



## BRASSWORLD League Constitution 2010 Edition

[Minimum Free Agent Contracts](#)      [Overusage penalties](#)      [Player Usage](#)  
[Trading including Waivers](#)      [Playoffs Rules](#)      [Contracts](#)  
[Roster Rules](#)

### Table of Contents

League History, Philosophy, Setup, General Information .....	3
I. League Administrative Team .....	5
THE LEAGUE DIRECTORS .....	5
ROSTER WRANGLER .....	5
LEAGUE STATISTICIAN .....	5
WEB SITE COORDINATOR .....	6
DRAFT CONDUCTOR.....	6
FREE AGENCY CONDUCTOR.....	6
ARBITRATION JUDGE .....	6
II. Draft.....	7
III. Contracts .....	8
IV. Arbitration.....	11
Arbitration Buyout Contracts.....	12
V. Free Agency.....	13

***BRASSWORLD League Constitution, 2010 Edition***

VI. Free Agent Contract Bid Superiority ..... 14  
    Contract Years Offered/Factor..... 15  
VIII. Clustering Free Agent Contract Bids..... 15  
IX. Secondary Free Agency Process (SFA)..... 16  
X. In-Season Free Agency ..... 16  
XI. Roster ..... 17  
XII. Rules of Play..... 17  
XIII. Player Usage..... 18  
XIV. Trading including Waivers ..... 19  
XV. Monthly In-Season E-Mailings ..... 21  
XVI. Composition of Road Instructions ..... 22  
XVII. Home Manager’s Obligation to Opponent ..... 23  
XVIII. On-Time E-Mailing Records..... 23  
XIX. Newsletter Article Incentive Program ..... 24  
XX. Playoffs..... 24  
XXI. League Championship Trophy..... 26  
XXII. Rules Changes ..... 26  
XXIII. Ballparks..... 26  
XXIV. Dues ..... 27  
XXV. Player and League Awards ..... 27  
XXVI. League Correspondence Responsibilities ..... 28  
XXVII. Backup/Replacement/Expansion/Associate Managers..... 28  
XXVIII. In-Season E-Mailing Deadlines..... 29  
XXIX. Off-Season e-Mailing Deadlines..... 31  
XXX. League Penalties Chart..... 31  
XXXI. Emergency Instructions..... 33

## **League History, Philosophy, Setup, General Information**

BRASSWORLD has two progenitors: BRASS and BRASSWORLD. BRASS, the original, is the flagship PBM league of the three. BRASS came into existence into 1990 and I dare say PBM leagues have never looked the same. The BRASS creator and original author of this document way back when was Vaughn Nuestr.

For 1995 BRASS was spun off into a summer PBM league called BRASSWORLD. Vaughn formulated the league documents but it was under the able stewardship of Kevin Kolb, and later joined by Lenny Luchtefeld, that BRASSWORLD became a premier league in its own right. Together the two leagues epitomize all that a PBM league should be.

Now a new creation is ready to be launched. BRASS and BRASSWORLD continue to thrive as the fine leagues they are. Competition is lively, league productions are top notch and the managers are knowledgeable and respectful. One may ask, "Why another league?" Well, with this successful foundation it only seemed natural to bring a third league into the BRASS family.

The term BRASSWORLD refers to the type of extraordinarily realistic PBM experience that has been crafted, found enjoyable and has flourished for years in practice. BRASS-styled leagues have been designed to simulate almost every single aspect of owning a major league baseball franchise. The leagues offer a participant more than just drafting, trading, managing and watching the results on their monitor. They also give him the opportunity to act as General Manager and to make the same financial decisions that his MLB counterpart makes.

BRASSWORLD also represents a way of doing business in a PBM League. In addition to simulating Major League Baseball franchise ownership, BRASSWORLD is also a philosophy designed to make the league a pleasant and rewarding pastime for its members.

As our league is a leisure activity, we tolerate only friendly correspondence and contact among our league colleagues. We assure that all e-mailings are made on time by employing a rigorous program of fines for late e-mailings and an incentive program for on-time e-mailings. The BRASSWORLD League offers several rewards to league members who meet all of their e-mailing responsibilities.

We publish very thorough and timely statistical reports during the season, relying on information provided from the League's membership. In addition to the required information League members provide, we offer the League's membership opportunities to contribute to the League's newsletters by offering monetary incentives for newsletter articles.

Our league does not have a Commissioner. Instead, there is a League Director. This individual is responsible for ensuring that the league runs smoothly. They author a monthly newsletter, collect and analyze all monthly pitching rotations, track rosters and bank accounts, maintain and report a list of who owns which draft selections, handle all recruiting and other "e-mailings", organize and oversee all league operations, and rule on all league matters and conflicts that may arise.

The BRASSWORLD PBM League is a 24-team league that plays a 162-game season over a 6-month period from April to September. We use the "computer carded" players from every major league team as our major and minor league talent pool. We also allow a team to augment their minor league system with a limited number of players who have never had a card. Each team may carry eight such players (with some allowances).

We use almost all super advanced rules of play. The league has four divisions (two per league) and a twelve-team post season setup. As BRASSWORLD desires to be a reflection of the grand history that is baseball, the divisions bear the following names. In the American League there are the Ruth and Cobb divisions. In the National League there are the Aaron and Mays divisions. But our honoring of baseball's past does not end there. To honor two of baseball's finest players and men, two league trophies are named

## ***BRASSWORLD League Constitution, 2010 Edition***

in their honor. The AL champ will possess the Ted Williams Trophy while the NL winner receives the Roberto Clemente Cup.

Each franchise received a \$50,000,000 bank account to begin League play. They used this money to pay for the first years of players they selected in the inaugural draft. After each season, every BRASSWORLD franchise is awarded an additional \$50,000,000 to continue paying for players they still have under contract, for the rookies they will draft, for signing free agents, for ballpark changes, to purchase players, and to cover any fines they may incur. A player, once he meets BRASSWORLD's definition of being a "Major Leaguer," begins what is referred to in our league as their career path. If a player is removed from a BRASSWORLD roster after that point for any reason they forever are subject to the free agency process for future employment, just like MLB. All contract specifics can be found outlined in Section III, article d. Young players without cards may be kept in the minor leagues until they receive their first card. Depending on their MLB usage at that juncture they become either a true Major Leaguer or continue developing as a minor-major player.

League play takes place in ballparks using super-advanced weather effects and under a realistic schedule of games occurring on set days with set start times for day and night baseball. Off days are also figured into the realistic schedule. An owner may select an existing MLB park in which to play from season to season or he may build his own park to fit his style of baseball. A manager may change his park every three seasons. If he does he must pay the construction costs. Active rosters can change from month to month and a manager may wish to call up young players from his minor leagues for the September playoff drive. An in-season All-Star game is played each season in a different BRASSWORLD park by a different BRASSWORLD owner.

The contract and arbitration system and realistic player movement that results from our free agency program, makes it exquisitely challenging to keep a dynasty in place for very long -- much as it is in the MLB world. It can be done, but only through prudent drafting, trading and money management. The league setup makes it possible for many teams to be competing for the playoff spots each year and offers the possibility of a championship to a larger percentage of the league each year than those leagues with simple, continuous ownership of players.

Our tabulation of on-time "e-mailing" records, our system of fines for late "e-mailings", and our incentive program for on-time e-mailings has proven in practice to keep league information flowing in a timely fashion to everyone. Since one's on-time e-mailing record can impact your franchise in free agency, in the Draft and in your bank account, late e-mailings tend to be very rare in BRASS Leagues.

The rules and regulations contained in the Constitution ensure a fair, enjoyable, respectful PBM experience for each owner. If rules are not followed, there are swift, stiff, objective penalties imposed. The penalties are designed to serve as a deterrent to some of the activities that drag down PBM leagues and also serve to help weed out those who do not have the commitment to participating in what we hope is one of the premier leagues in the whole of North America.

Being a member of the BRASSWORLD League also means your opinion will be required in periodic voting processes during the season. From All-Star balloting to post-season awards voting, it is necessary to gather the collective League opinion on occasion. Voting is not considered optional in the BRASSWORLD League.

The league will succeed as long as everyone remembers that the primary reason we are playing Strat-O-Matic, and have decided to enter into a league together with a group of others who enjoy our hobby, is to have fun. The quickest way to stop having fun, or worse yet, ruin someone else's fun, is to start taking it all too seriously. This is also the quickest way to join the ranks of the many former-BRASS League members.

## ***BRASSWORLD League Constitution, 2010 Edition***

### **I. League Administrative Team**

Several League members make up the League's Administrative Team on a year-to-year basis. In exchange for the significant extra work these folks are contributing to the League, they draw a BRASSWORLD League salary, in League dollars credited to their team's bank accounts.

Unless no other League members are interested in the Administrative Team position, the same person should not hold the same position for more than three consecutive years. Except for the League Director position(s), which is an appointment for life, or as long as the Director wants the job, whichever comes first.

The LD(s) alone decides who fills the positions on the League's Administrative Team and he alone appoints their successor if necessary. The members of this team, along with a brief description of their jobs and their salaries appear below.

