

PFB FANTASY BASEBALL LEAGUE

- League Rules -

(Amended: March 23, 2019)

1. **Fees:**

The Annual League Fee is \$40.00. All money will be deposited in the League Account to be used for expenses and prizes as detailed in Item #2.

2. **Prize Money Distribution:** *(Amended 03/25/2017)*

All League Fees (less Stat Service Fee and any Trophy costs) collected during the season (hereinafter referred to as the Prize Fund), will be distributed at the end of the season according to the following guidelines:

Point Standings Leaders

1st Place \$110.00
2nd Place \$ 70.00
3rd Place \$ 40.00
4th Place \$ 20.00

Game Standings Champion

1st Place \$40
2nd Place \$20

3. **Team Rosters:**

Each Owner will control a Team consisting of 24 Players drafted from the National and American League player pool. Each 24-player Team Roster will consist of the following number of Fielding and Pitching positions. The integrity of these positions must be maintained through-out the entire season as defined in Rule 3(b). All inactive Players **must** be replaced as soon as possible.

Fielding Staff:

2 - Catchers
1 - First baseman
1 - Second baseman
1 - Shortstop
1 - Third baseman
1 - Corner Infielder (1st or 3rd)
1 - Middle Infielder (2nd or Shortstop)
5 - Outfielders
2 - Utility Players (any fielding position)

Pitching Staff

3 - Starting Pitchers
3 - Relief Pitchers
3 - Utility Pitchers

3(a). **Starting Line-Ups:**

Each Owner will pick a Starting Team from their 24-player Team Roster for the One-on-One Game competition. Each 12-player Starting Team will consist of the following number of Fielding & Pitching positions and must meet the eligibility requirements for a Starting Player as defined in Rule 3(c).

Fielding Staff:

1 - Catchers
1 - First baseman
1 - Second baseman
1 - Shortstop
1 - Third baseman
3 - Outfielders

Pitching Staff

2 - Starting Pitchers
2 - Relief Pitchers

3(b). Player Roster Eligibility:

To fill a position, a player must meet the following eligibility requirements: A drafted player must have a minimum of 20 games played at the position he is selected to fill in the previous season or 10 games played at that position in the current MLB season or pre-season. A replacement player for a disabled/inactive player must meet these same requirements.

3(c). Starting Roster Eligibility:

For the first week of the season, a Starting Team player must have a minimum of 20 games played at the position he is selected to fill in the previous MLB season or 10 games played at that position in the current pre-season. Beginning with week #2, each Starting Team player must have played a minimum of 1 game at the position to which he is assigned in the current MLB season.

3(d). Roster Position Swaps:

During the course of the season, a Team owner may move players from their current roster position to another eligible roster position. To be eligible for that roster position, the player must have a minimum of 20 games played at that position in the current MLB season. The one exception is the Utility Positions which can be filled by any active Fielding player.

4. Player Draft:

The Player Draft will be conducted as follows: The drafting method will be by open auction. The total salary of each Owner's Team may not exceed \$260. The minimum opening bid for any Player will be one-half of the listed player's value except for players with a value of \$5 or less whose opening bid will be \$1. The opening bid for unlisted rookie players will be \$5 for fielders and \$1 for pitchers. A Player may only belong to one Owner, who has exclusive rights to use or trade that Player. At the end of the Player's 3-year contract, the Player will be released to the Free Agent Pool.

4(a). Contract Ratios:

Each Owner must maintain a Team Roster where 1/3 of the players have 1-year contracts, 1/3 have 2-year contracts, and 1/3 have 3-year contracts. At the end of each season, the 1/3 with expired contracts will be automatically released to the Free Agent Pool. These players will be replaced by players with new 3-year contracts acquired at the next annual Player Draft.

4(b). Draft Monies:

The amount of money you will have to draft 8 new Players will be calculated by taking the total salary of the remaining 16 Players still under contract and subtracting that amount from \$260. The difference will be used to draft the appropriate number of Players to complete your roster as outlined in League Rule # 3.

