

TSBBL Official Rulebook

Total Strat Baseball League

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LEAGUE STRUCTURE & ADMINISTRATION

1.1 League Name and Identity

The official name of this league is the Total Strat Baseball League (TSBBL). TSBBL is a Strat-O-Matic baseball simulation league that replicates the experience of Major League Baseball franchise ownership through realistic financial management, player contracts, and competitive gameplay.

1.2 General Notice about procedures

All contracts are guaranteed for the full amount.
All Dollar amounts listed in the rules are subject to inflation, but the contracts already signed don't inflate, even in a long term contract.
When paying for contracts the commissioner will round down to the nearest \$10k for each two week payment, with any extra \$10k payments to make the balance correct paid at the end of the year.

1.3 League Size and Divisions

TSBBL begins with 12 teams and plans to expand in increments of 4 teams until reaching a maximum of 24 teams.

League structure varies by league size:

12 teams: Two subleagues (American League/AL and National League/NL)

16 teams: Two subleagues (American League/AL and National League/NL)

20 teams: Two subleagues, each divided into two divisions (East and West)

24 teams: Two subleagues, each divided into two divisions (East and West)

Expansion will occur when sufficient ownership interest exists, following these requirements:

Minimum of 2 years between expansion periods (including the initial season)

All existing teams must have active owners

Four (4) prospective owners must be on the waiting list

Commissioner approval of expansion timing

New teams are admitted through an expansion process. Interested parties apply by notifying the Commissioner of their intent to join the league.

Expansion drafts will follow established MLB precedents for expansion team roster construction. Specific expansion draft rules will be finalized prior to each expansion period.

1.4 League Commissioner

Jasper Cattin serves as League Commissioner, having founded TSBBL and established its governing structure. The Commissioner does not own a team within the league, ensuring unbiased administration and conflict-free decision-making.

Commissioner Powers and Responsibilities:

- Trade Administration: The Commissioner may veto any trade if at least two (2) team owners file objections within 24 hours of the trade announcement.

- League Operations: The Commissioner manages all league operations including:

Operating and maintaining Stratdraft (stratdraft.com) for drafts and auctions

Managing the official league website

Organizing all free agency periods

Administering arbitration processes

Managing draft pick assignments and tracking

Maintaining current game files for computer simulation

Setting league schedules

- Rule Changes: The Commissioner may implement minor rule changes unilaterally.

Major rule changes require a super majority vote (two-thirds) of team owners.

- Abandoned Teams: If a team owner leaves or abandons their franchise, the

Commissioner has authority to:

Offer the team first to any designated alternate owners

Operate the team temporarily to complete the current season

Make contract adjustments or provide additional funds to restore competitive balance if the previous owner left the team in severe financial distress

All decisions regarding abandoned team remediation are at the Commissioner's sole discretion

1.5 League Presidents

The league shall have two (2) League Presidents: one for the American League and one for the National League.

Selection and Terms:

- League Presidents are elected by team owners within their respective league

- Terms are three (3) years in length
- If a League President position becomes vacant, an election will be held within two (2) weeks
- The newly elected League President serves the remainder of the current year plus three (3) additional years

Primary Responsibility: League Presidents serve as the appeals board for disputed Commissioner decisions.

Appeals Process:

- Any team owner may appeal a Commissioner decision to the League Presidents
- Both League Presidents review the appeal and render individual decisions
- If both League Presidents vote to overturn the Commissioner's decision, the Commissioner is overruled
- If the League Presidents disagree (one votes to overturn, one votes to uphold), the Commissioner's original decision stands
- If both League Presidents vote to uphold the Commissioner's decision, it stands

1.6 Ownership and Team Management

Each team must have one (1) designated owner who holds final decision-making authority.

No individual may own more than one (1) team in the league.

Team owners may designate assistants or advisors to help manage their franchise, but all final decisions must come from the designated owner or from the same registered account/email address.

1.7 League Calendar and Key Dates

Financial Year: The league financial year follows the calendar year (January 1 - December 31).

Season Dates The Season calendar is located in Appendix D and has all relevant dates listed.

The Commissioner will announce any calendar adjustments prior to each season to ensure consistency with the league's operational needs.

Additional key dates are established in relevant rules throughout this constitution (e.g., arbitration deadlines in Rule 4, draft timing in Rule 3).

1.8 Communication and League Infrastructure

Primary Communication: League communications are conducted primarily via email, with potential migration to Discord for enhanced collaboration.

League Website: TSBBL maintains an official league website featuring:

Current standings and statistics

Team rosters and depth charts

League constitution and rules

Transaction history and announcements

Additional content befitting a professional sports league

Stratdraft Platform: The league utilizes Stratdraft (stratdraft.com) to host player drafts and auctions. This platform may serve as a temporary league website until the full official website is operational.

1.9 Decision-Making and Voting Procedures

Decision Authority: The Commissioner has authority to decide most league matters.

Major decisions affecting league structure, financial rules, and fundamental operations require a league-wide vote.

Proposing Rule Changes: Any league member may propose a rule change by notifying the Commissioner in writing.

Voting Procedures:

All team owners are eligible to vote on matters requiring league approval

The Commissioner does not vote except to break ties

All votes are conducted via secret ballot

When a vote is announced, the Commissioner will specify the voting period timeline

The Commissioner announces results upon conclusion of the voting period

Major rule changes require a two-thirds (2/3) super majority to pass

1.10 Dispute Resolution

Initial Resolution: All disputes are initially resolved by the Commissioner.

Appeals Process: Team owners may appeal Commissioner decisions to the League Presidents following the procedures outlined in Rule 1.4.4.

Final Authority: Decisions upheld or overturned by the League Presidents are final and binding on all parties.

TEAM FINANCES

2.1 Annual Revenue Sharing Deposit (ARSD)

Each fiscal year (beginning January 1st), every franchise will receive an Annual Revenue Sharing Deposit (ARSD). Throughout this constitution, "ARSD" will be used as the abbreviation for Annual Revenue Sharing Deposit.

The ARSD amount shall be calculated as the median opening day payroll of the top 16 Major League Baseball teams from the most recently completed MLB season, rounded to the nearest \$5 million.

The League Commissioner will announce the official ARSD amount for the upcoming season by October 1st of each year.

All franchises receive an identical ARSD regardless of team performance or market size, ensuring competitive balance through equal revenue sharing.

The ARSD for the 2026 league season (based on 2025 MLB opening day payrolls) shall be \$220,000,000.

2.2 Salary Floor

Every franchise must maintain a minimum team payroll equal to 70% of the ARSD. (\$154M in 2026)

Team payroll for salary floor calculations includes all money spent on player salaries for the current season.

The salary floor is assessed on October 1st (the day after the regular season ends).

Franchises failing to meet the salary floor by October 1st AND failing to qualify for the playoffs will incur a fine equal to the difference between the salary floor and actual team payroll PLUS an additional fine equal to 20% of the ARSD.

2.3 Competitive Balance Tax (Luxury Tax)

The Competitive Balance Tax, hereafter referred to as "luxury tax," creates a soft salary cap at 150% of the ARSD.

Any franchise exceeding the luxury tax threshold will pay escalating penalties based on consecutive years over the threshold as follows:

- First-time offender (Year 1 over threshold): 20% tax rate on dollars over threshold

- Second consecutive year over threshold: 30% tax rate on dollars over threshold
- Third consecutive year over threshold: 50% tax rate on dollars over threshold
- Fourth+ consecutive years over threshold: 50% tax rate on all dollars over threshold, plus additional 12% surtax on dollars \$20M+ over threshold, plus additional 42.5% surtax on dollars \$40M+ over threshold

Dropping below the luxury tax threshold for one full season resets a team's penalty tier to "first-time offender."

2.4 Tax and Fine Distribution

Luxury Tax Payments and all fines to teams are distributed after the year.

- All luxury tax payments and fines that are collected during a season are pooled.
 - 50% of the pool is distributed equally among all teams that remained under the luxury tax threshold for that season.
 - 50% of the pool is distributed equally among all teams that did not get fined, esp for the salary floor.
 - Teams qualifying for both distributions receive funds from both pools
 - Distribution occurs on January 1st with their ARSD.
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2.5 Bank Account Management

Each franchise maintains a bank account that tracks all financial transactions throughout the league year.

Bank accounts receive deposits from the ARSD, luxury tax distributions, salary floor penalty distributions, and any other league revenue sources.

Bank accounts are debited for player salaries, luxury tax payments, salary floor penalties, and other league-mandated expenses.

Franchises may carry over unspent funds from year to year without limit, allowing teams to save for future expenditures or manage long-term financial strategies.

All bank account transactions must be reported to the League Commissioner and recorded in the official league financial ledger.

2.6 Dead Money and Released Players

When a franchise releases a player with remaining guaranteed contract years, the team remains financially obligated for the entire guaranteed amount.

Released player salaries ("dead money") continue to count against the team's salary floor calculations and luxury tax threshold calculations for their original contract duration.

Upon releasing a player, the franchise must choose one of two payment options:

- Option A: Pay the Net Present Value (NPV) of all remaining guaranteed money immediately in a lump sum. This amount counts only toward the current season's salary floor and luxury tax calculations.
- Option B: Pay the remaining guaranteed salary according to the original contract schedule. Each year's payment counts toward that respective season's salary floor and luxury tax calculations.