### **THE LEAGUE DIRECTORS**

The League Director(s) has the final word, and has the authority to rule on all aspects of league operation. They have the final say on who joins the league, who stays in the league, and they rule on any disputes which may occur.

The Director(s) have the hardest job in a league that is as ambitious as ours is in trying to simulate everything about owning a MLB franchise. That job is the assessment of how the league is working and deciding whether a given rule or program needs to be changed, and if so, how to change it. With their authority to make changes comes the responsibility to make the best decisions possible. Given this, they should not make significant decisions without giving the League's membership a chance to offer some input on a given issue.

In addition to the above duties, the Director(s) will be the person to whom all trades are reported. Each owner will report his trades to the LD. The Director(s) will keep an up-to-date listing of all the League's player rosters, player contract status and team bank accounts. They will provide periodic roster and bank account updates to the League, and will provide a monthly trade listing report.

They will also be the clearing-house for all trade wire listings for any League members who wish to advertise the players they may want to trade. They will also maintain the address list and the backup owner list. In addition, the LD is responsible for any newsletters, constitutional clarifications, member recruitment along with issues ranging from manager integrity, disputes, trade reviews and manager removal. .

If there are two League Directors, their duties will be split up at their own discretion.

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SALARY: \$4,500,000 per year

### **ROSTER WRANGLER**

The league will have one person who's sole authority and concern will be the league rosters. The wrangler will be responsible for creating a document that makes team makeup and player assignation easy to discern. Player salaries and team bank accounts will be clear and readily understood. The wrangler will maintain a record of the league transactions and financial activity. Furthermore, the wrangler will keep track of draft picks. The wrangler will supply the league with the file as updates warrant and/or the LD directs him to send out a new file.

SALARY: \$4,000,000 per year

### **LEAGUE STATISTICIAN**

## ***BRASSWORLD League Constitution, 2010 Edition***

The league will have a Statistician who tabulates all league statistics upon receipt of monthly data files containing game by game results for each team. The Statistician is responsible for creating and updating roster files, including making all roster changes that result due to in-season trades. Each month the Statistician will e-mail out updated roster files that will have up-to-date stats, rosters, league leaders, and standings. These files will be downloaded directly to each manager's game prior to the next month's play. Specific details regarding the stat reporting process can be found at the tail end of this document.

SALARY: \$3,750,000 per year

### **WEB SITE COORDINATOR**

This individual will be responsible for designing, updating, and generally maintaining the league web site. The webmaster will provide the league with features such as up-to-date standings, trade wires, historical records, and many other features intended to enhance the enjoyment of BRASSWORLD for everyone.

SALARY: \$3,000,000 per year

### **DRAFT CONDUCTOR**

This is the person who co-ordinates and conducts The Draft. The LDs may declare a draft to be either an e-mail draft, chat room draft or combination of both. If an e-mail draft is being employed then the draft conductor is responsible for keeping the draft moving and making the decision when a manager's pick should be skipped. Therefore, in the case of an e-mail draft, the draft conductor should create a time schedule that is setup to be the following three things: clear, fair, and timely. This way, a decision to skip a manager's pick is objective and not left to the subjective whims of the draft conductor. After the draft he sends a draft report to the LD for publication and for updating the roster file. He'll be the person to whom written instructions should be sent for those who cannot participate in person on draft day or during portions of an e-mail draft.

SALARY: \$2,000,000 per year

### **FREE AGENCY CONDUCTOR**

This is the person who handles every aspect of the free agency process. He collects the sealed bids, and does all the calculations necessary to determine the winning bids for given players and to determine Type A, B and C free agents. He makes a full report of the winning bids and Type A, B and C free agents to the LD for inclusion in the newsletter.

SALARY: \$2,000,000 per year

### **ARBITRATION JUDGE**

This is the person who is responsible for computing all arbitration results. By October 7<sup>th</sup> he notifies all managers of the Arbitration Group that eligible players belong to. Because of this early deadline the Arbitration Judge must be ready to get going as soon as the real MLB season is finished. He receives all arbitration offers from managers by the October 31<sup>st</sup> deadline. On or before November 5<sup>th</sup> the Arbitration Judge sends out the results of arbitration to the membership. To achieve his results it is mandatory that the arbitration the judge utilize a 20-sided die or a random number generator.

## ***BRASSWORLD League Constitution, 2010 Edition***

[note: for the foreseeable future the duties of the Judge have been subsumed by the Roster Wrangler.]

SALARY: \$2,000,000 per year

### **II. Draft**

- A. The Draft will commence electronically on February 1<sup>st</sup> and will be completed by February 15<sup>th</sup>.
- B. The Draft will last for a number of rounds sufficient to satisfy all owners that he has sufficient players in his organization (excluding Mins).
- C. Players eligible to be drafted are only one of the following: players who have never played in MLB (called Mins in BRASSWORLD) and players who will appear on the latest SOM computer roster and have never previously attained BRASSWORLD's definition of a major leaguer. If a player comes from a foreign country and does not make himself subject to the MLB draft, he will be ineligible for The Draft in BRASSWORLD as well. There are a couple of caveats to this clause. One, if the player comes over from a foreign professional league but then starts his career in the minors and not MLB, the player will be treated as draft-eligible in BW. Two, players from countries that are not part of the MLB draft (i.e. Dominican Republic, Venezuela, Panama, Australia, etc.) will continue to be draft-eligible in BW as they are signed by MLB teams as raw prospects and not as ready-to-star major leaguers. The intent of the foreign professional clause is to prevent the pre-drafting of mainly Japanese and Cuban professionals who are nearing their arrival in MLB. These players should be subject to BW FA, just as they are subject to MLB FA for employment.
- D. At the end of the draft, teams are limited to owning 8 players who have not yet appeared in a MLB contest. (These 8 mins do NOT count against a team's 40 man roster) That number can increase through trades made after the draft. Mins selected with picks granted for the loss of a free agent or free agents do not count against the 8 (min) limit. A team may not have more than 8 mins entering the draft.
- E. Compensation picks that a team receives for the loss of a free agent *may not* be traded.
- F. The Draft is conducted through the assistance of an online drafting site.
- G. Picks will be scheduled. Those not made on time will be skipped.
- H. Skipped picks can be made up as soon as possible.
- I. 'Luke Scott Rule.' If a player is honestly missed by the draft conductor and thus neglected from being entered into the draft software prior to the commencement of the draft, the player is left to the secondary free agency process for employment in the coming BRASSWORLD season.
- J. Draft order for the first 12 picks in each round will be in inverse order of the regular season winning percentages of the non-Playoff teams. The bottom twelve picks in each round will belong to the twelve teams who qualified for post season play, regardless of their winning percentages as compared to the non-qualifiers. The 24th pick will belong to the World Series champ, the 23rd pick to the World Series runner-up, the 22nd pick to the League Championship Series runner-up with the better record, the 21st pick to the League Championship Series runner-up with the worst record. Picks #13-20 go to the teams who were eliminated in the first and second round of the Playoffs. Picks #13-20 are ordered in inverse order of these playoff team's regular season winning percentages.
- K. Tie breakers for all selections will be best on-time e-mailing record first, regular season series second, division record third (if in same division), record within the teams league fourth (if in same league), and a coin flip fifth. In each tie case, the loser, i.e. the worst of the tied teams involved in the tie breaker selects ahead of the better team in alternate rounds starting with Round 1. The intent of the draft is to place picks 1-12 in inverse order of the team's ability as exhibited during the completed season.

## ***BRASSWORLD League Constitution, 2010 Edition***

L. The Draft contains a Bonus Round after Round Three (and after any comp picks that may have been awarded) for teams whose owner maintained perfect on-time e-mailing records throughout the previous league year. Picks in this round are in the inverse order of the previous seasons winning percentage.

M. It must be remembered that while BRASSWORLD allows teams to exit the draft with as many players (excluding mins) on their roster as desired, a manager is contractually obligated to a draftee as soon as selected.

N. Players who still have min status do not have to be protected. HOWEVER, mins may not be released DURING the draft. BRASSWORLD teams must cut their mins by October 31<sup>st</sup>, or be forced to keep them through the draft. One exception: A team may exceed the 8 min limit after October 31st and before the draft if they passed the 8 min limit as a result of a trade. However, these teams must reduce to the 8 min limit prior to the draft.

O. If a player was cut before the draft and was on a MM contract (see “Contracts”) he is eligible for the draft. If he was a Major Leaguer, and is playable, he goes into the secondary free agency pool.

### **III. Contracts**

A. When the League begins, and in every season thereafter, each team will receive \$50 million to spend on their yearly player contracts. The money is credited on the first day after the end of each regular season.

B. An important factor of the BRASSWORLD salary system is our definition of “Major League Threshold.” A player does not begin on his Major League career path until he reaches these thresholds in one full season. The thresholds are as follows: 100 plate appearances (H+BB) for batters and 30 innings pitched for pitchers, although this threshold is lowered to 20 innings for pitchers who pitched SOLELY in relief.