5. Point Categories:

The following statistics will be used to determine Team Points:

Offensive Staff

Batting Average
Home Runs
Runs Batted In
Stolen Bases
Runs Scored

Pitching Staff

Wins
Saves
Earned Run Average
WHIP (Walks + Hits / Innings Pitched)
Strike Outs

6. Team Points:

Team points will be awarded in each category at the end of every stat week. Team points will be awarded in descending order of performance, the best performance in each category receiving 10 points, the worst receiving 1 point. Teams with an equal performance in any of the 10 scoring categories, will split the points for the positions involved in the tie. Team points will be cumulative over the length of the season. The League Point Champion will be the Team with the highest point total at the end of the season.

7. Head-to-Head Game Wins/Points: (Amended 03/25/2017)

Team wins will be determined by using an imaginary nine inning game, each inning being a comparison of category totals between the opposing Teams Starting Line-Ups for each of the following scoring categories:

- Inning #01 - Home Runs
- Inning #02 - Runs Batted In
- Inning #03 - Stolen Bases
- Inning #04 - Fielding Errors
- Inning #05 - Batting Average
- Inning #06 - Pitching Wins
- Inning #07 - Saves + Holds
- Inning #08 - Earned Run Average
- Inning #09 - Pitching Strike Outs
- Inning #10 - Pitching WHIP (Walks+Hits / Innings Pitched)

One run will be scored by the Team with the better performance in each category. One run will be given to each Team in the event of a tie in any inning. No runs will be awarded for any category where there is a tie of 0. Total runs will determine the winner of the game.

In the event of a tie after 9 innings, an additional 10th inning run will be awarded to the team with the best Starting Team Pitching WHIP.

Games will be played according to the published schedule and a separate set of standings will be printed showing each Team's line score and won/loss record. The League Head-to-Head Games Champion will be the Team with the best won-lost record. In the event of a tie in the won-loss records, Total Runs scored over the course of the current season will be used to determine the Head-to-Head Games Champion.

7(a). Starting Line-Up Changes:

All changes to your Starting Line-Up must maintain the integrity of the Starting Line-Up as described in League Rule # 3(a). The number of Players you may change each week is unlimited.

8. Contracted Player Trades:

Trading between Teams and the Free Agent Pool will be allowed up to the last out of the MLB World Series. All trades between League Teams **must** maintain the integrity of both Team Rosters as detailed in League Rule #3. Traded players will retain their current salary and be assigned the contract year of the player they are replacing to maintain the contract ratios of each team involved.

8(a). Player Trading Limits: (Amended: 03/23/2019)

Beginning with the 2019 season, each team will be limited to a maximum of 24 Player trades per season. The replacement of a Substitute Player who is not on the DL or Sent Down to the Minors, will be counted as a Free Agent Trade. These trades may be used anytime during the course of the season. Any trades not used by the last out of the MLB World Series will be forfeit.

8(b). Spring Training Open Trading: (Amended: 03/25/2017)

Unlimited trading between Teams will be allowed beginning with the last out of the MLB World Series and ending on the Friday before our Annual Draft. These trades will NOT be charged against the 20 trades per season limit as described in League Rule #8(a). There are no restrictions on matching positions. All trades must be one for one, so every team maintains a 16 man roster. The Contract Year remains with the Team and does NOT move with the Traded Player so every Team maintains 8 contracts per year. Free Agent Trades are NOT allowed during this period.

9. Free Agent Player Trades:

Contracts of Free Agent Players may be purchased by a Team Owner up to the last out of the MLB World Series. The purchased Player must be eligible to fill the vacated position in the Team Roster and must maintain the integrity of the Team Roster as described in League Rule #3. All Free Agents will acquire the Contract of the Player they are replacing and their Player Value may not put the Active Total Team Salary over the Team Salary Cap Limit of \$260 as described in League Rule #4.

9(a). Free Agent Player Releases:

A contracted player released back to the Free Agent Pool will retain his current salary value until the following season when all Free Agent Players are revalued. The USA Today Sports Weekly Annual Player Draft edition will be the official source for all player values for the annual draft.

9(b). Free Agent Player Acquisitions:

A player who is released to the Free Agent Pool may not be acquired by the same team that released the player before a minimum of 14 days has passed.

10. Inactive Contracted Players: (Amended 03/25/2017)

A contracted player will be considered "inactive" for any of the following reasons:

- (1-DL) - The Player's name appears on an official Disabled Listing published in the USA Today Sports Weekly, on CBS Sports.com, or the official MLB Web Sites;
- (2-Minors) - The player has been demoted to a Minor League team;
- (3-Waived) - The player has been waived and not picked up by another MLB team;
- (4-Retired) - The player has retired from Major League Baseball or has died.
- (5-Day-to-Day) - The player has been listed as Day-to-Day.