The NPV calculation for Option A shall use a 5% annual discount rate.

This choice must be declared within 48 hours of releasing the player and reported to the League Commissioner.

The one-time choice is binding and may not be changed regardless of future circumstances (trades, team sale, etc.).

2.7 Contract Guarantee Insurance

If a player's career ends due to death, the team is immediately relieved of all remaining contract obligations with no penalty.

If a player's career ends due to injury or medical condition that is not baseball related, requiring retirement:

- Team owes 5% of remaining contract value if only 1 year remains
- Team owes 10% of one year's salary if multiple years remain
- Team must apply for medical retirement exemption with supporting documentation
- League Commissioner has final approval authority

If a player voluntarily retires for non-medical reasons, the team owes nothing.

If a player is cut by the team (forced retirement from MLB due to no one wanting to sign them), the entire remaining contract is valid and must be paid as if the team released the player under Rule 2-6.

The distinction between voluntary retirement and forced retirement shall be determined by the League Commissioner during the off-season.

During the regular season, a Strat-O-Matic player card cannot be forced into retirement.

2.8 Home Ballparks and Stadium Costs

Ballpark Selection: Each franchise must designate one home ballpark for all home games.

Ballpark Ratings: Ballpark ratings consist of four dimensions: singles rating and home run rating for both left-handed and right-handed batters, as determined by the official Strat-O-Matic ballpark rating system.

MLB Ballparks:

- Teams may select any existing Major League Baseball ballpark as their home venue
- MLB ballparks have no installation cost and no annual upkeep cost
- Each MLB ballpark may only be used by one TSBBL franchise (no duplicates allowed)
- MLB ballpark ratings fluctuate annually based on real-world stadium modifications and Strat-O-Matic rating adjustments

Custom Ballparks: Teams may design custom ballparks with ratings of their choice, subject to the following cost structure:

- Symmetrical Parks (identical ratings for left-handed and right-handed batters):

Installation Cost: \$5,000,000; Annual Upkeep: \$1,000,000

- Semi-Symmetrical Parks (difference of 4 or less between left-handed and right-handed ratings in any dimension): Installation Cost: \$7,500,000; Annual Upkeep: \$1,500,000

- Asymmetrical Parks (difference of 5 or more between left-handed and right-handed ratings in at least one dimension): Installation Cost: \$10,000,000; Annual Upkeep: \$2,000,000

Switching Ballparks:

- Teams must remain in their current ballpark (custom or MLB) for a minimum of 3 years before switching
- Teams switching from a custom ballpark to an MLB ballpark must pay double the custom ballpark's annual upkeep cost as a one-time exit fee
- Teams switching from one MLB ballpark to another MLB ballpark must pay a one-time fee of \$2,000,000
- After paying any applicable exit or switching fees, the new MLB ballpark incurs no further costs

New Ownership Ballpark Selection:

- When a new owner assumes control of an existing franchise, they may change the ballpark during either of their first two off-seasons at no installation cost
- If changing ballparks in their second off-season, the new owner must pay any applicable upkeep costs for Year 1
- If retaining the previous ballpark, all existing costs and obligations continue

Expansion Team Ballpark Selection:

- Expansion teams may select any available MLB ballpark or design a custom ballpark
- Expansion teams selecting custom ballparks must declare their choice by December 1st preceding their inaugural season

- Expansion teams need not pay installation costs or declare specific dimensions until the December 1st deadline, allowing them to review Strat-O-Matic's ratings preview before finalizing their ballpark design

- Annual upkeep costs begin in the expansion team's first season

Annual Upkeep Payment: All custom ballpark upkeep costs are due on January 1st of each year and are deducted from the team's bank account.

PLAYER ACQUISITION DRAFT

3.1 Draft Timing and Format

For the inaugural season, the draft will begin on March 14th, a Saturday, to maximize participation and potentially complete the majority of selections in a single day.

The draft will be conducted online using stratdraft.com or a similar platform designated by the Commissioner.

Daily operating hours:

- Draft active from 11:00 AM to 11:00 PM Eastern Time daily
- 12-hour window each day

Pick timing and scheduling:

- Weekday picks: 30 minutes per selection (24 picks scheduled per day)
- Weekend picks: 15 minutes per selection (48 picks scheduled per day)
- A fixed daily schedule will be published before each draft day showing the expected time for each pick

Draft duration:

- Year 1 (inaugural season): Approximately one week
- Subsequent years: Expected to shorten significantly

3.2 Draft Eligibility

Eligible players must meet ALL of the following criteria:

- Currently under contract with an MLB organization (Major League or affiliated Minor League team, including complex rookie league teams)
- Not eligible for free agency under league rules
- Have not yet met the service time thresholds that would make them a free agent

Re-draft eligibility: A player who was previously drafted but subsequently released by their league team may be drafted again, provided they still meet the eligibility criteria in Rule 3.2.1 and are not yet eligible for free agency.

Automatic contract assignment: Upon selection, all drafted players are automatically assigned a contract type based on their MLB service time and card status (see Rule 4: Player Contracts). These contract assignments are mandatory and cannot be negotiated or altered.

Ineligible players:

- Players who have reached free agency eligibility may not be drafted and must be

acquired through the free agency process

- Players from the Korean Baseball Organization (KBO) or Nippon Professional Baseball (NPB) who are "posted" to MLB are considered free agents and are not eligible for the draft

3.3 Draft Length and Rounds

There is no minimum or maximum number of draft rounds.

Teams may select as many players as they have available roster spots.

Teams may cease drafting at any point once they have filled their desired roster spots.

Last pick rule: Every team must make their own final pick in the draft AND must pay a \$1,000,000 fine for each pick they skip to satisfy this requirement. If a team has traded away picks that would otherwise be their final pick, they must:

- Pass on sufficient rounds until they can make their own final pick
- Pay \$1,000,000 for EACH pick skipped (whether originally their own pick or an acquired pick)
- Make their own final pick

Final pick declaration: Teams must declare to the Draft Conductor when they are making their final selection to prevent the draft from stalling.

3.4 Draft Order

Inaugural season draft order: The Commissioner will determine Year 1 draft order through an interactive process designed to help all league members get to know each other.

Regular season draft order (Years 2+):

- Non-playoff teams draft in inverse order of previous season's winning percentage (worst record picks first)
- Playoff teams draft after all non-playoff teams
- Within playoff teams, order determined by playoff finish (World Series loser picks before winner, etc.)

Tiebreakers (in order of application):

- Head-to-head record
- Division record (if in same division)
- League record (if in same league)
- Coin flip

Anti-tanking provision: If the Commissioner determines that tanking is occurring, they

may modify the draft order rules for future seasons.

Expansion draft order (if applicable):

- New expansion teams will be slotted into the draft order
 - Multiple expansion teams will rotate draft positions for fairness
 - Specific expansion draft procedures detailed in Rule 1 (League Structure & Administration)
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3.5 Compensation Picks

Compensation Pick Eligibility

- Teams losing qualified free agents (per Rule 5.2) who reject qualifying offers and sign with other teams during the primary free agency period are eligible for compensatory draft picks.

Compensation Tiers and Placement

`For 12-team and 16-team leagues:`

- Premium tier (contract total value \geq \$50M): Compensation pick awarded after Round 2
- Standard tier (contract total value $<$ \$50M): Compensation pick awarded after Round 3

`For 20-team and 24-team leagues:`

- Premium tier (contract total value \geq \$50M): Compensation pick awarded after Round 1
- Standard tier (contract total value $<$ \$50M): Compensation pick awarded after Round 2

Order of Compensatory Picks

- Within each compensation tier, picks are awarded in reverse order of regular season standings (worst record receives earliest compensatory pick within the tier). Multiple teams receiving compensation in the same tier will receive picks in order, with the worst team picking first among compensatory picks.
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3.6 Trading Draft Picks

Teams may only trade draft picks for:

- The current year's upcoming draft
- The immediately following year's draft
- No other future years may be traded

Trade submission compliance: Any trade that would violate the minimum pick retention

rule will be automatically rejected. Teams cannot temporarily drop below 2 picks with the intention of acquiring picks later to regain compliance.

3.7 Draft Conduct Rules

Transaction freeze: Beginning 72 hours (3 days) before the draft start time, all transactions are frozen. This allows all teams to prepare with identical information.

Trades during draft: Teams may execute trades during the draft, including draft pick trades.

No releases during draft: Teams may NOT release players during the draft period, as released players may be draft-eligible and their release would create unfair competitive advantage.

Pick timing: As specified in Rule 3.1.5, picks must be made within the allotted time (30 minutes weekday, 15 minutes weekend).

Skipped picks: If a team fails to make a pick within the allotted time, their pick is skipped and they may make it up later without penalty. However, the draft continues without waiting.

Final pick declaration: Teams must explicitly declare to the Draft Conductor when making their final selection. Failure to declare may result in the draft waiting unnecessarily for picks the team does not intend to make.

Anti-collusion: Owners must draft with complete independence. Collusion to manipulate draft order, artificially set player values, or coordinate picks in any manner is strictly prohibited and will result in league expulsion at the Commissioner's discretion.