C. When a carded player is selected in The Draft, he either becomes a Major League player in that he meets thresholds explained in Clause B, or if he fails to meet the thresholds in the clause, he is automatically a minor-major player (MM).

D. When a player attains the thresholds outlined in Clause B he becomes subject to the BRASSWORLD salary system. Here are the proscribed amounts:

YEAR 1:	\$200,000	Player not arbitration eligible
YEAR 2:	\$300,000	Player not arbitration eligible
YEAR 3:	\$400,000	Player not arbitration eligible
YEAR 4:	Player is eligible for arbitration OR a long term contract	
YEAR 5:	Player is eligible for arbitration OR a long term contract	
YEAR 6:	Player is eligible for arbitration OR a long term contract	
YEAR 7:	Player is ONLY eligible for arbitration	
YEAR 8:	The team’s rights to the player has expired	

[Note: See the section entitled ARBITRATION for more on years 4-7.]

Non-standard BRASSWORLD contracts are as follows:

CONTRACT	LENGTH	AMOUNT
Minor-major league (MM)	1 yr.	\$100,000

***BRASSWORLD League Constitution, 2010 Edition***

Minimum contract amounts for Free Agents (Contract Type F):

LENGTH	YEARLY PYMT	TOTAL COST
1 yr	\$200,000	\$200,000
2 yr	\$250,000	\$500,000
3 yr	\$333,333	\$1,000,000
4 yr	\$1,000,000	\$4,000,000
5 yr	\$1,600,000	\$8,000,000

Players will not advance a year on their Y contract if they do not achieve 100 AB + BB (for hitters) or 30 IP for pitchers. The player will be noted by the Roster Wrangler with an asterisk on the rosters and the player will only be eligible for September play. However, players will advance to Y4 (arbitration) regardless of whether they met the 100/30 provision.

E. All contracts are considered to be guaranteed. If you decide to go to arbitration with a player you are committed to the amount decided upon by the judge, even if you lose. One cannot release a player to avoid contractual obligations. [For more on Arbitration please refer to the next section.] If a player is indeed released before the termination of his contract, the team who releases him is not entitled to be reimbursed for the remaining value of the deal. This value is considered to be the severance pay for that player and the contract is considered to be void upon the player's release.

F. Players in years 1-7 are said to be playing on contracts where the owner holds the option for contract renewal. If an owner feels a player is no longer in his plans and declines to renew a player's contract for the proscribed amount then the player heads off to free agency to land a new employer. Upon year eight all players are free agents.

G. If a released player is signed by another team the previous contract is not torn up.

H. Except in the month of September, no player may be on an active roster under a minor-major league (MM) contract.

I. If a player's career ends because of a non-baseball injury or illness, or if the player dies, his team is reimbursed 95% of the remaining value of the contract. This simulates the insurance protection MLB teams have for cases where player's careers are ended by off-field activities. The 5% loss is considered to represent the sum of the premiums paid on the policy.

J. There is contract insurance for all players on multi-year contracts (non-Y contracts). If a player fails to attain either 20 PA or 10 IP then the manager is only responsible for 20% of the contract's value for the coming season. The manager retains the rights to the player and is responsible for the full contract amount if the player returns to perform. [Note: this clause is abolished, but remains applicable to all players signed during the November-December 2007 free agency signing period.] Managers must keep a player on their 40 man roster AT ALL TIMES if they desire to receive insurance compensation.

K. When you sign players to contracts, the money comes from your current bankroll and you pay the yearly average of the contract. For instance, when you begin the league, you have \$50 million to spend. If the yearly average you spend on initial contracts adds up to \$41 million, you would have \$9 million left to spend. This money could be used in trades, to cover fines, or could be carried over until next year. When the next year comes around, you have to potentially spend \$41 million again to pay the players you signed in Year 1 along with any new players. Each team receives an identical influx of cash each season (\$50 million) to cover new expenses. This is our form of revenue sharing. We all equally divide up the equivalent of MLB's gate receipts, merchandising profits, TV contract money, parking and concession revenues, etc. to allow everyone to compete on equal ground. None of the franchises in our league will be "small market" franchises. A team can carry over unspent money indefinitely with no limit.

## ***BRASSWORLD League Constitution, 2010 Edition***

L. In BRASSWORLD we have a salary floor and a salary ceiling. Each season you must pay out \$25 million in player expenses. This is the salary floor. Additionally, you may not spend more than \$70 million a year in player expenses. This is the salary ceiling. Each manager is to reach these mandates by the March 31<sup>st</sup> deadline.

M. A player's long-term contract status is found in the string of numbers and letters, inside the parentheses, after his name on the team roster sheets.

N. If a player is in years 1-7, his year is simply stated with a "Y" followed by a year by on the roster file, i.e Y1,Y2,Y3,Y4,etc. If a player is on a contract as a result of free agency his contract is designated as (Fn,y-z). "F" defines a Free Agent contract, "n" is the current year of the contract, "y" is number of years of the contract and "z" is the total cost of the contract. So a player just signed to a 3 year \$10,000,000 contract would be represented as (F1,3-10M). For players on contracts that are buyouts of their arbitration years their designation would be (Ln,y-z). So here a 5 year buyout in the first year of its length would be represented as (L1,5-16M).

O. A player who has been drafted and has never appeared in a MLB game has his contract status represented by the notation (min). As soon as this player gets his first card, he will either find himself on a minor-major league contract (MM) or if he meets specific thresholds, begins his Major League career. Either of these contract status' means the player begins counting against the 40-man roster.

P. A player who is signed to a minor-major league contract before being signed to his first major league contract has his contract status represented by the notation (MM). An MM contract is renewable each year for \$100,000 until the player meets Major League roster eligibility.

Q. A manager may extend a player's free agent contract (contract F) for up to five years in length, provided the player's current contract was generated in free agency. Use the following cost structure for X (extended) contracts:

1-3 Years: \$5,000,000 per year or current player contract times 1.1 annually  
4 Years: \$6,000,000 per year or current player contract times 1.15 annually  
5 Years: \$7,000,000 per year or current player contract times 1.2 annually  
\*\*\*Note: For each calculation above use the quantity that is GREATER.

R. This contract extension option may be exercised anytime between the original signing of the free agent contract and September 30th during the final season of the contract. In essence, the player refuses to negotiate shortly before free agency begins. The team must have the annual amount of the extension available prior to September 30<sup>th</sup>.

S. A player that has been signed to a contract extension cannot be traded until July of the final year of the extended contract. This is intended to emulate a player agreeing to a contract extension in return for a no-trade clause.

T. Only contracts that were GENERATED from free agency can be extended. This means L and X contracts CAN NOT be extended.

U. To represent the player's newly extended contract string, the total amount of the initial contract is added to the total amount spent on the extension. For instance, if a player on a (F2,3-15M) contract is extended for 3 years, the new contract string would look like this: (X1,5-26.5M) [the two years remaining on the existing contract, added to the 3 year extension equals 5 years; the new contract is in its first year; \$10,000,000 remaining on the initial contract plus \$16,500,000 for the extension equals \$26,500,000 - thus, (X1,5-26.5M)]

**BRASSWORLD League Constitution, 2010 Edition**

V. Players who have never been carded (min's) do not cost anything individually in BRASSWORLD. Instead it is understood in BRASSWORLD that we all have sufficient "developmental" budgets and thus the tracking of these costs is considered inconsequential.

W. Contracts of varying types are considered "in force" on specific dates. Players on multi-year contracts see their contracts take effect for the next season on October 1<sup>st</sup> (the first day of the new accounting year). Players headed onto MM status or into years 1-3 of their career have their contracts take effect on October 31<sup>st</sup>. The date when decisions are due on whether you want to cut any of these type of players. Arbitration eligible players see their contracts take effect as soon as they receive the news from the arbitration judge. Free agents also see their contracts take effect soon as they ink them.

X. In the event that the Roster Wrangler discovers during the accounting process that a team lacks the necessary funds to make all of the signings it has submitted to the RW prior to the October 31<sup>st</sup> salary decision deadline, the RW is to notify the LD and the team owner who submitted the contract decisions of the discrepancy. If the October 31<sup>st</sup> deadline has not arrived, the owner has until the 31<sup>st</sup> to correct the problem, either through trades or by voiding a decision or decisions. If, however, the discrepancy is discovered by the RW after the 31<sup>st</sup> deadline, the owner will be granted forty-eight hours to correct their contract decisions. If the owner can still not make the necessary adjustments, the LD will reserve the power to adjust the team's signings as he deems it necessary, balancing the team and league's needs.