A player is **NOT** considered Inactive if his status is listed as "Suspended" on any of the above listed sites. Inactive Contracted Players should be replaced by an eligible Player as defined in League Rule #3(b) from the Free Agent Pool by the next Transaction Deadline as described in League Rule #11(a). This Free Agent will be known as the Inactive Contracted Player's "Replacement" as defined in Rule #10(a).

10(a). Replacement Players:

A Replacement Player is a Free Agent who has been temporarily acquired by an Owner to replace an inactive Contracted Player. A Replacement Player's salary value may not put the total Active Team Salary over the Team Salary Cap of \$260 as defined in League Rule #4. A Replacement Player is permanently linked to one specific inactive Contracted Player and must be released when that inactive Contracted Player returns to active playing status. A Replacement Player may not be transferred to fill another Replacement Player's position.

10(b). Inactive Replacement Players: (Amended: 03/23/2019)

If a Replacement player becomes inactive, the Owner must submit a transaction to replace the Replacement Player. The new Replacement will be linked to the original inactive Contracted Player. The inactive Replacement Player will be released back into the Free Agent Pool. This transaction will not count against a team's trading limit as described in rule #8(a) since the Replacement Player was placed on the DL or Sent Down to the Minors.

10(c). Re-Activating a Contracted Player:

When an inactive Contracted Player returns to action, the Owner must submit a transaction to return him to the Team's active Roster by the next transaction deadline, as defined in League Rule 11(a). This transaction releases the Replacement Player assigned to the returning player back to the Free Agent Pool. An Owner can retain rights to the released Replacement if the Owner submits a separate transaction for further use of the Free Agent at the same time he is released. This transaction will supersede any other transaction requests for this Free Agent.

10(d). Trading Replacement Players: *(Amended: 03/23/2019)*

A Replacement Player may be traded to the Free Agent Pool for another eligible Free Agent. This transaction will count against a team's trading limit as described in rule #8(a) unless the Replacement Player was placed on the DL or Sent Down to the Minors. An Owner has no permanent rights to a Replacement Player, who must be released back into the Free Agent Pool upon the return of the Inactive Contracted Player to whom he was assigned or at the end of the season.

11. Transaction Submission:

All transactions must be submitted via email for the purpose of date & time verification. Transaction requests for Free Agents may be submitted at any time during the week. Rights to Free Agents will be awarded based on the date/time stamp of the email transaction request. Therefore, it is to an Owners advantage to submit a transaction as soon as the Owner becomes aware of a Player's inactivity.

11(a). Transaction Deadline: *(Amended: 03/25/2017)*

The deadline for all transactions for the upcoming week is Sunday at 7:00 PM. All Player changes and Starting Line-Up changes will take effect with games beginning on that Sunday. All changes received after the transaction deadline will take effect on the following Sunday unless they are withdrawn before the transaction deadline.

11(b). Pre-Season Transactions: *(Amended: 3/25/2017)*

Transactions will be limited to Inactive Player replacement only, beginning the day of the Annual Player Draft and ending on the Saturday prior to the first Sunday transaction deadline. Beginning on Sunday of Stats week #1, normal Trading and Player Replacement rules will apply.

11(c). Transaction Formats:

To eliminate confusion and errors, all transactions should be submitted using the following terms and formats listed below. All transaction requests should include the following information:

- 1) Position;
- 2) Reason for the transaction;
- 3) Player being removed;
- 4) Player being added.

(Please submit at least two alternate choices for each request in case you first choice is unavailable.)

Please use the following transaction examples when submitting transaction requests:

To Replace a Disabled Player:

1B – DL – Replace Player A with Player B, (2nd choice Player C, 3rd choice Player D).

To Replace a Player Demoted to the Minors:

2B – Minors – Replace Player A with Player B, (2nd choice Player C, 3rd choice Player D).

To Waive/Release a Player to the Free Agent Pool or Trade a Player to Another Owner:

3B – Drop/Trade – Replace Player A with Player B, (2nd choice Player C, 3rd choice Player D).

To Change Your Starting Line-Up:

OF – Lineup Change – Replace Player A with Player B.