3.8 Roster Limits and Minor League Players

Total roster limit: Teams may carry a maximum of 50 players on their roster at any time.

Carded player limit: Of the 50-player roster, a maximum of 40 may be players who have received a Strat-O-Matic card.

Non-carded players: There is no limit on the number of non-carded players a team may carry, provided the total roster does not exceed 50 players and carded players do not exceed 40. A team could carry 35 carded players and 15 non-carded players, or any other combination within these limits.

Definition of "carded": A player is considered "carded" once they receive a physical card from Strat-O-Matic for any season. Once a player is designated as carded, they

permanently retain this status even if they fail to receive cards in subsequent seasons.
Injured players: Players who are on the MLB Injured List in real life and do not receive a physical card from Strat-O-Matic still count toward the respective 40-man (if previously carded) and 50-man roster limits.

During the season a player can be placed on IL if they get injured. They may remain on IL as long as desired by the GM. Players on the 1 block IL don't count against the 26/28 man roster limit. Players on the 4 block IL don't count against any roster limits.

PLAYER CONTRACTS

4.1 Contract String Notation System

Contract String Format: All player contracts are designated using a standardized string notation that identifies the contract type, year, length, and value.

Contract Type Designations:

- AA: Minor League (Non-carded)
- AAA: Minor League (Carded)
- Y1, Y2, Y3: Type Y Entry-Level Contracts (Years 1-3)
- Arb4, Arb5, Arb6: Arbitration Contracts (Years 4-6)
- L: Type L Long-Term Extension
- F: Type F Free Agent Contract
- X: Type X Extension Contract
- U: Type U Utility/Emergency Contract
- Q: Type Q Qualifying Offer
- q (lowercase): Permanent marker added to a player's contract string after being offered a qualifying offer, indicating the player is ineligible to receive another qualifying offer in their career

Asterisk Notation: When a player repeats a contract year due to not achieving a qualifying season, an asterisk is added to the contract designation (e.g., Y2*, Arb5*).

Multi-Year Contract Notation: For contracts spanning multiple years (Type F, Type L, Type X, and Type U), the format is: (Type#, Years-TotalValue)

Type = Contract type designation (F, L, X, or U)

= Current year of contract (1, 2, 3, etc.)

Years = Total years of contract

TotalValue = Total contract value in millions (with M suffix)

4.2 Qualifying Season Definition

Qualifying Season Thresholds: A player achieves a qualifying season by meeting ANY of the following criteria during a single season with a printed Strat-O-Matic card:

80 plate appearances (PA) for position players

20 innings pitched (IP) total for any pitcher

Service Time Accrual: Players who achieve a qualifying season accrue one year of service time, which determines contract progression and free agency eligibility.

Contract Progression: Achieving a qualifying season advances a player to the next contract level (e.g., Y1 to Y2, Arb4 to Arb5).

Non-Qualifying Seasons: Players who do not achieve a qualifying season repeat their current contract year with an asterisk designation. Type Y players receive the same salary. Arbitration players go through the entire arbitration process again with the asterisk designation.

4.3 Arbitration Process and Timeline

Arbitration Eligibility and Timeline:

All players on Arb4, Arb5, or Arb6 contracts at the start of the off-season must go through the arbitration process.

Teams have until November 15th to decide whether to tender a contract offer or non-tender (release) arbitration-eligible players.

Arbitration Process Mechanics:

- Team Bid Submission (November 20th deadline):

The team submits a sealed salary offer to the Commissioner

The offer must meet minimum arbitration year requirements

The team does not know the calculated player request at time of bid

- Player Request Calculation:

After team bids are submitted, the Commissioner calculates each player's salary request using the PQF formula (Rule 4.11)

The calculation includes a variance roll (d100) that makes the exact request unpredictable

The variance multiplier is applied to the base PQF calculation

- Bid Comparison:

The Commissioner reveals both the team's offer and the player's calculated request

If the team's offer meets or exceeds the player's request, the player automatically accepts the team's offer

If the team's offer is below the player's request, the team must choose to either:

Accept the player's request amount, OR

Proceed to arbitration hearing

Arbitration Hearing:

- If the parties proceed to arbitration hearing, an independent arbitrator

(Commissioner or designated neutral party) must select either the team's offer OR the player's request - no compromise amount is allowed.

- Arbitration Hearing Decision Table (d100):

- The arbitration decision is final and binding.

- Immediate consequences of arbitration hearing:

Player permanently loses eligibility for Type L (long-term) contracts with this team

Team cannot sign this player during his first free agency period

Commissioner will publicly post: "Player X ineligible to sign with Team Y until [year]"

- Long-term consequences:

If player reaches free agency after Arb6 expires, the team that arbitrated cannot bid on the player in his first FA period

Player can sign with any other team immediately upon reaching free agency

Team regains bidding eligibility in player's second FA period or later (if player is still available)

- Exception to arbitration penalty: If a player is traded to a new team and plays a full season with that team, the new team becomes eligible to offer Type L contracts regardless of previous arbitration history with the original team.

Variance Chart (d100):

The variance roll modifies the player's base PQF calculation:

4.4 Minor League Contracts (AA, AAA)

Type AA Contracts:

- Eligibility: Non-carded prospects who have been drafted but have not yet received a Strat-O-Matic card

- Salary: \$100,000 annually

- Progression: Upon receiving a Strat-O-Matic card, players automatically advance to AAA contracts

Type AAA Contracts:

- Eligibility: Carded players who have not yet achieved a qualifying season

- Salary: \$200,000 annually while in the minors; \$700,000 prorated when called up to the majors

- Progression: Upon achieving a qualifying season, players advance to Y1 contracts

Roster Status: Both AA and AAA players count toward the 50-man roster. Only AAA (carded) players count toward the 40-man roster.

4.5 Type Y Contracts (Y1, Y2, Y3)

Eligibility: Players who have achieved their first qualifying season advance from AAA to Y1 status.

Contract Salaries:

Y1: \$750,000

Y2: \$800,000

Y3: \$850,000

Contract Progression: Players advance from Y1 to Y2 to Y3 upon achieving a qualifying season in each respective year.

Repeat Years: Players who do not achieve a qualifying season repeat their current Y contract year with the same salary and an asterisk designation (Y1*, Y2*, Y3*).

4.6 Arbitration Contracts (Arb4, Arb5, Arb6)

Eligibility: Players who complete their Y3 contract and achieve a qualifying season become eligible for Arb4.

Contract Progression: Players advance from Arb4 to Arb5 to Arb6 upon achieving a qualifying season in each respective year.

Repeat Years: Players who do not achieve a qualifying season repeat their current Arb year with an asterisk designation (Arb4*, Arb5*, Arb6*) and go through the arbitration process again.

Salary Determination: Arbitration contract salaries are determined through the arbitration process detailed in Rule 4.6, using the Player Quality Factor (PQF) methodology outlined in Rule 4.11.

4.7 Type L Contracts (Long-Term Extensions)

Eligibility:

- Eligibility Window: Players are eligible for Type L contracts after completing their Y1 contract but before completing their Arb6 contract.

- Contract Timing: Type L negotiations must be completed before opening day.

Contract Structure:

- Type L contracts have an equal annual value in all years of the contract.

- Minimum Length: 2 years

- Maximum Length: 7 years total

Type L contracts are calculated using the PQF formula (Rule 4.11) with discount factors applied based on the player's current contract stage.

Type L contracts immediately replace all remaining Y-contracts and arbitration years.

A minimum of 1 free agent year must be purchased, but it is possible to buy out years of free agency.

4.8 Type F Contracts (Free Agent)

Definition: Type F contracts are standard free agent contracts signed through the free agency process detailed in Rule 5.

Eligibility: Players become eligible for Type F contracts upon:

Completing Arb6 and reaching free agency

Being non-tendered with 3+ years service time

Completing a previous Type F, Type L, Type X, or Type U contract

4.9 Type X Contracts (Extensions)

Eligibility and Timing:

- Teams may offer Type X extensions to players currently under Type F contracts.

- Type X negotiations must be completed by March 31st deadline.

Type X contract value is calculated using the PQF formula (Rule 4.11) with premium factors applied.

Contract Length Restrictions:

Maximum Extension Length: The Type X extension may be up to 4 years longer than the number of years remaining on the original Type F contract, with a maximum total contract length of 8 years.

4.10 Type U Contracts (Utility/Emergency)

Eligibility: Type U contracts are for fill-in players for the remainder of the regular season or selected in secondary free agency.

Type U Salary Calculation: Base annual amount = $\$700,000 \times 1.10 = \$770,000$

4.11 Type Q Contracts (Qualifying Offer)

Type Q contracts are signed through the qualifying offer process.

After a player is offered a qualifying offer they will have a lowercase q added to their contract string as a reminder that the player cannot be offered a qualifying offer.

Players on a Type Q contract are ineligible to be traded.

4.12 Player Quality Factor (PQF)

The Player Quality Factor (PQF) is a universal formula used to calculate fair market value for Type L, Type F, Type X, and Arbitration contracts. The complete PQF formula and its application are detailed in Appendix B.