**IV. Arbitration**

Arbitration's intent in BRASSWORLD is to make our manager's think out their roster composition to the utmost. It also seeks to bring in a small random element to a manager's contract costs and thus to leave him all the more challenged ☺

As mentioned previously, during years 4-7 of a player's career he is said to be subject to arbitration, that process introduced into MLB in the early 1970's. BRASSWORLD seeks to simulate on a limited level the tug and pull between a player's and management's contract offers. Here are the charts associated with BRASSWORLD arbitration:

**THE MIGHTY ARBITRATION JUDGE**

		Plate Appearances					
		500	400	300	200	100	
<b>OPS</b>	<b>.925</b>	1	1	2	3	4	Read across the top for plate appearances. 450 PA's would qualify for the "400" column. Then read down for the player's OPS. If it was .777 then that would be the ".775" row. The player would be a GROUP 3 arbitration player.
	<b>.850</b>	1	2	3	4	4	
	<b>.775</b>	2	3	4	4	5	
	<b>.700</b>	3	3	4	5	5	
	<b>.625</b>	4	4	5	5	6	
	<b>.000</b>	4	5	5	6	6	

		Innings Pitched					
		200	150	100	75	30	
<b>ERA</b>	<b>0.00</b>	1	1	1	2	3	Read across for innings pitched. 163 innings would qualify for the "150" column. Then read down for the player's ERA. If it was 2.83 then that would be the "0.00" row. The player would be a GROUP 1 arbitration player. If the player recorded 20 or more saves, reduce the GROUP #, determined in previous step, by 1. (See Example #3 below.)
	<b>3.75</b>	1	2	2	3	4	
	<b>4.50</b>	2	3	3	4	4	
	<b>5.00</b>	3	3	4	5	5	
	<b>5.50</b>	4	4	5	6	6	
	<b>6.00</b>	4	5	6	6	6	

**Player's Decision  
YEAR**

**BRASSWORLD League Constitution, 2010 Edition**

GROUP	YEAR				
	4	5	6	7	
1	170	125	100	100	If the player is entering year five of his league career and is a Group 2 arbitration player then his agent is seeking a 100% raise for him. If, however, he is entering year seven and is a Group 6 player then his agent is seeking a meager 30% raise.
2	150	100	90	80	
3	110	80	75	65	
4	90	60	55	50	
5	75	50	45	40	
6	60	40	35	30	

**Owner's decision (also Minimum raise)**

ALL GROUPS	YEAR			
	4	5	6	7
	50	30	25	25

**The judge's verdict**

GROUP	Verdict
1	1-18 the judge sides with the player; 19-20 sides with owner.
2	1-16 player, 17-20 owner.
3	1-14 player, 15-20 owner.
4	1-10 player, 11-20 owner.
5	1-6 player, 7-20 owner.
6	1-2 player, 3-20 owner.

*[Note: Any player who is in his arbitration year and has not reached the proscribed limits in the charts above (currently 100 PAs, 30 IP) is not subject to arbitration. That player simply is paid the owner's raise if the owner desires to retain the player.]*

**Arbitration Buyout Contracts**

- YEAR #4: A player can be given a guaranteed contract of 5 years for a total amount of \$14,000,000.
- YEAR #5: A player can be given a guaranteed contract of 4 years for a total amount of \$16,000,000.
- YEAR #6: A player can be given a guaranteed contract of 3 years for a total amount of \$18,000,000.

The idea behind buyout contracts is to offer a manager an option to gain a guaranteed yearly amount for his player and also gain an extra year of service from the player (year eight). The tradeoff that must be taken into account then is of course that the contract is now guaranteed for its length and may prove to be slightly more expensive. Please note that you must make the decision to buy out a player's arbitration years by the deadline for submission of your arbitration decisions. That is to say, you are not allowed to go through arbitration and then offer a player a long term contract after the process.

Now I will show you two examples of how this works.

Example #1: Player A is headed into his fourth career year. He is coming off a contract that just paid him \$400,000 (an important factor in this process). Now our player, *for the MLB season just finished*, registered an impressive on base plus slugging number (OPS) of .937 in his 537 PA's. Option One for the owner: choose not to renew the player for another year. Now in our example this player is apparently pretty darn good. Releasing him would not be a smart move, but it is an option. Option Two for the owner: allow the player to go through arbitration and subject him to the guidelines of the Arbitration Judge. Option Three: the owner can choose to lock up the player for a contract of 5 years in length and a total of \$14,000,000.

Now back to Option 2 that involves arbitration. Given the player's stats he will be judged to be a Group 1 arbitration player, the highest possible group. Next, the player's decision (found in the "Player's Decision" chart) is that he is going to seek a %170 raise for himself. Management according to their chart (Year 4) is

## ***BRASSWORLD League Constitution, 2010 Edition***

seeking to give the player a %50 raise. This means the player's salary for his fourth season will be either \$600,000 (decision for owner) or \$1,080,000 (decision for player). The math for the player's decision is as follows: number from chart (150) + 100 which equals 250. Divide this by 100 and you get 2.5. Multiply the player's current salary (\$400,000) times 2.5 and you get the amount the player is seeking (\$1,080,000). Finally, as the player is a Group 1 arbitration player he will have the highest chance possible of receiving the contract he desires.

Example #2: Player B is a pitcher headed into his seventh career year. He is coming off of a contract that just paid him \$1,200,000. Our pitcher, for the just completed MLB season, finished with a paltry 5.53 ERA in 82 innings. Now, because of the player's career year (seventh), there is no buyout option available for the owner. It's either release the player or head off to arbitration. If arbitration is chosen, the judge's choice will be between a 30% raise (player's decision) or a 25% raise (owner's). The player will make then either \$1,560,000 or \$1,500,000. Being a Group 6 arbitration player is not financially rewarding in BRASSWORLD ☺

Example #3: Player C is a pitcher headed into his seventh career year. He is coming off of a contract that just paid him \$2,400,000. Our pitcher, for the just completed MLB season, finished with a solid 3.23 ERA in 77 innings and registered 37 saves. Now, because of the player's career year (seventh), there is no buyout option available for the owner. It's either release the player or head off to arbitration. If arbitration is chosen, the judge's choice will be between a 100% raise (player's decision) or a 25% raise (owner's). Note that the player's group will be Group 1, not Group 2, as the player recorded more than 20 saves, therefore reducing the Group # by 1. The player will make then either \$4,800,000 or \$3,000,000.

### **V. Free Agency**

A. Players who have been released or seen their contract expire are eligible to be bid on in free agency. Also eligible for bidding are players who sometime prior to the most recent MLB season achieved BRASSWORLD's Major League thresholds (see Contracts section, clause B) but are not on a team. Finally, foreign professional players who to MLB without first subjecting themselves to the MLB draft are eligible to be bid on in free agency. Offer sheets for free agents are obtained in the form of sealed bids e-mailed to the Free Agency Conductor.

B. The bid can be for no more than five years and must respect the mandatory free agent minimums. Hence, a legitimate bid must be at least equal to the minimum free agent contract for the given number of years (see Article III, Section d.). Also, bids are REQUIRED to top the current bid by 5% of the contract point value of the current high bid. *For example, a 4 year offer for 4,000,000 annually has a contract point value of 8.0. A bid made to top would necessitate a contract point value of 8.4 to top.*

C. An owner is potentially entitled to draft pick compensation for free agents (and players on Y7 contracts) that he previously owned and that sign with new teams during free agency. The player must be offered arbitration, however. The amount of the arbitration offer will be the greater of 150% of the annual amount of the just-expired contract, or \$5,000,000. The arbitration offer is *strictly* a one-year offer and is stated as the opening bid for the player's services. The team must have the necessary funds available and a hold will be placed on the amount until the arbitration bid is topped, if at all. This clause prevents managers from extending arbitration to players that they actually have no money to pay. If the bid is not topped then the player is retained by his former club for the arbitration offer. The only players subject to free agency compensation must have just finished out an F, I, L, Y7 or X contract. Players who were released are not subject to compensation.

D. The average free agent offer is calculated by averaging the contract points assigned to the offers received by the player. A player must have at least four bids to be considered eligible for the averaging process. [Note: with an electronic FA system players are ordered based on the winning bids only.]

## ***BRASSWORLD League Constitution, 2010 Edition***

E. After the average offers have been calculated, all signed free agents will be arranged in order from highest quality (as determined by the point system) to lowest. This will occur when the FA Conductor officially calls the regular free agency period to be closed. The Top 30 or 15%, whichever is the lesser amount, are the players who will be subject to compensation picks. The top third of the players on the list, rounded to the nearest whole number, are called Type A free agents. The next third of the players are called Type B free agents and the final third are called Type C free agents. Type A comp picks will fall after round one. Type B will fall after round two and Type C after round 3.

F. If there is more than one compensatory pick awarded between any two rounds, the picks are ordered by the quality of the free agent as determined by the average bid for his services. For example, if one team loses the three best free agents in the class, it would pick first through third in the compensatory pick round immediately after Round 1.

G. A list of available free agents will be provided to league members by November 5th.

H. All sealed bids for these players are to be e-mailed to the Free Agency Conductor by midnight on November 15th. Any bids postmarked after the deadline will be disregarded. You must clearly label your sealed bids so they are not opened by mistake. [This deadline is not applicable so long as BW utilizes an electronic FA system.]

I. The free agents will be placed with their teams and contract status of each player reported to all owners by November 25. [Note: so long as BW conducts FA electronically, the process will carry over to approximately December 15<sup>th</sup>.]

