAAB dollars, provided the owner

has an empty roster slot or that someone else is dropped to make room for the new player (and provided that the weekly moves limit has not been reached).

- If multiple owners submit bids on the same player, whoever bids the highest amount wins the bid. If two owners bid the same amount, whoever has the higher waiver priority wins the bid (initially, waiver priority is the reverse of the draft order).
- It is possible to submit \$0 bids (if no one else bids on the player, the \$0 bid will win).
- This year's FAAB can be included in trades. FAAB for future years cannot be traded as FAAB is not calculated until the off-season.
- Unused FAAB does not roll over to next season.

1.6. Weekly Player Adds Limit

- We have a hard limit of six moves each week. This applies to free agent pickups, and waiver claims but not to trades.
- Once an owner has used their weekly allotment of moves, they may not make any waiver claims or free agent pickups until the next week.
- Despite the week of the all-star game covering two actual, calendar weeks, each owner still gets only six player adds during that "week" (and not twelve).
- Drops do not count against this limit and may happen at any time, even if the owner has reached their weekly allotment of moves.
- Yahoo! flips over to the next "week" around 3 AM eastern time on Mondays.

1.7. Trade Feedback

- If an owner feels that a trade is unfair, they should contact the commissioner and/or post to the league's message board. Normally, the two teams involved will list why they feel the trade makes their team better, we'll get a consensus via the message board, and then the commissioner will make a decision.

1.8. Trade Deadline

- The trade deadline is normally in mid August.
- All trades must be proposed and accepted by that date. It is possible for a trade to be accepted prior to the trade deadline but not actually processed until after the trade deadline. As an example, if a trade is accepted on Saturday before the Sunday trade deadline, it will not be processed by the league software until early the next week.

1.9. Playoff Roster Locks

- All rosters are locked at 12:01 AM Eastern Time (or as close to that as the commissioner can do) on Monday morning of the week that the playoffs start.
- This prevents owners who did not qualify for the playoffs from dropping players for prospects who have more keeper value. This must be done during the regular season if desired.
- It also more closely tracks with the real-life playoffs.
- The league software will not allow owners to perform any of the following while rosters are locked
 - Free agent adds
 - Dropping players
 - Waiver claims
 - Offering or accepting trades
- Players can be moved between the starting lineup and bench (or to a different position in the starting lineup if they qualify at multiple positions).
- Any pending waiver claims will not be processed after roster locks. Since our waiver time is two days, an owner can safely drop a player on Friday without another owner being able to add that player for their playoff roster (as waiver claims for that player would be processed on Monday, after the roster lock is in effect).
- Free agents can be added up to the roster lock deadline (provided that the owner hasn't reached the weekly player add limit).
- Each team is allowed one, and only one, roster move during the playoffs as detailed in the following section.
- In the event that the commissioner is not able to lock the rosters (which has to be done manually and cannot be scheduled in the league software) exactly at 12:01 AM Eastern Time on Monday, any moves that were made between 12:01 AM Eastern Time and the actual roster locks will be reversed by the commissioner.

1.10. One Allowed Roster Move during the Playoffs

- The owner must email the commissioner (gte339i@gmail.com) to request their roster move.
- The roster move can only happen between playoff rounds. This mirrors real life in which an injured player remains on a team's 25-man roster until the end of that playoff round and cannot be replaced until the round is over.
- The commissioner must be notified prior to 8 PM Eastern Time on Sunday night so that they have time to perform the roster move before the league day switches from Sunday to Monday (i.e. to the next round of the playoffs). Notifications after 8 PM may or may not be processed at the commissioner's sole discretion.
- Below are the allowed roster moves.
 - Drop a player to activate a player who is in a disabled list roster slot.
 - Drop a player to activate a player who is in the N/A roster slot.
 - Drop a player, who was injured during the playoffs, and add a new player subject to the following restrictions.

- The injured player must be in one of the owner's 25 active roster slots. The injured player cannot be in a disabled list slot because dropping a player from a disabled list slot does not free up an active roster slot (a second roster move would be required to drop an active roster player and add the new player). If the owner has another player in an active roster slot who is listed on the disabled list by the league software, they can legally move the player they wish to drop into an active roster slot by switching that other player into a disabled list slot. Then they may request to replace the player subject to the restrictions listed below.
 - The injured player must be officially listed on the disabled list by their major league team and also be listed as on the disabled list within the league software at the time of the request to the commissioner. (If a player is moved to the disabled list on Sunday, the league software will not list them as such until Monday, making them eligible to be dropped the following Sunday before the next round of the playoffs).
 - A player being announced as injured and not playing for the rest of the season does not count. If, for whatever reason, the player's MLB team does not list them on the disabled list, then that player is ineligible for purposes of the one playoff roster move.
 - The new player must play the same position as the dropped player. If the new player qualifies at multiple position, only one of them must matchup to the position of the dropped player.
 - The new player must have been on an MLB roster (25-man) at the time of the roster locks (i.e. the last day of the regular season).
 - Because he was not on the owner's roster at the beginning of the playoffs, the added player cannot be kept for the following season.
- The dropped player cannot be kept for the following season but will count towards next year's salary cap calculation.
 - Each owner gets a maximum of one roster move with no exceptions allowed. If an owner has already used their one roster move and another player gets injured, then they are stuck with the injured player on their roster. If they don't have a player on their bench who plays the same position, then they'll have an empty spot in their roster for the remainder of the playoffs.

1.11. Scoring and Competition Committee (SCC)

- Currently, the SCC has three members.
- Any proposed scoring changes, league disputes, etc... will be decided on by a simple majority of the SCC.
- To avoid any appearance of impropriety, an alternate member may be selected to help the SCC if the dispute involves the commissioner or one of the other members of the SCC. If the dispute involves two members, then two alternates will be selected.

2. Formulas

2.1. Draft Order

- Draft order formula is the reverse order of TeamRank, which is calculated as follows.
- W = Total number of wins
- T = Total number of ties
- S = Final standing
 - Standing for owners in the playoffs will be based on how each owner does during the playoffs.
 - Standings for owners in the consolation bracket will be based on how each owner does during the consolation bracket.
 - Regular season standings will not affect this value at all.
- PlaceMod = Modifier (based on the following formula)

 If ($S < 6.5$) Then
 PlaceMod = $((6.5 - S) * 10) + 5$
 Else
 PlaceMod = $((6.5 - S) * 10) - 5$
 End If
- Table of PlaceMod values
 - $S = 1$: PlaceMod = 60
 - $S = 2$: PlaceMod = 50
 - $S = 3$: PlaceMod = 40
 - $S = 4$: PlaceMod = 30
 - $S = 5$: PlaceMod = 20
 - $S = 6$: PlaceMod = 10
 - $S = 7$: PlaceMod = -10
 - $S = 8$: PlaceMod = -20
 - $S = 9$: PlaceMod = -30
 - $S = 10$: PlaceMod = -40
 - $S = 11$: PlaceMod = -50
 - $S = 12$: PlaceMod = -60
- $SeasonTotal = (W * 2) + T + PlaceMod$
- Calculate SeasonTotal for last year, two years ago, and three years ago.
- TeamRank = Sum of all three SeasonTotal values.
- New teams use the following values.
 - W = season average for number of wins across all teams.
 - T = season average for number of ties across all teams.
 - PlaceMod = 0

2.2. Free Agent Acquisition Budget (FAAB)

- FAAB is based on TeamRank which was calculated in the item before this.
- $(\text{Maximum Team Rank calculation} / \text{Team Rank of Team X}) = \text{Team X's FAAB for the year.}$