FREE AGENCY

5.1 Free Agent Eligibility

Players become free agents under the following circumstances:

- Players who complete the final year of Arbitration 6 (Arb6) contracts automatically become free agents.
- Players who complete the final year of Type F (Free Agent), Type L (Long-term), Type X (Extension), or Type U (Utility/Emergency) contracts become free agents, except Type U players may be draft-eligible if they have fewer than three (3) years of service time.
- Players non-tendered after completing AA, AAA, Y1, Y2, Y3, Arb4, or Arb5 contracts who have three (3) or more years of service time become free agents. Players with fewer than three (3) years of service time enter the annual draft instead.

Non-Tender Deadline: Teams must decide whether to retain or release (non-tender) players completing AA, AAA, Y1-Y3, Arb4, or Arb5 contracts by November 15th.

Early Free Agency: A team non-tendering a player after their Y3, Arb4, or Arb5 contract allows that player to enter free agency early, provided the player has accumulated three (3) or more years of service time.

5.2 Qualifying Offers

Qualifying Offer Eligibility

- Teams may extend a Qualifying Offer (QO) to any of their own players entering free agency if both conditions are met:
- The player has never received a qualifying offer previously in their career (one-time eligibility only)
- The player spent the entire regular season on the team's roster from Opening Day through season end (trades and mid-season acquisitions are ineligible)

Qualifying Offer Amount

- The QO amount is calculated as the mean Average Annual Value (AAV) of the league's highest-paid players from the previous season, rounded to the nearest \$25,000.
- For a 12-team league: Top 60 player salaries by AAV
- For a 16-team league: Top 80 player salaries by AAV
- For a 20-team league: Top 100 player salaries by AAV
- For a 24-team league: Top 120 player salaries by AAV

Qualifying Offer Timeline

- Teams must extend qualifying offers by November 15th
- Players must accept or reject by November 15th

Player Acceptance Decision

- Player acceptance is determined objectively using the Qualifying Offer Acceptance Formula (QOAF) detailed in Appendix B. The formula evaluates:

Decision Threshold:

- Player ACCEPTS if: Projected Free Agency Value < QO Amount × 1.25
- Player REJECTS if: Projected Free Agency Value ≥ QO Amount × 1.25

Acceptance Outcome

- If a player accepts, they sign a one-year Type Q contract at the QO amount and cannot be traded until June 15th without consent.

Rejection Outcome

- If a player rejects, they enter free agency and the team becomes eligible for draft pick compensation per Rule 5.3.

5.3 Draft Pick Compensation

Compensation Eligibility

- Teams are eligible for compensatory draft picks only when:
- The team extended a qualifying offer to a departing free agent
- The player rejected the qualifying offer
- The player signed a Type F contract with another team during the primary free agency period (January-February)
- Players signing Type U contracts during secondary free agency or in-season do not trigger draft pick compensation.

Compensation Value Determination

- Premium tier (contract total value ≥ \$50M): Compensatory pick awarded after the 2nd round.
- Standard tier (contract total value < \$50M): Compensatory pick awarded after the 3rd round

Signing Penalties

- Teams signing qualified free agents must forfeit draft picks as follows:
- First qualified free agent signed: Forfeit 3rd round pick or the equivalent picks in total value of points.
- Each additional qualified free agent: Forfeit 2nd round pick or the equivalent picks in total value of points

Pick Forfeiture Process

- Teams forfeit picks in draft order until the required point total is satisfied
 - All first-round picks are protected and cannot be forfeited under any circumstances, even if traded to another team
 - If a team's point obligation extends beyond Round 5, any remaining debt rolls to the following year's draft starting at Round 2 pick values as a penalty
 - Refer to Appendix C (Draft Pick Value Chart) for specific pick point values
- Acceptance Eliminates Compensation
- When a player accepts a qualifying offer, no draft picks change hands in any direction. The team retains the player on a one-year contract at the qualifying offer value.
-

5.4 Free Agency Timing and Platform

Free Agency Period: Free agency begins in mid-to-late January and continues through the end of February.

Platform: Free agency is conducted via Stratdraft (stratdraft.com) until the Commissioner implements a proprietary league system.

Bidding Deadline: All free agency bidding must conclude before the annual player draft begins.

5.5 Bidding Process and Contract Awards

Auction Clock Mechanism:

When a player receives their first bid, a 48-hour auction clock begins

Each subsequent bid resets the clock to a minimum of 24 hours

Teams need only check bids once daily (every 24 hours) to remain competitive

This process continues throughout January and February

Closing Unbid Players: Players receiving no bids by mid-February have their auctions automatically closed.

Contract Award: The player signs with the team offering the highest perceived contract value as determined by the Bid Superiority system (Rule 5.6).

Tie-Breaking: If multiple teams offer identical perceived contract value, the team with worse previous season record receives priority.

5.6 Bid Superiority and Contract Valuation

Annual Perceived Contract Value (APCV) represents how players value multi-year contracts compared to single-year deals. Longer contracts provide security, making them more attractive even at lower average annual values.

Year Multiplier Formula: The security premium for multi-year contracts is calculated using:

$$M(y) = -0.015 \times y^3 + 0.18 \times y^2 + 0.10 \times y + 0.735$$

Where y = contract length in years

Calculating Perceived Value:

$$APCV = \text{Contract_AAV} \times M(\text{Contract_Length})$$

$$\text{Contract_AAV} = \text{Total Contract Value} \div \text{Contract Length}$$

$$M(\text{Contract_Length}) = \text{Year Multiplier from formula in 5.6.2}$$

Year Multiplier Reference Table:

1 year	1.00x
2 years	1.29x
3 years	1.61x
4 years	1.95x
5 years	2.28x
6 years	2.58x
7 years	2.84x

5.7 Minimum and Maximum Contract Values

Minimum Contract Values by Length:

1 year:	\$1,000,000
2 years:	\$5,000,000 AAV (\$10M total)
3 years:	\$5,500,000 AAV (\$16.5M total)
4 years:	\$6,000,000 AAV (\$24M total)
5 years:	\$10,000,000 AAV (\$50M total)
6 years:	\$15,000,000 AAV (\$90M total)
7 years:	\$24,000,000 AAV (\$168M total)

Maximum Contract Length: No free agent contract may exceed seven (7) years in length.

5.8 In-Season Free Agency

In-Season Signing Eligibility: Teams may sign available players during the regular season to address immediate roster needs through Type U contracts (see Rule 4.10 for

contract details).

Eligible Players: Only unsigned free agents or carded players in the draft-eligible pool who were not selected may be signed during the season.

Signing Process: Teams notify the Commissioner of intent to sign a player. The signing is processed immediately upon confirmation of roster space and contract terms.

Restrictions:

May not sign players currently under contract with another team

Players are signed to Type U contracts the only ones permitted for in-season additions

5.9 Secondary Free Agency Period

Timing: A secondary free agency period occurs during the weekend immediately preceding the start of the regular season.

Secondary Free Agency Format:

All players available for secondary free agency are listed for a one-weekend auction

All auctions are set to expire on Sunday at 11:00 AM

Any bid placed extends that player's auction by a minimum of one (1) hour from the time of bid

Auctions are expected to conclude before 11:00 PM Sunday, but 11:00 PM is a hard stop regardless of bidding activity

Contract Type: All secondary free agency signings are Type U contracts (see Rule 4.10 for contract details).

Eligible Players: Secondary free agency includes:

Players who received no bids during primary free agency

Players non-tendered after the primary free agency period

Draft-eligible players who were not selected

Any other unsigned players available in the player pool

5.10 Foreign Players (NPB/KBO/International)

Foreign Player Eligibility: Players from Nippon Professional Baseball (NPB), Korea Baseball Organization (KBO), Cuban leagues, or other international leagues who signed with MLB teams in real life become available in TSBBL free agency the following calendar year.

Timeline Example: A player who signed with an MLB team in real-world 2025 becomes available in TSBBL's 2026 free agency period.

No Special Restrictions: Foreign players entering free agency are subject to the same

rules, bidding processes, contract minimums/maximums, and all other provisions outlined in this rule. They receive no special treatment or limitations.

ROSTER MANAGEMENT

6.1 Roster Structure and Limits

Active Roster (26-Man): During the regular season and playoffs, teams may carry up to 26 players on their active roster, with a maximum of 13 pitchers.

Expanded Active Roster (28-Man): During the final two blocks of the regular season, teams may expand their active roster to 28 players, with a maximum of 14 pitchers.

40-Man Roster: Teams maintain a 40-man roster that includes all players with Strat-O-Matic cards, whether on the active roster, in the minor leagues, or on the Injured List. This is the maximum number of carded players a team may control at any time.

50-Man Roster: Teams may carry up to 50 total players, which includes:

All players on the 40-man roster

All additional uncarded minor league prospects who have been drafted or acquired via trade

Roster Compliance: Teams must remain in compliance with all roster limits at all times, including during the offseason.

6.2 Roster Submission and Deadlines

Block Schedule: The regular season is organized into two-week blocks. Teams must submit their active roster by Day 1 of each block.

Playoff Rosters: Teams may modify their playoff roster between playoff rounds. Playoff roster rules mirror regular season active roster limits (26 players, maximum 13 pitchers).

Offseason Rosters: During the offseason, there is no active roster requirement. However, 40-man and 50-man roster limits remain in effect.