J. To determine which free agent bids are superior to others, use the information in Article VI. Free Agent Contract Bid Superiority and the Bid Superiority Chart that is contained in that article. The processes Described in Article VI. will be used as the sole determinant in finding the top free agent contract offer for a given free agent.

K. If two free agent offers are identical, the tie-breaker is: 1) best on-time e-mailing record, 2) lower regular season winning percentage from the past season, and 3) coin flip. [NOTE: Due to BRASSWORLD's use of an online system to conduct free agency, this paragraph is N/A, unless BW has to return to the method outlined in Section 8 due to the loss of an electronic method of conducting FA.)

L. Owners must submit bids with complete independence. They may not collaborate to influence the designed secret, sealed bids in any way. They may especially not collaborate on bids designed to artificially set the market value on a given player or on a given team's crop of free agents in a given year. This constitutes collusion and like MLB, carries a heavy penalty. Any BRASSWORLD member engaging in collusion-like practices against another owner can be expelled from the league or be penalized at the sole discretion of the League Director(s).

M. With the new online free agency bidding system, players are released for bidding based on some sort of objective raking system as determined at the discretion of the free agency conductor. No bidding on a player will be scheduled to close after 10 PM central time nor on the American Thanksgiving holiday. Bidding on players will end after three days.

### **VI. Free Agent Contract Bid Superiority**

BRASSWORLD assigns "contract points" to offers submitted to free agents to determine both which offer is superior and the rankings of the offers.

To determine "contract points," please read the following example for clarification. The actual factoring numbers follow afterwards.

Take the average amount of the contract (for a 5yr, \$35,000,000 offer that would be \$7,000,000) and

## ***BRASSWORLD League Constitution, 2010 Edition***

multiply it by the number of years offered factor. Looking at the chart below that would be '2.25.' Doing so assigns that offer a contract value of 15.75 (numbers reduced from the thousands and millions for simplicity sake).

For comparison, assume a competing manager has offered a contract for \$32,000,000 over 4 years. Once again, referencing the chart, take \$8,000,000, multiply by the factor of '2' and you get '16.' The 4-year offer will be adjudged superior by the virtue of the higher contract points assigned.

### **Contract Years Offered/Factor**

1 year/Factor of 1  
2 years/Factor of 1.33  
3 years/Factor of 1.66  
4 years/Factor of 2.00  
5 years/Factor of 2.25

## **VIII. Clustering Free Agent Contract Bids**

[NOTE: Due to BRASSWORLD's use of an online system to conduct free agency, Section 8 is N/A, unless BW has to return to it do the loss of an electronic method of conducting FA.)

A team may bid on as many free agents as it wishes, by "clustering" the bids according to the procedure outlined in the following paragraphs.

If a team wants to bid on just a couple guys and take their chances on landing them, fine. They may not be satisfied with less than the top guy available at a given position and might prefer to draft a young player in the next draft, instead of pursuing the rest. But if a team decides it wants one of a given year's crop of second basemen, or starting pitchers, etc. it can "cluster" its bids to define a group of players with something in common in whom they have interest. Even if in total the bids exceed the team's bank account.

The clusters could be constructed by position, by age or by "desirability." The bidding franchise can use whatever criterion it wishes in which to cluster the players. The clusters would simulate the process a MLB team goes through in "pursuing" players to fill a certain need or desire. Perhaps a MLB or BRASSWORLD team wants a "franchise player" and doesn't care what position he plays. They might "pursue" several players in one of their "franchise player clusters". Or perhaps if they want a #1 left-handed starter, they might well pursue a group of lefties that they have on their "short list."

Let's say for example a BRASSWORLD team decides it has to have one of the current crop of free agent shortstops and one of the current crop of free agent relievers. Let's also say that their current bank account holds \$20 M. They could cluster their bids in the following way to give them a greater chance at landing one of the players they want.

They list the clusters they have created and also list their bids, in descending order of total value. In our example, the team wanted a shortstop or a reliever, so they might rank their shortstop and reliever bids in the following way:

#### *Shortstop Cluster*

Player A	\$10 M for 3 yrs.
Player B	\$8 M for 3 yrs.
Player C	\$4 M for 2 yrs.
Player D	\$2 M for 2 yrs.

#### *Reliever Cluster*

Player A	\$8 M for 3 yrs.
Player B	\$7 M for 3 yrs.
Player C	\$5 M for 3 yrs.
Player D	\$3 M for 2 yrs.
Player E	\$1 M for 1 yr.

They might also choose to bid on a couple backup middle infielders in the following way:

## ***BRASSWORLD League Constitution, 2010 Edition***

### *Middle Infielder Cluster*

Player A           \$ 500,000 for 1 yr.  
Player B           \$ 400,000 for 1 yr.

When clustering bids, a team need only ensure that the combined totals of the annual salaries of the top offers in all their clusters do not exceed their bank account. In the case of our example, the combined total annual salaries of their top cluster is under \$6.5 M, well under their \$20 M budget. Clusters in BRASSWORLD cannot contain more than 15 players.

If their offer for any individual player within any cluster is the top offer (using the Bid Superiority Chart), then their offer is considered to be the superior bid. If a team submitted the superior bid on two players from the same cluster, that team has the opportunity to land one or both players. The team with the high bid must choose to “pursue” the player considered their “top” priority within the cluster. This practice will also prevent the team from getting “stuck” with two starting shortstops (unless the team WANTS both shortstops).

Also when clustering bids, a team is required to sign one player from each cluster (if they become the #1 bidder on any player in that cluster). In other words, if you are the #1 bidder on a player, you cannot drop your #1 bid unless you have another player in your cluster that you are currently #1 bidder on. (In such a case, you do have the opportunity to sign both players if you desire.)

Another thing to keep in mind is that if you are #1 on a player, but that isn’t your “perfect choice,” you can wait to see if that “perfect choice” drops to you. However, you should not abuse this option. Example, suppose you are #1 on a player A, but you really want to sign player B. If you are currently #5 on player B, the likelihood you will get the chance to sign him is remote. It is best to move on. The longer you delay the decision on player A, the longer another manager may have to wait to make a decision. In other words, you are holding up the process. In general, make prompt decisions whenever possible and try to be considerate of the other league members who may be waiting on your decision.

## **IX. Secondary Free Agency Process (SFA)**

As a way for teams to acquire additional PA’s and IP’s after The Draft, BRASSWORLD employs the following secondary free agency process:

- A. The LDs publish a list of available, carded players in the post-draft e-mailing.
- B. Any team who wishes to offer a free agent contract to these players may do so in an e-mailing to the person conducting the process by the 25<sup>th</sup> of February. [Or a later date as set by the LD’s]
- C. The Bid Superiority Chart will be employed to determine the winning bidders as with the regular free agency process.

## **X. In-Season Free Agency**

A. On and after April 1<sup>st</sup>, allow teams to sign available free agents on a first-come, first-served basis. There will be a designated section on the BRASSWORLD Forum to make the player claims. The player will be signed to a contract at the prorated minimum for the season’s remainder. These players are not allowed to be extended nor will they be allowed to merit a compensation pick in free agency. Teams will need to maintain no more than 40 players on its roster.

## ***BRASSWORLD League Constitution, 2010 Edition***

### **XI. Roster**

- A. By the March 31<sup>st</sup> deadline no team may have more than 40 names on its roster again till the offseason. If you are over this limit you will need to cut player(s). You will not be reimbursed for the contract of the player(s) cut. The player cut goes into the Free Agency pool at season's end. However, if the player cut had been on a (MM) contract he goes back into the draft. A team may be over the 40-man roster limit from September 30 through the March 31<sup>st</sup> deadline.
- B. Active rosters are limited to 25 during the first 5 months of the season. Only players on Major League contracts, i.e. non-MM's, can appear in the Majors April through August.
- C. Active rosters may expand to 40 during the final month of the season.
- D. A team may draft up to eight players who have never been "carded." These players are called minor league non-carded players (or more simply, min's) and do not count against the 40-man roster limit. An exception is made for min's selected with free agent compensation picks. Min's selected with these specific picks do not count against a team's limit of eight. However, once the season is complete the exempted min's now must fit within the team's limit of eight if the manager wants to retain them and they still have (min) status.
- E. If a player has been carded in the past, is no longer carded (perhaps due to injury, playing in Japan this year, etc.) and his team pays him again to retain his rights, this player would occupy a spot on the 40-man roster, and would not be classified as a min.
- F. Players not drafted during the inaugural draft and who had achieved BRASSWORLD's thresholds would no longer be subject to the draft. The only way they can enter BRASSWORLD is through free agency. If a player is not taken during the inaugural draft and had never met the league's thresholds, he is still subject to the draft.
- G. Teams may make changes in their active rosters prior to a given month's play only.
- H. Each roster must have at least 8 pitchers and must have one backup for each infield position. A player may backup more than one position.
- I. A team need not have a backup player at a position where the starter is "un-injurable".
- J. A fine is incurred if a team uses more than the allowable number of active players during a given month's play (please reference Article XXIX).
- K. There is one exception to the active roster size limits. For a player that has a hitting card and a pitching card, i.e. 2003 Brooks Kieschnick, their owning manager, in games they (not HAL) are managing their team, can have both cards active, resulting in 26 or 36 active cards. The manager can only use one of the two cards during any single game.