6.3 Roster Movement: Options and Waivers

Players with Options (Type Y and Arbitration Contracts):

Players on Type Y (entry-level) or Arbitration contracts may be optionally assigned to the minor leagues at the team's discretion between blocks

These players do not require waivers to be sent to the minors

Teams continue to pay these players their major league salary while in the minors

These players may be recalled to the active roster at any time between blocks

Players Requiring Waivers (Type U, F, L, and X Contracts):

Players on Type U (unrestricted free agent), Type F (franchise tag), Type L (long-term), or Type X (extension) contracts may be sent to the minors, but must first pass through waivers

When a team attempts to send such a player to the minors, other teams have 48 hours to claim the player

Any claiming team must place the player on their active roster and assume the player's full contract

Waiver Process:

Teams have 48 hours from the time a player is placed on waivers to submit a claim

If multiple teams claim the same player, the team with the highest waiver priority (worst record in the appropriate league) is awarded the player

If no team claims the player within 48 hours, the player successfully passes through waivers and may be assigned to the minors

6.4 Injury System

Injury Determination

- Each player on the 40-man roster who is not currently injured is evaluated for potential injury at the conclusion of each block during the regular season
- The injury determination process is conducted by the Commissioner using a formula-based system

Injury Probability Factors

- Injury probability is determined by the player's Strat-O-Matic injury rating (0-6), with pitchers receiving an additional adjustment
- Current season usage percentage (actual PA or IP compared to pro-rated expected usage based on actual MLB season statistics)
- Block number within the season

Injury Duration Factors

- When a player is injured, duration in blocks is determined by the player's actual MLB season durability (total PA or IP)
- Remaining blocks in the season
- Random variation following an exponential distribution favoring shorter injuries

Season-Ending Injuries

- Players injured for the remainder of the regular season are also unavailable for the playoffs
- Players may recover in time for the playoffs if their injury duration expires before the

playoff roster is set

Injured List Placement

- Players injured through the injury system are automatically placed on the Injured List for the duration of their injury
- Teams may immediately replace IL players on the active roster with any player from the 40-man roster
- Players on the 10-day/15-day IL count toward the 40-man roster but not the active roster
- Players injured for 4 or more blocks may be placed on the 60-day IL, which does not count toward the 40-man roster
- Teams are not required to activate players immediately upon recovery

Playoff Injuries

- During the playoffs, the Strat-O-Matic Super Advanced injury system is used
- The regular season formula-based injury system does not apply during the playoffs

Formula Details

- Complete mathematical formulas for the regular season injury system are provided in the Injury System Formulas appendix

6.5 40-Man and 50-Man Roster Management

Adding Players to 40-Man Roster: Players may be added to the 40-man roster through:

The annual draft

Free agency signings

Trade acquisitions

Promotion from the 50-man roster (for prospects who receive cards)

Removing Players from 40-Man Roster: Players may be removed from the 40-man roster by:

Releasing the player (subject to dead money rules in Rule 2.5)

Trading the player to another team

Retirement

50-Man Roster Prospects: Uncarded prospects on the 50-man roster (but not the 40-man) represent players in the team's minor league system who have not yet received Strat-O-Matic cards. These players:

Count toward the 50-man limit but not the 40-man limit

Must be acquired through the draft or trade

Automatically move to the 40-man roster if they receive a card in a subsequent season

Players Losing Cards: If a carded player on the 40-man roster does not receive a card in a subsequent season (typically due to injury), that player:

Remains on both the 40-man and 50-man roster
Continues to count toward both limits
May not be removed from the 40-man roster until released or traded

6.6 Position and Pitcher Limits

Regular Season Pitcher Limit: During standard regular season blocks, teams may carry a maximum of 13 pitchers on the 26-man active roster.

Expanded Roster Pitcher Limit: During the final two blocks of the regular season with 28-man rosters, teams may carry a maximum of 14 pitchers.

No Minimum Position Requirements: There are no minimum requirements for the number of players at any specific position. Teams have full flexibility in roster construction within the pitcher limits.

TRADING

7.1 Trading Periods and Restrictions

Year-Round Trading: Teams may execute trades at any time during the calendar year, except during designated blackout periods.

Trading Blackout Periods: No trades may be executed during the following periods:

Trade Deadline through Postseason: From the conclusion of Block 9 through the end of the World Series blackout, ending with the announcement of players acceptance or declining of qualifying offers.

Pre-Draft Freeze: The 3 days immediately before the amateur draft

Pre-Free Agency Freeze: The 3 days immediately before the free agency period begins

Trading Freeze Rationale: The pre-draft and pre-free agency freezes ensure these major league events proceed smoothly without complications from last-minute trades. Should these processes become automated in the future, these freeze periods may be shortened or eliminated.

Block Deadline for Immediate Effect: To ensure timely processing, trades must be submitted at least 48 hours before the end of a block to take effect immediately. Trades submitted within 48 hours of a block's end will take effect in the following block.

7.2 Tradeable Assets

Players: All carded or uncarded players under contract may be traded, regardless of contract type.

Draft Picks: Teams may trade draft picks for the upcoming draft only. Once a draft concludes (e.g., the 2026 draft), picks for the following year's draft (2027) become tradeable. Future draft picks beyond the next draft may not be traded.

Cash Considerations: Teams may trade league funds as part of any transaction for league-related purposes. Cash trades are subject to the same approval process and objection period as all other trades.

Multi-Asset Trades: Teams may combine any tradeable assets (players/prospects, picks, cash) in a single transaction.

7.3 Trade Submission and Approval Process

Trade Submission: To execute a trade, both teams must:

Inform the Commissioner of the agreed-upon trade terms

Both General Managers must confirm the transaction

Automatic Approval: All trades are automatically approved, 24 hours after being announced, unless an objection is raised during the objection period.

Objection Period: League members have 24 hours from the Commissioner's initial trade notification to raise objections to a trade.

Commissioner Ruling on Objections: If an objection is raised, the Commissioner will review the trade and make a final determination on whether to approve or reject it.

Trade Processing Timeline: The Commissioner has 24 hours from trade submission to announce the trade to the league across all communication platforms. A complex trade may require a longer investigation, the owners involved are encouraged to give a short description of why a trade benefits them (they may include details they wish the commissioner keep secret) to speed up a review that may get an extended review.

Trade Announcement: The Commissioner announces all completed trades on all league platforms (Discord, league website, email) to ensure full transparency. This process will ideally become automated in the future.

7.4 Multi-Team Trades

Three-Team and Larger Trades: Trades involving three or more teams are permitted and follow the same approval process as two-team trades.

Multi-Team Confirmation: All teams involved in a multi-team trade must confirm the transaction with the Commissioner before it can be processed.

7.5 Salary and Contract Obligations

Salary Transfer: When a player is traded, the acquiring team assumes full responsibility for the player's remaining salary obligations.

Cash to Offset Salary: Teams may include cash in trades to offset salary obligations, but the acquiring team formally assumes the full contract.

Prorated Salaries: For trades executed during the regular season, player salaries are prorated based on the 14-block schedule:

The original team pays salary for all completed blocks

The acquiring team pays salary for all remaining blocks

Playoff salaries are paid by whichever team controls the player during the postseason

Contract Type Transfer: All contract types (Y, Arb, U, F, L, X) transfer completely to the

acquiring team with all terms, years, and obligations intact.

No Dead Money on Trades: Trading a player does not create dead money for the original team. Dead money only occurs when a player is released, as specified in Rule 2.5.

Type L and X Contract Obligations: When contracts are traded, the acquiring team assumes all remaining years and salary obligations without modification.

Arbitration Penalty Reset: The only restriction that doesn't carry from a trade is arbitration penalties. If a player has gone to arbitration with a team and is prevented from signing a Type L contract with that team, this restriction does not transfer. The new team would have the ability to sign the player to a Type L contract after the player has been with the team for 1 season, and if they don't are still allowed to bid on them in free agency.

7.6 Roster Compliance

Roster Limits: Teams must remain in compliance with 40-man and 50-man roster limits immediately upon completion of any trade.

Roster Moves to Facilitate Trades: Teams may waive or release players as part of a trade transaction to maintain roster compliance. These moves should be announced as part of the complete trade package.

Processing Order: When a trade includes player releases or waivers for roster compliance, the Commissioner processes these moves in the order that makes the transaction valid.

No Salary Cap/Floor Enforcement During Season: Trades do not trigger luxury tax or salary floor compliance checks during the regular season. Teams must meet these requirements at their designated checkpoints per Rule 2.

7.7 Special Trading Situations

Trading Injured Players: Players on the Injured List may be traded. The acquiring team assumes the player with their current injury status and IL designation.

No Conditional Trades: All trades must be final and unconditional. Trades contingent on performance, health, or other conditions are not permitted.

No Trade Restrictions by Contract Type: No contract types include no-trade clauses or trade restrictions. All players may be traded regardless of their contract type.

7.8 Trade Ethics and Competitive Balance

Collusion Prohibition: Teams may not engage in collusive trades designed to circumvent league rules or provide unfair competitive advantage.

Objection Grounds: Valid grounds for trade objections include:

Suspected collusion between teams

Trades that appear to deliberately undermine competitive balance

Transactions that may violate league rules or spirit of competition

Commissioner Authority: The Commissioner has final authority to reject trades that are deemed detrimental to league integrity, even without formal objections.

GAMEPLAY & PLAYER USAGE

8.1 Game Platform and Software

Strat-O-Matic Computer Game: All league games are played using the most current version of the Strat-O-Matic Baseball computer game with the most up-to-date patch installed.

Required Game Settings: The following settings must be used for all league games:

Injuries: OFF (injuries are handled separately per Rule 6.4)

Pitcher Fatigue: OFF (fatigue is handled separately)

Pitch Counts: OFF (not used as they skew results undesirably)

Manager Ratings: Manager ratings are not used in TSBBL gameplay.

Built-in Fatigue: Player fatigue settings built into the game remain active and function normally.

8.2 Game Execution and Management

Home Team Responsibility: The home team manager is responsible for playing all home games.

Game Modes: Games may be played in two ways:

Computer Manager (CM): Home team plays against a computer-controlled opponent

Netplay: Both managers play the game together in real-time via Strat-O-Matic's netplay feature

Cloud File Sharing: All game files and results are shared using Strat-O-Matic's built-in cloud sharing feature, which automatically distributes necessary files to all teams.

Results Reporting: Game results are automatically shared through the cloud sharing system and do not require separate reporting.

8.3 Lineup and Roster Management

Lineup Submission: Teams are not required to submit or announce lineups in advance of games. Teams may choose to announce lineups if they wish, but it is not mandatory.

Lineup Flexibility: Managers have full discretion over lineup construction and may make substitutions at any point during a game, including from the first inning.

Designated Hitter: All teams are permitted to use a Designated Hitter, regardless of

league affiliation.

No Minimum Playing Time: There are no minimum playing time requirements for any players. Managers may use their rosters as they see fit.

8.4 Starting Pitcher Usage and Rest Requirements

Regular Season Rest Requirements: Starting pitchers must receive a minimum of 4 days of rest between starts during the regular season.

Rest Applies to All Starts: The 4-day rest requirement applies to all starts, including those where the pitcher throws fewer than 3 innings. The standard "short rest" allowance does not apply in TSBBL regular season play.

Postseason Rest Rules: During the postseason, the Super Advanced Pitcher Rest Chart is in use, allowing for more flexible pitcher usage in line with playoff strategy.

No Rotation Requirements: Teams are not required to use a specific rotation size (e.g., 5-man rotation). Managers may structure their pitching staff as they choose, subject to rest requirements.

8.5 Relief Pitcher Usage Limits

Series Appearance Limit: Relief pitchers are limited to pitching in a maximum of 2 out of 3 games in any three-game series.

Series Innings Limit: Relief pitchers may pitch a maximum of 4 innings over the course of any three-game series.

Combined Restrictions: Relief pitchers must comply with both the appearance limit and innings limit. Exceeding either limit constitutes a violation.

8.6 Pitcher Workload and Injury Risk

No Hard Innings Limits: There are no league-imposed seasonal innings limits for any pitcher.

8.7 Position Player Usage

Position Eligibility: Players may play any defensive position listed on their Strat-O-Matic card without restriction.

Catcher Usage Limit: Catchers may only play catcher in a maximum of 5 games per

week (within any 7-day period). They may play other positions without restriction.
No Platooning Restrictions: Teams may platoon players or use any strategic substitution patterns without restriction.

8.8 Injured Player Usage

Injured List Players: Players on the Injured List (per Rule 6.4) cannot be used in games under any circumstances.

Injured Players Not on IL: Players who are injured but not formally placed on the IL cannot be used in games, leaving the team short-handed for those games.

Forced Usage Penalty: If a manager is forced to use an injured player (not on IL) due to lack of available bench players in a manager-controlled game, that player will automatically suffer an additional injury of 2+ games beyond their current injury.

Computer Manager Exception: When using Computer Manager (CM) mode, any injured player not on the IL must be set to inactive. Failure to do so constitutes an illegal lineup violation.

8.9 Lineup Violations and Corrections

Illegal Lineup in CM Games: If a manager fails to set the correct lineup when using Computer Manager mode and an ineligible player is used:

The opposing team may choose to let the result stand, OR

The opposing team may request that the game be replayed in its entirety

Offending Team Choice: The choice of whether to accept the result or require a replay belongs solely to the team that did not commit the violation.

Ineligible Player Definition: An ineligible player includes anyone on the IL, injured players not on the IL, or players not on the active roster.

8.10 Technical Issues and Game Interruptions

Netplay Game Crashes - Recoverable: If a netplay game crashes but the game file is recoverable:

Restart the game from the last saved point

All statistics and results from the saved portion of the game count

Resume play from that point

Corrupted Game Files: If a game file becomes corrupted and cannot be recovered:

The game must be replayed in its entirety

No statistics from the corrupted game count

Technical Issue Resolution: The Commissioner has final authority on determining whether a game file is recoverable or must be replayed.

8.11 Game Protests and Disputes

Rule Violation Disputes: Disputes regarding rule violations (illegal lineups, pitcher usage violations, etc.) should be brought to the Commissioner for resolution.

Commissioner Authority: The Commissioner has final authority to determine appropriate remedies for rule violations, which may include game replays, forfeits, or other penalties as deemed appropriate.

SCHEDULE & SEASON STRUCTURE

9.1 Season Length and Structure

Regular Season Length: Each team plays a 162-game regular season, consisting of 54 three-game series.

Season Dates: The regular season begins on the last Monday of March and runs for 27 weeks, concluding on the last Sunday of September (approximately September 30th).

Block Structure: The regular season is divided into 14 two-week blocks for roster management and injury determination purposes:

Blocks 1-6: 2 weeks each, 12 games per block (2 series per block)

Block 7: 2 weeks, 6 games (1 series in Week 1 + All-Star week in Week 2)

Blocks 8-14: 2 weeks each, 12 games per block (2 series per block)

Expanded Roster Blocks: During Blocks 13 and 14 (the final two blocks of the regular season), teams may expand their active roster to 28 players with up to 14 pitchers, as outlined in Rule 6.1.2.

9.2 Weekly Game Schedule

Series Format: All games are played in three-game series for scheduling efficiency and consistency.

Weekly Schedule Pattern:

Monday: League-wide off day (no games scheduled)

Tuesday/Wednesday/Thursday (TWR): First three-game series of the week

Friday/Saturday/Sunday (FSaSu): Second three-game series of the week

Games Per Week: Teams play 6 games per week (2 three-game series) during normal weeks.

Games Per Block: Teams typically play 12 games per two-week block (4 series), except during Block 7 which has only 6 games due to the All-Star break.

9.3 Schedule Distribution by League Size

The number of games played against different opponents varies based on league size to ensure a balanced 162-game schedule.

12-Team League Schedule (6 AL, 6 NL)

Interleague: 2 series vs. each of 6 teams = 12 series (36 games)
Same League: 8 series vs. each of 5 teams (4 home/4 away) = 40 series (120 games)
Additional Same-League: 2 series distributed among league opponents = 2 series (6 games)

Total: 54 series (162 games)

16-Team League Schedule (8 AL, 8 NL)

Interleague: 2 series vs. each of 8 teams = 16 series (48 games)

Same League: 5 series vs. each of 7 teams = 35 series (105 games)

Additional Same-League: 3 series distributed among league opponents = 3 series (9 games)

Total: 54 series (162 games)

20-Team League Schedule (4 divisions, 5 teams per division)

Interleague: 1 series vs. each of 10 teams = 10 series (30 games)

Same League, Other Division: 4 series vs. each of 5 teams (2 home/2 away) = 20 series (60 games)

Division Rivals: 6 series vs. each of 4 teams (3 home/3 away) = 24 series (72 games)

Total: 54 series (162 games)

24-Team League Schedule (4 divisions, 6 teams per division)

Interleague: 1 series vs. each of 12 teams = 12 series (36 games)

Same League, Other Division: 2 series vs. each of 6 teams (1 home/1 away) = 12 series (36 games)

Division Rivals: 6 series vs. each of 5 teams (3 home/3 away) = 30 series (90 games)

Total: 54 series (162 games)

9.4 Home and Away Balance

Balanced Schedule: All teams maintain a balanced home and away schedule with 81 home games and 81 away games over the 162-game season.

Series Distribution: Home and away series are distributed as evenly as possible among all opponents, with any necessary adjustments made to maintain the 81-81 balance.

9.5 All-Star Break

All-Star Week Timing: The All-Star break occurs during the second week of Block 7, approximately at the midpoint of the regular season.

All-Star Week Schedule:

Week 1 of Block 7: Normal schedule - 6 games (1 three-game series)

Week 2 of Block 7: All-Star week - All-Star Game only, no regular season games

All-Star Game: The annual All-Star Game is played during the All-Star week. Selection process and game format are determined by the Commissioner and League Presidents.

Block 7 Game Total: Due to the All-Star break, Block 7 contains only 6 regular season games instead of the standard 12 games.

9.6 Schedule Creation and Publication

Schedule Authority: The Commissioner is responsible for creating and publishing the league schedule, with assistance from artificial intelligence scheduling tools as needed.

Schedule Publication: The complete regular season schedule is released at the beginning of the calendar year, prior to the start of the season.

9.7 Trade Deadline

Trade Deadline Timing: The trade deadline occurs at the conclusion of Block 9, with 5 blocks (Blocks 10-14) remaining in the regular season.