### **XII. Rules of Play**

We use all SOM game company super advanced rules except for the following exceptions:

- A. We use injuries. No injury lasts longer than the remainder of the game.
- B. We do not use the DH.
- C. BRASSWORLD does not recognize the SOM clutch rule and beginning with the 2011 season will no longer recognize the closer rule.

## ***BRASSWORLD League Constitution, 2010 Edition***

- D. All pitchers involved in trades are considered rested.
- E. You may only pinch hit for the last player you have at a given position if you are losing in the 9th or later.
- F. We do use the game company's super-advanced relief pitcher rest guidelines and pitch count rules. Each reliever is considered to be rested at the beginning of each series.
- G. No player may play a position they are not eligible to play unless they are the last option as an injury replacement or are replacing a player pinch hit for when losing in the 9th or later. Use the game company's guidelines when playing infielders and catchers out of position.
- H. An outfielder may play another outfield position not listed on his card, according to the game company's guidelines for such play.
- I. A position player may not pitch.
- J. We do use some MAX rules. They are as follows:
- allow for bunt base hit
  - Improve baserunning realism
  - More baserunning decisions
  - correct board game excesses
  - Allow errors on bunts and pickoffs
  - Realistic throwing errors
- K. Because we do not use the DH, all players without a position on their SOM card will be rated at first base as a 5e30 or for LF at 5(+3)e25. The manager will notify the League Statistician prior to the season's commencement as to whether they wish the player rated for LF or 1B.
- L. A human manager must leave in the last remaining eligible reliever until the either he is injured or the game is concluded.

### **XIII. Player Usage**

- A. To find out the plate appearance limit on any player you need only flip his game card to the Basic side. You then add his walks and at bats together and multiply the total by 103%. The resulting total is his plate appearance usage limit for the season.
- B. To find out the innings pitched limit for all pitchers, again flip the card to the Basic side. A pitcher is limited to 103% of the number of innings Pitched shown on the Basic side of the card.
- C. A pitcher may not start more than 35 games, unless he started more than that during the MLB season. Pitchers who started more than 35 during the MLB season are limited to 39 starts or their actual MLB starts number, whichever is larger.
- D. A pitcher can move from starter to reliever but may not violate the super-advanced starter/reliever rest rules.
- E. Only pitchers who have an asterisk next to their name (asterisked starters) on the roster sheet that the game company puts out each year may start a game on three-day's rest. Pitchers who are not asterisked starters must rest four days between starts. Be careful from the end of one month to the beginning of the next, and from the end of the regular season to the beginning of the post-season, the three day rest rule applies here too.

## ***BRASSWORLD League Constitution, 2010 Edition***

- F. There is assumed to be no rest days between months of the regular season.
- G. Players with 2 cards will be represented in BRASSWORLD with the “combined” computer card issued by the game company.
- H. Managers must adhere strictly to all player usage limits.
- I. A usage buffer of 5 PA's and 3 IP's is provided in case extra-inning games, player injuries, other game events, or slight manager miscalculation in the final month cause a player to be overused by a slight amount.
- J. If a player exceeds his usage buffer and it was the fault of his manager, the manager incurs fines for the overusage. Please reference Article XXX for the penalties.
- K. If the game (or games) in which the overuse occurred affects the standings and draft order, the game (or games) is replayed from the point at which the overuse exceeded the buffer.
- L. The overuse buffer is designed to give managers a little insurance from fines because of an unforeseen or unexpected occurrence which caused a player's overuse. It is not intended and should not be seen as an additional 5 PA's and 3 IP's for any of your players. A manager is limited to 103% of the MLB usage of the player, but is protected in case something unforeseen happens.
- M. If a manager systematically overuses his players, managing several of their PA's and IP's into the buffer zone, he may be penalized at the sole discretion of the LDs.

### **XIV. Trading**

- A. Both owners must report trades in writing to the LD.
- B. In-season trade reports must be postmarked by midnight on the last day (30<sup>th</sup>, 31<sup>st</sup>) of the month in order to have the trade take effect the following month.
- C. Out-of-season trades must be reported as soon as they are made.
- D. The in-season trade deadline, for trading between the two Leagues is 10:00pm central time, July 31<sup>st</sup>.
- E. The in-season trade deadline for trading within each League is 10:00 pm, central time, August 31<sup>st</sup>.
- F. A trade can be reported over the telephone until 10 pm (ET) on the last day (30<sup>th</sup>, 31<sup>st</sup>) of month deadlines.
- G. You may trade money and draft picks, but cannot trade next year's money.
- H. A traded player's new team takes on responsibility for all remaining months and years of his contract. Use the information below to determine what percentage of the current year's contract you would be liable for if you acquired a player during given points in the league's accounting year.

IN ALL OFF-SEASON DEAL (September 30-March 31) teams pay 100% of current year's salary

If a trade takes effect for May's games, teams pay 83.33% (5 months out of 6) of the current year's contract

## ***BRASSWORLD League Constitution, 2010 Edition***

If a trade takes effect for June's games, teams pay 66.67% (4 months out of 6) of the current year's contract

If a trade takes effect for July's games, teams pay 50.00% (3 months out of 6) of the current year's contract

If a trade takes effect for August's games, teams pay 33.33% (2 months out of 6) of the current year's contract

If a trade takes effect for September's games, teams pay 16.67% (1 month out of 6) of the current year's contract

These are the **default contract liabilities**. Trading teams may negotiate any different contract payment arrangements they wish as part of a trade.

- I. No trade can be made involving any players to be named later, whether the deal is announced as such or arranged as part of a future trade.
- J. You may sell a player, but you may not loan a player.
- K. An appeal may be made to the League Director(s) if any owner thinks a trade should be nullified because it is unfair.
- L. The LDs will always hold the discretion to review trades first. Because of this ability the LDs should weigh all considerations of the players, picks and money involved in the trade. The LDs should analyze the trade for both its short term and long term potential. Also, the LDs will look critically at "lopsided" trades designed to aid a team for the current year only if a given manager's long-term league membership is in doubt. Lastly, please keep in mind that the LDs main goal in reviewing a trade (and thus possibly rescind) is to protect the integrity of BRASSWORLD's member teams.
- M. A team may trade draft selections but must retain a total of four draft choices in the first five rounds between the current year's draft and the next year's draft.
- N. A team may not trade draft selections for any drafts other than the upcoming draft and the one after it.
- O. No team may benefit from trading a draft pick that occurs after their last pick in a given Draft. For example, a team is not entitled to trade a sixth round draft pick if it stopped drafting in the fifth round. A team is not permitted to trade something it does not own, even if it expected to be drafting past the sixth round at the time of the trade. If a team finds itself in this position, it must either: 1) trade places with the team who owns their sixth pick, 2) pass on the fifth round selection and make their final pick in the seventh, or 3) use the fifth round pick but release a player and select another one sometime after the sixth round pick they traded.
- P. A team may not trade compensation draft picks it receives for the loss of free agent(s).
- Q. New league members may not trade until they are announced as a new league member.
- R. In the month of August, BW employs a trade waiver system, similar to that of MLB. The system is two-fold: to facilitate inter-league trades after the July 31<sup>st</sup> deadline and to allow teams to drop/add players that they no longer desire. The workings of the trade waivers system is as follows:
- Teams will have till August 20<sup>th</sup> to submit a list of seven players that they are placing on Trade Waivers.

## ***BRASSWORLD League Constitution, 2010 Edition***

- From the time that the person so-designated announces the players put on waivers, teams will have 72 hours to make a claim on a player. Teams may make five such claims.
- If the player goes unclaimed, the player is free to be traded to another team.
- If a player is claimed, the team that placed him on waivers has three options: 1) pull him back from waivers, 2) work out a trade with the claiming team, or 3) dump the player and salary on the team that made the claim with nothing received in return.
- To trade any player in August they must clear waivers. MIN contracted players and draft picks will be exempt from this stipulation as they are technically not on the 40-man roster.
- If more than one team places a claim on a player, the winning claim is awarded to any team in the same league first based on worst record. For this purpose, the standings as they appear at the end of July play will be utilized.
- All trades must be formalized by August 31<sup>st</sup>.
- Teams must drop players from the roster if a successful claim puts it over 40.

### **XV. Monthly In-Season E-Mailings**

For all monthly deadlines to both LDs, administrators and your opponents it is important to remember that there are penalties if you are late with your obligations. Please reference Article XXIX for a breakdown of the penalties.