Trade Deadline Effect: After the trade deadline, no trades may be executed for the remainder of the regular season, as specified in Rule 7 (Trading).

PLAYOFFS

10.1 Playoff Qualification

League Size and Playoff Structure: The number of playoff teams and playoff format varies based on league size:

12-Team League (2 divisions):

Top 2 teams from each league qualify for the League Championship Series (LCS)

No Division Series round

16-Team League (2 divisions):

Top 2 teams from each league qualify for the League Championship Series (LCS)

No Division Series round

20-Team League (4 divisions - 2 per league):

Each division winner qualifies automatically

One wild card team per league (best record among non-division winners)

Wild card team plays the lower-seeded division winner in the League Division Series (LDS)

Higher-seeded division winner receives a bye to the LCS

24-Team League (4 divisions - 2 per league):

Each division winner qualifies automatically

Two wild card teams per league (two best records among non-division winners)

Both wild card teams play division winners in the League Division Series (LDS)

No first-round byes

Playoff Seeding: Teams are seeded by win-loss record, with division winners automatically seeded ahead of wild card teams regardless of record.

10.2 Tiebreaker Procedures

Standard Tiebreakers: If teams are tied in the standings at the end of the regular season and would compete in the same playoff round, standard MLB tiebreaker procedures apply (head-to-head record, divisional record, etc.).

Tiebreaker Game(s): If teams are tied and one team would receive a playoff bye while the other would not, OR if one team would make the playoffs while the other would be eliminated, a tiebreaker game must be played.

Multiple Team Ties: When three or more teams are tied, the number of tiebreaker

games played equals the number of teams involved minus one. The format and schedule for multi-team tiebreakers will be determined by the Commissioner.

10.3 Playoff Format and Scheduling

League Division Series (LDS) (20 and 24-team leagues only):

Best-of-5 series

Format: 2-2-1 (Games 1-2 at higher seed, Games 3-4 at lower seed, Game 5 at higher seed if necessary)

Higher seed receives home field advantage

League Championship Series (LCS):

Best-of-7 series

Format: 2-3-2 (Games 1-2 at higher seed, Games 3-5 at lower seed, Games 6-7 at higher seed if necessary)

Higher seed receives home field advantage

World Series (WS):

Best-of-7 series

Format: 2-3-2 (Games 1-2 at team with better record, Games 3-5 at other team, Games 6-7 at team with better record if necessary)

Home field advantage determined by regular season record, regardless of league seeding

Net Play Requirement: All playoff games must be played using net play. The block system used during the regular season does not apply to the playoffs.

Advance Scheduling: All playoff games are scheduled in advance by the Commissioner. Teams must coordinate with opponents to complete games according to the playoff schedule.

10.4 Playoff Roster Rules

Roster Composition: Playoff rosters follow the same limits as the regular season:

26 active players maximum

Maximum of 13 pitchers

All players must be on the 40-man roster

Roster Changes Between Rounds: Teams may modify their active roster between playoff rounds (e.g., between LDS and LCS, or between LCS and World Series).

Injuries During Playoffs: The injury system continues to operate during the playoffs. Players may be injured between playoff rounds using the same usage-based formula

described in Rule 6.4.

Injured List Moves: Teams may make Injured List moves during the playoffs following the same rules as the regular season (Rule 6.4).

10.5 Home Field Advantage

Division Series and Championship Series: Home field advantage is awarded to the higher-seeded team based on playoff seeding.

World Series: Home field advantage is awarded to the team with the superior regular season record, regardless of playoff seeding or league affiliation.

Tied Records in World Series: If both World Series participants have identical regular season records, home field advantage is determined by head-to-head record during the regular season. If teams did not play each other or split the season series, a coin flip determines home field advantage.

10.6 Draft Order Implications

Playoff Teams Draft Last: Teams that qualify for the playoffs draft after all non-playoff teams in the subsequent amateur draft (as detailed in Rule 3.4).

Playoff Draft Order: Among playoff teams, draft order is determined by reverse order of playoff finish:

World Series loser picks second-to-last

World Series winner picks last

All other playoff teams pick in reverse order of elimination

10.7 Financial Implications

Playoff Revenue and Prizes: To be determined in consultation with team owners. This section will be updated once playoff revenue distribution and prize structures are finalized.

LEAGUE OPERATIONS

11.1 Game Platform and Technology

Strat-O-Matic Platform: The league operates using the Strat-O-Matic Baseball computer game.

Cloud-Based League Files: All league files are maintained using the Strat-O-Matic cloud feature, allowing for centralized storage and access.

File Management Responsibilities: Each team owner is responsible for:

Uploading the correct Computer Manager (CM) file for their team

Ensuring injured players are not active in their lineup

Maintaining current and accurate roster information in their files

Statistics Tracking: All league statistics are automatically tracked by the Strat-O-Matic computer game and maintained in the encyclopedia program within the game software.

11.2 Season Structure and Game Play

Block System: The regular season is divided into two-week blocks to ensure all teams progress through the schedule uniformly and to provide windows for transactions and roster management.

Home Game Responsibility: Each team owner is responsible for playing all of their team's home games. The home team owner manages both teams during home games, using their opponent's uploaded CM file for the away team.

Computer Manager Setup: Owners must configure their CM to appropriately manage their team during away games. The CM should reflect the owner's strategic preferences for lineups, pitching rotations, and in-game decisions.

Net Play Option: Team owners may mutually agree to play games via net play rather than using the CM system. Net play games follow the same rules and procedures as standard computer-managed games.

Playoff Game Play: Playoff games must be played via net play, as specified in Rule 10.3.4. The block system does not apply during the playoffs.

11.3 Communication and Infrastructure

Primary Communication Platforms: League communications are conducted through:

Discord: Primary platform for league discussion, transaction announcements, and real-time communication

Email: Secondary platform when Discord is unavailable or for official league business

League Website: When operational, will serve as the official repository for all league information

Discord Server Structure: The league Discord server serves as the primary communication hub for:

Transaction announcements and confirmations

League-wide discussions and announcements

Injury determination processes (conducted by Commissioner in public chat)

Trade negotiations and proposals

General league community interaction

Transaction Announcements: All transactions must be officially announced through the current primary communication platform:

When the league website is operational, transactions are posted there

Until the website is ready, transactions are announced on Discord

If Discord is unavailable, transactions are announced via email to all league members

League Website Development: The league website is a work in progress with planned features including:

Draft hosting and management tools

Free agency bidding and tracking system

Trade proposal interface

Roster management tools

Transaction history and announcements

League standings, statistics, and records

League constitution and rules repository

Stratdraft Platform: Until the full league website is operational, Stratdraft

(stratdraft.com) serves as a temporary platform for hosting drafts, auctions, and basic league management functions.

11.4 League Awards and Recognition

Award Categories: The league recognizes excellence through the following awards:

Most Valuable Player (MVP)

Cy Young Award (best pitcher)

Rookie of the Year

Silver Slugger Award (best offensive player at each position)

Gold Glove Award (best defensive player at each position)

Manager of the Year (best managed team)

Worst Manager of the Year

Award Distribution by League Size:

12-Team League: One award winner in each category (league-wide)

16+ Team Leagues: One award winner per league (American League and National League) in each category

Award Determination: The specific process for determining award winners will be established and communicated to league members. This may include voting procedures, statistical criteria, or a combination of both.

11.5 Record Keeping and Historical Data

Statistical Records: All league statistics, both current season and historical, are maintained within the Strat-O-Matic computer game's encyclopedia program.

Historical Preservation: The league maintains comprehensive historical records including:

Season-by-season team and player statistics

Playoff results and champions

Award winners

Transaction history

All-time franchise records

Public Access: Historical data and current statistics are made available to all league members through the league website once operational, and through periodic reports distributed via Discord or email in the interim.

11.6 Operational Procedures and Contingencies

Rule Clarifications: When a situation arises that is not explicitly covered by the league rulebook:

The Commissioner has authority to make an immediate decision

The Commissioner may solicit input from team owners or call for a vote if deemed necessary, but is not required to do so

Decisions made by the Commissioner may be appealed following the procedures in Rule 1.9

Owner Unavailability: If a team owner becomes unavailable during the season:

The Commissioner will appoint an interim manager from the prospective manager list

The interim manager assumes all responsibilities for the team until the original owner returns or a permanent replacement is found

If the unavailability extends beyond two weeks, the Commissioner may initiate the process to permanently replace the owner

Prospective Manager List: The league maintains a list of individuals interested in team ownership but without an available team. This list serves as the pool for:

Interim managers when owners become unavailable

Permanent replacements when ownership positions open

Expansion team owners when the league grows

File Maintenance Standards: Team owners must maintain their league files with integrity and accuracy. Failure to properly manage files (e.g., playing injured players, incorrect rosters) may result in:

Forfeiture of affected games

Disciplinary action by the Commissioner

Potential removal from the league for repeated violations

Appendices

Injury System

A.1 Injury Probability

At the end of each block, every player who appeared in games during that block has a chance of suffering an injury. The probability is calculated as:

...

$$P(\text{injury}) = \text{Base Rate} \times \text{Usage Factor} \times \text{Block Factor}$$

...