- A. Home Series Results to Opponent(s) and League Statistician(s) by the last day (30<sup>th</sup>/31<sup>st</sup>) of the month
1. You must send the resulting “export” game files, for the home and away team, of each game, to each of your home opponents, as well as the statistician and backup statistician. You can locate these files under the /cdrombb/export directory.
  2. You must send complete statistical reports, box score as well as batter-by-batter (or play-by-play) account of each game, to each of your home opponents.
  3. You must e-mail the results of your home series to your opponents/ - statistician/backup statistician by midnight on the last day (30<sup>th</sup>, 31<sup>st</sup>) of the month in which the games were to be played.
  4. Failure to send (or for being late) home series results to any opponent or the statistician will result in a fine. Additionally, if the game files are not received by the League Statistician by the deadline, the LD will play the games using each team’s HAL file to prevent any delay in the monthly SOM league file distribution. There is no guarantee that usage will be monitored during these games. It is highly recommended that you submit your results well in advance of the deadline.
  5. If you have completed the games early, do not wait until the deadline to report these. Early mailings help your opponent have more time to review their stats, construct next month’s road instructions, and figure his pitching rotation. It will also help the statistician sort through the “tons” of files he has to sort through on a monthly basis.
  6. The Statistician will tabulate stats for all teams, and then send out an updated roster file to be directly imported to your game. This update will include all games to that point in the BRASSWORLD season, as well as any trades that transpired the previous month. If the Statistician has received results from everyone in the League by the last day of the month, he should be able to get the roster files out within 1-2 days, leaving each of us time to construct our HAL to be submitted by the 7<sup>th</sup>.
- B. Monthly e-mailing to the League Director by the last day (30<sup>th</sup>/31<sup>st</sup>) of the month

## ***BRASSWORLD League Constitution, 2010 Edition***

1. You must submit your starting pitcher rotation to your LD prior to each month's play. After this rotation is submitted, you may not change a starting pitcher for any game that month. The rotations must be submitted by the Rotation deadline.
  2. You can submit your starting pitcher for any amount of months, or the entire season if you so desire. You may also submit your HAL, along with password, that contains your rotation to the LD to satisfy this obligation. Just state your intentions to the LD. If the rotation changes, you must notify the LD prior to the month's play that the rotation change has occurred.
  3. If you make a trade during a given month, you must report the trade in e-mail (or phone) to the LD for it to take effect. **The trade reports must be time-stamped by the last day (30<sup>th</sup>, 31<sup>st</sup>) of the month immediately preceding the month in which the trade is to take effect.** Any trade reported AFTER the last day of the month (30<sup>th</sup>, 31<sup>st</sup>) will NOT take effect until the following month.
- C. Road Instructions to League Statistician(s) by the 7<sup>th</sup> of the current month of play
1. You must provide your HAL file that contains your active roster, rotation, lineups, etc. to the League Statistician and Backup Statistician by the 7<sup>th</sup> of the current month of play.
  2. Failure to send (or for being late) road instructions to the League Statistician or Backup Statistician will result in a fine. In addition to the fine, the LD will create a HAL for your team for the given month to be used in the league file.
- D. SOM League File Distributed by the League Statistician
1. The SOM league file will be distributed by the League Statistician to the entire league twice each month.
  2. Once all export files have been imported for the previous month and all trades applied, the League Statistician will provide the entire league the "starter" SOM league file for the next month. This file will be provided as soon as possible after the completion of the previous month. Each team will define their HAL from this league file and submit their HAL to the League Statistician and Backup Statistician. No games should be played against this file.
  3. Once all HAL files have been imported, the League Statistician will provide the entire league the "official" SOM league file for the next month. This file will be provided as soon as possible after the Road Instructions deadline. Once received, teams can begin playing their games for the given month.

## **XVI. Composition of Road Instructions**

- A. The use of HAL or Super HAL for your road instructions is required in BRASSWORLD. You will need to prepare a .mgr file to send to the League Statistician for inclusion in the SOM League file for the given month. HAL is in charge of all in-game decisions for your team. All in-game situations will be dependent on how much programming of the HAL interface you wish to do for your team.
- B. As part of your HAL file, you also need to program your active roster, pitching rotation and starting lineups for the month in HAL.
- C. There are two allowed exceptions to the above.
1. The visiting manager can send lineup instructions for their team to each road manager for a given month. This provides the visiting manager the ability to create a lineup based on the opposition's pitchers; otherwise, each team is limited to the number of lineups defined in the SOM game.
  2. In September, extremely specific instructions would be allowed to help avoid any over usage scenario. The instructions need to clearly state the proscribed limit for the player(s) and a LIST of players who are to step in IMMEDIATELY when that limit is reached for the game and/or series. These special instructions are sent directly to your opponents for September games. Examples:

## ***BRASSWORLD League Constitution, 2010 Edition***

- a. You want a specific pitcher to amass no more than X innings per series and then to be removed. You must include a specific list of pitchers who are then to enter the game for the “used up” pitcher.
- b. You want a position player to only appear 3 times at the plate in a game and then be removed. Once again, you *must* give specific instructions of who should be the pinch hitter.

Beware on this clause. HAL will do odd things. He may leave your pinch hitter in the game at a new position; the pitcher may be yanked after one batter or other things. The home manager is not obligated to correct HAL for you in such scenarios.

### **XVII. Home Manager’s Obligation to Opponent**

- A. You must send the resulting “export” game files, for the home and away team, of each game, to each of your home opponents. You can locate these files under the /cdrombb/export directory.
- B. You must send complete statistical reports, box score as well as batter-by-batter (or play-by-play) account of each game, to each of your home opponents.
- C. For each game, the two game files should be retained until after the League Statistician delivers the updated league files, this includes the updated statistic files and the next month’s rosters. This is necessary in case of a replay or the mailing doesn't reach its intended party.
- D. The home manager should take every precaution to ensure that each game is played with the correct SOM league file (distributed by the League Statistician). Failure to take this precaution could result in a replay of the game (or entire series) and will result in a \$200,000 nuisance fine.
- E. If you are late with a mailing to an opponent, you incur a late e-mailing fine. The person who makes the late e-mailing is the one obligated to report this late mailing to their LD rather than his opponent. League on-time record is the primary tiebreaker for many league ties, and accurate reporting of on-time records is essential to employ this tiebreaker fairly.
- F. If a league member does not report his late e-mailing to another league member, his inaction has biased the on time e-mailing record tabulation for his own benefit while forcing the other league member to report his lateness. The LD may double or triple the fines for a late e-mailing to another league member at their discretion if the league member fails to report his own lateness.
- G. Replay requests should be made in a polite manner and should be received by the home manager with respect. Each replay request and resolution should be handled entirely between the two managers involved, though a manager may wish to contact their LD to get his opinion of the validity of his request.
- H. The LD should become involved in a replay resolution only if the two managers involved cannot reach a replay agreement. If necessary, the LD will rule on the replay.
- I. Frivolous replay requests risk the good will of others and your position in the League. Please be sure of your request before making it.

### **XVIII. On-Time E-Mailing Records**

- A. Making e-mailings on time is a fundamental obligation of a BRASSWORLD league manager. Late e-mailings slow league progress, inconvenience our fellow league members and show a general lack of interest in retaining your BRASSWORLD franchise. The league offers incentive and reward for fulfilling all

## ***BRASSWORLD League Constitution, 2010 Edition***

of one's e-mailing responsibilities each year by tabulating on-time e-mailing records for each BRASSWORLD owner.

B. Any member of the League Administrative Team who receives e-mailings will tabulate the on-time records for the league members.

C. The LDs will compile the league's on-time records at the end of the season.

D. The LDs record each late e-mailing as a strike against the on-time record of the league member who made the e-mailing later than required.

E. An e-mailing is considered to be late, and recorded as such, when the e-mail has not reached its intended destination by the deadline. However, a manager may petition the reversal of any incurred fines due to lateness that were not caused by the manager themselves, i.e. e-mail server. The moral of this clause is this: e-mail early!

F. League on-time record is used as the primary tie-breaker in regular draft order, compensatory draft selection order and in free agent ties. It also is used a qualifier for participation in the Bonus Round of the draft, held after the third round for everyone who had a perfect on-time record during the past year.

G. Accurate tabulation of on-time records is essential to using the information fairly and for the purpose it was intended. The LDs can only compile an accurate record if every league member understands his obligation to report his late e-mailings and not force your mailing recipient to do it. Obviously, it could appear as if you are trying to get away without a penalty if you do not report your late e-mailing to the LDs.

### **XIX. Newsletter Article Incentive Program**

The LD will publish a monthly newsletter with his own text on League news, stats, standings, trades, trade wires, league leaders, league history, bank accounts, updated rosters, and many other elements. But the BRASSWORLD League encourages everyone to participate in the construction of this league digest and journal by reserving a portion of the newsletter/WEBSITE for your articles. In fact, the League pays you for the articles.

If you wish, you can submit up to TWELVE articles per year, limited to two sides of a newsletter page. You can write about your team's in-season play, off-season plans, unusual series or events which occurred in League play, team history, BRASSWORLD League events, or you can write about anything you want to concerning MLB and the baseball news of the day. You'll receive \$300,000 for each article. Furthermore, at the LDs discretion they may award \$300,000 or any multiple or part thereof to a manager who has contributed something meaningful to BRASSWORLD that is unable to take the shape of an article.