A.1.1 Base Rate

The base injury rate reflects a player's inherent injury risk based on their Strat-O-Matic injury rating:

...

$$\text{Base Rate} = 0.010 + (\text{Effective Rating} \times 0.0125)$$

...

Where:

- **Effective Rating** = Injury Rating for position players
- **Effective Rating** = Injury Rating + 1 for pitchers

Pitchers receive +1 to their effective rating because they are inherently more prone to injury than position players. Approximately half of all pitchers have a 0 injury rating on their Strat card.

Injury Rating	Position Player Base Rate	Pitcher Base Rate
0	1.00%	2.25%
1	2.25%	3.50%
2	3.50%	4.75%
3	4.75%	6.00%
4	6.00%	7.25%
5	7.25%	8.50%
6	8.50%	9.75%

A.1.2 Usage Factor

The usage factor adjusts injury probability based on how heavily a player has been used relative to their expected workload:

...

$$\text{Usage Factor} = e^{(\alpha(U - 1.1) + \gamma(U - 1.1)^3)}$$

...

Where:

- **U** = Actual Usage / Expected Usage
- **alpha** = 0.2 (linear coefficient)
- **gamma** = 4 (cubic coefficient)
- **e** = 2.71828 (Euler's number)

Expected Usage is pro-rated based on games played:

...

$$\text{Expected Usage} = (\text{MLB Season Usage} \times \text{Games Played}) / 162$$

...

The formula is designed so that:

- At normal usage ($U \leq 1.1$), the factor stays near 1.0
- Above 110% usage, risk increases exponentially
- At 150% usage, risk roughly doubles
- At 200% usage, risk increases approximately 5x

A.1.3 Block Factor

The block factor accounts for survivor bias - players still healthy late in the season have demonstrated durability:

...

$$\text{Block Factor} = 1 - (\beta \times B / 14)$$

...

Where:

- **beta** = 0.2
- **B** = Current block number (1-14)

| Block | Block Factor |

|-----|-----|

| 1 | 0.986 |

| 7 | 0.900 |

| 14 | 0.800 |

A.2 Injury Duration

When a player is injured, the duration (in blocks) is determined using a durability-adjusted exponential distribution.

A.2.1 Durability Adjustment

Players with higher MLB usage have demonstrated durability and tend toward shorter injuries:

...

Adjusted lambda = lambda_base x (Durability Ratio)^theta

...

Where:

- **lambda_base** = 0.8

- **theta** = 0.4

- **Durability Ratio** = Actual MLB Usage / Baseline Usage

Baseline Usage Thresholds:

| Player Type | Baseline |

|-----|-----|

| Position Players | 300 PA |

| Starting Pitchers | 75 IP |

| Relief Pitchers | 25 IP |

A.2.2 Duration Probabilities

The probability of each duration follows an exponential decay:

...

P(duration = d) is proportional to e^(-Adjusted lambda x d)

...

Where **d** = duration in blocks (1 to 14).

Probabilities are normalized so they sum to 100%.

A.2.3 Late-Season Compression

To avoid injuries that would have players returning in the final 1-2 blocks of the season (when rosters expand and the injury would have minimal impact), probabilities are compressed:

...

Compression = (Max Return Duration / d)^zeta

...

Where:

- **zeta** = 3

- **Max Return Duration** = Remaining Blocks - 2

Compressed probability mass is redistributed to the max return duration, creating a spike of players returning just before the season ends.

A.2.4 Season-Ending Injuries

If the rolled duration exceeds the number of blocks remaining in the season, the injury is classified as **season-ending**. The player is placed on the 60-day IL and cannot return until the following season.

This approach ties season-ending probability naturally to the duration formula - longer base durations and injuries occurring late in the season are more likely to result in season-ending outcomes.

A.3 Parameter Summary

Parameter	Symbol	Value	Purpose
Base rate constant	-	0.010	Minimum injury probability
Rating coefficient	-	0.0125	Per-rating-point increase
Usage linear coefficient	alpha	0.2	Linear usage penalty
Usage cubic coefficient	gamma	4	Exponential overuse penalty
Block reduction	beta	0.2	Late-season survivor adjustment
Duration decay rate	lambda	0.8	Base duration distribution
Durability exponent	theta	0.4	Usage-based duration adjustment
Compression exponent	zeta	3	Late-season return compression
Position player baseline	-	300 PA	Durability reference
Starting pitcher baseline	-	75 IP	Durability reference
Relief pitcher baseline	-	25 IP	Durability reference

Strategic Guidance for New Managers

B.1 Type X Contract Strategic Considerations

TSBBL's structure is uncommon among Strat-O-Matic leagues - the Commissioner does not own a team, which promotes fair governance and conflict-free decision-making.

For Teams:

Lock in elite players before they reach free agency and command even higher salaries

Avoid bidding wars with other teams

Create long-term roster stability

Risk: Paying significant premium (25-60% over current AAV) for uncertain future performance

Risk: Player injury or decline makes contract burdensome

For Players:

Guaranteed money years earlier than waiting for free agency

Avoid risk of injury before reaching free agency

Security of 5-8 year total commitment

Risk: Leaving potentially \$50M+ on table if become MVP-caliber player by free agency

Risk: Market inflation means contract becomes below-market in later years

B.2 Extending Contracts

Compared to Type L contracts Type X extensions are significantly more expensive because the player has already proven themselves at the MLB level as a free agent signee, whereas Type L contracts buy out pre-free agency years at a discount.

B.3 Understanding the Salary Floor Penalty

The combined effect of penalties in Rule 2.2.4 ensures the team will have spent 90% of ARSD with reduced player value.

B.4 Free Agency Bid Superiority

The multiplier system reflects that longer contracts provide greater security and are more attractive to players, even at lower annual values.

B.5 Pitcher Workload Management

Managers should be aware that increased pitcher workload (higher innings totals) results in higher injury risk during the injury determination process
Teams must balance competitive needs with injury risk when determining pitcher usage patterns throughout the season

B.6 Foreign Player Availability Timeline

The one-year delay for international players (NPB/KBO) mirrors Strat-O-Matic's card release schedule, ensuring player cards and statistics are available before players enter the league.

B.7 Waiver Process Explained

When a player on a Type U, F, L, or X contract is sent to the minors:
Other teams have 48 hours to claim the player
Claiming team must place player on active roster and assume full contract
Waiver priority: reverse order of standings within same league, then opposite league
Multiple claims: team with highest waiver priority (worst record) gets the player
No claims after 48 hours: player successfully clears waivers and goes to minors

B.8 Bench Player Overuse Risk

Overusing players who were primarily bench players in MLB will increase their susceptibility to injury.

Case Studies and Examples

C.1 Rule 2.5 - Dead Money Calculation Example

Player has 3 years at \$15M/year remaining (\$45M total).

Option A: Pay NPV approximately \$41.3M immediately, counts toward current year only

Option B: Pay \$15M/year for 3 years, counts toward each respective year

C.2 Rule 2.2 - Salary Floor Penalty Example

If ARSD = \$160M, salary floor = \$112M (70%). Team spending only \$95M and missing playoffs pays \$17M (difference) + \$32M (20% of ARSD) = \$49M total penalty, resulting in \$144M total expenditure (90% of ARSD).

C.3 Rule 4.3 - Type X Contract PQF Examples

(X1,6-139.1M) = First year of 6-year, \$139.1M extension contract

(X3,4-67.3M) = Third year of 4-year, \$67.3M extension contract

C.4 Rule 4.7 - Type U Contract Calculation Example

If signed at the start of Block 8 with 7 blocks remaining in the 14-block season:

Base amount = $\$700,000 \times 1.10 = \$770,000$

Pro-rated value = $\$770,000 \times (7 \div 14) = \$385,000$

C.5 Rule 5.3 - Draft Pick Compensation Example

If a player finishing (F3, 5-75M) with \$15M AAV rejects a \$22.5M qualifying offer and signs a 6-year/\$120M contract (\$20M AAV) elsewhere, and this contract ranks in the top 10 free agent signings by APCV, the original team receives a Type A compensatory pick after Round 1.

C.6 Rule 5.6 - Bid Superiority Calculation Examples

3-year, \$30M offer: $APCV = (\$30M \times 1.80) \div 3 = \$18M$

5-year, \$45M offer: $APCV = (\$45M \times 2.30) \div 5 = \$20.7M$

The 5-year offer wins despite lower AAV (\$9M vs \$10M) due to higher APCV (\$20.7M vs \$18M)

DRAFT PICK VALUE CHART

D.1 Purpose and Application

The Draft Pick Value Chart establishes standardized point values for all draft picks in TSBBL. These values are used to:

Calculate qualifying offer compensation for teams losing free agents

Determine draft pick forfeiture penalties for teams signing qualified free agents

Provide objective benchmarks for evaluating draft pick trades

Ensure consistent enforcement of roster and transaction rules involving draft capital

D.2 Calculation Formula

Pick values are calculated using an exponential decay formula that reflects the diminishing expected value of later selections:

$$V(N) = 1000 \times e^{(-0.04 \times (N-1))}$$

Where:

V = pick value in points

N = overall pick number (1 through 120)

e = Euler's number (approximately 2.71828)

D.3 Draft Pick Values by Round