LDs will not be paid for additional articles. The Statistician may be compensated for one article during the year, and the WEBSITE Coordinator three articles. All other positions may be compensated for up to 6 articles. This will afford the rest of the league's membership an opportunity to earn close to what the Administrative Team members earn.

For articles about the BRASSWORLD League, remember that you have an obligation to not injure the reputation of another League member or influence the way others feel about him in a negative way. He is entitled to be responsible for creating his own reputation through his own contact with other League members, so be careful to consider the impact of what you write and how you write it. The LD may opt not to publish anything he considers libelous or mean-spirited.

### **XX. Playoffs**

## ***BRASSWORLD League Constitution, 2010 Edition***

- A. The two division winners in each league qualify for the Playoffs, as do the four teams with the best records among non-division winners in each league. These are the four wild card entrants to the playoffs.
- B. The Playoffs begin as soon as possible after the regular season ends.
- C. Twelve teams make the playoffs in BRASSWORLD. The division winners receive the first round byes in each league's playoffs. The wild card teams are seeded third through sixth according to winning percentage. The winner of the three versus six matchup plays the second seeded division winner. The winner of the four versus five matchup plays the top seeded division winner. Home field advantage in any series (except the World Series) always goes to the team that is seeded higher.
- D. No player on a minor-major (MM) contract may appear in the playoffs.
- E. Regardless of any other contractual stipulations, players must have had at least 20 innings or 50 plate appearances in the corresponding MLB season to be allowed onto a BW playoff roster.
- F. Starters may be used as relievers in the post-season. Unless indicated otherwise on their cards, they will have a (1) endurance, can pitch no more than three innings per game, and cannot enter a game before the completion of the fifth inning, unless the opposing team puts the potential fifth run on base prior to the completion of the fifth.
- G. Only starting pitchers who started 20 or more games during the BRASSWORLD regular season may start in the post-season. Starting pitchers making 15 to 19 MLB starts may start 1 BW playoff game per series. Starting Pitchers with fewer than 15 MLB starts cannot be started in BW playoff games.
- H. Only relievers who pitched 45 innings or more during the BRASSWORLD regular season may be used regularly in the post-season. Those who pitched less than 45 innings are limited to one inning per appearance.
- I. Only players who appeared at the plate 300 times (200 for catchers) or more during the **BRASSWORLD regular season** may play regularly in the post-season. If a player had less than 300 regular season PA's, (200 for catchers) he may start only one game. He may pinch hit once in the other games or enter any game for good, from the sixth inning on. One caveat: a hitter can be used STRICTLY as a PH (that is, does NOT come in on defense after the PH AB) regardless of the "PH once in a series" stricture above.
- J. An exception is made to section h. above, allowing a player to appear regularly in the post-season, if he was the portion of a platoon that played vs. left-handed pitchers during the season, has more than 200 PA's allotted to him, but just didn't see enough lefties to gain the necessary plate appearance minimum. The player qualifies for this exception only if he is used in the same role as he was used in the BRASSWORLD regular season. The LDs will settle any disputes about what constitutes "the same role" in the post-season.
- K. All series are 7-game series and are conducted using the 2-3-2 format.
- L. The playoff series should be played face-to-face in some format (Netplay is *strongly* encouraged) whenever possible to provide greater fun and to eliminate the possibility of the sometimes loony performance of HAL ☺
- M. If two opponents cannot agree on whether a series is to be played face-to-face, by phone, online, etc. they should consider a mutually agreeable third party to play the series.
- N. A copy of the game box scores and game files must be sent to the LD to be saved for league history.

## ***BRASSWORLD League Constitution, 2010 Edition***

O. Home field advantage in the BRASSWORLD World Series goes to the league that won the All-Star game. That's right, it means something in BRASSWORLD!

P. Here is how ties for playoff spots in BRASSWORLD are broken. 1) If the teams involved would both make the playoffs with their records then the following is used: 1) Head to Head record, 2) Division record (if in same division), 3) Conference record (if not in same division) 4) coin flip. If one or more of the teams involved in the tie *would not* make the playoffs with their record then a one-game playoff (or multi-game playoff if more than two teams are involved) will be conducted to break the tie(s). Any byes that would be handed out under this format would utilize the same steps mentioned here earlier. *Home field advantage in playoff games of this type will be done via coin flip. A bye does not carry with it home field advantage under this scenario.*

Q. BRASSWORLD utilizes a playoff schedule for its postseason. It will be distributed at the beginning of the season each year and again to all playoff participants. In it you will see a clear schedule of day versus night games and off days for pitchers rest.

R. Before the playoffs begin each participant must declare a 25 man roster that is in place for the entirety of the playoffs. No changes can be made to this roster once the playoffs begin.

### **XXI. League Championship Trophy**

The team who wins the BRASSWORLD World Series will become the caretaker for the league's valued traveling trophy. PLEASE, PLEASE take great care when mailing this precious piece of league hardware. Also, please clean it off, dust it and just get it back into a presentable condition for the new champ. Like hockey's Stanley Cup, I don't care what weird things you guys do with it, just keep it intact and clean ☺

### **XXII. Rules Changes**

A. The LDs will seek the league's input when rules or programs need to be changed. After considering everything, their decision will be final.

B. The LDs may wish to share with the League any respectfully submitted opinions or ideas about the league that they encounter. When this information is contained in newsletters, it can help keep people informed of what others are thinking about the league, its programs and prospects for change. It can also lead to discussions and commentary on future league operations and potential changes or improvements.

### **XXIII. Ballparks**

A. Owners design their own ballparks or select an existing MLB park in which to play.

B. You may include weather effects covering good, average and bad weather and they may change according to the month in which the games are taking place and whether it is night or day.

C. The months of play in the BRASSWORLD season coincide with those in the MLB season, so existing MLB parks and their super-advanced weather effects by month, day and night will work well if you want to use them.

D. Day games and night games are designated on the league schedule.

## ***BRASSWORLD League Constitution, 2010 Edition***

- E. If you select a MLB park, you always play with the current season's ballpark dimensions. These often change slightly from year to year.
- F. Any ballpark can be changed in any manner after it has been used in its current configuration for three complete seasons. The cost to change is \$500,000.
- G. Replacement managers may change their parks at no cost.

### **XXIV. Dues**

- A. League dues are \$25.00 upon entry into BRASWORLD. Every other year dues of \$15 are to be postmarked no later than midnight on September 30th. (dues may be waived, reduced, or increased at the discretion of the LDs).
- B. The league dues are to be paid to the appropriate LD. It is not advisable to send cash through the mail. Make out the check or money order payable to the LD, not the League.
- C. If a league member drops out of or is expelled from the league at any time after he has paid his dues, he is not entitled to a refund of any amount.
- D. The league accounting year runs from October 1 to September 30.
- E. The dues will be spent on stamps, envelopes, printer paper, computer disks, printer ribbons, photocopies, the ledger, website space, trophies and any other essential supplies needed for the LDs to meet their obligations to the League.
- F. The dues will also be used to pay for long distance phone calls that are absolutely necessary to conduct league business.
- G. The LD will keep these to a minimum, and if he needs to call a league member for several items, will cover the league business items first, then hang up and call back later on their own time for any personal business.
- H. The LD will keep a supply and expense ledger for the given year. It should reflect all deposits, and expenditures for the given year. A League member may ask to see a copy of the ledger at any time.
- I. The LD will be responsible for informing League members if the League Treasury is running so low that league business cannot be conducted. They must then mail everyone a copy of the ledger and ask for a smaller secondary dues payment that they think will get the League through the year.
- J. If the League Treasury is ever at a surplus of more than \$50.00, the LD will inform the League members of the amount prior to the deadline for next year's dues. Each member's dues payment will be reduced by the amount over \$50.00 in the Treasury, divided by the number of League Members.
- K. If it is obvious that the dues payments are always yielding too much or too little money for the year, yearly dues fees will be adjusted accordingly.
- L. Occasional extra remittances for the process involved in recruiting and appointing expansion and replacement owners may be required.

### **XXV. Player and League Awards**

## ***BRASSWORLD League Constitution, 2010 Edition***

- A. The league MVP's (or Player of the Year), Pitcher of the Year Awards and Rookies of the Year, will be voted on in October. Voting will be for the Top 5 in each category with the voting being weighted in a 10-7-5-3-1 format. In BRASSWORLD the Top AL Pitcher wins the Walter Johnson Award while his NL counterpart nabs the Christy Mathewson Award.
- B. All-Star ballots will go out in the July newsletter, and will be due back to the appropriate LD by July 20.
- C. The All-Star Game will be played at a different owner's park each year. The All-Star Game is to be played via Netplay. The LDs name the hosting manager and also select the manager to oppose him. The LDs are responsible for determining the 25 man All-Star rosters.
- D. The All-Star teams, and game scoresheet will be reported in the August newsletter. The All-Star MVP is presented with the Jackie Robinson Award.
- E. The AL Champion will be presented with the Ted Williams Trophy. The NL Champion wins the Roberto Clemente Cup.
- F. At the end of the season managers will be asked to vote for who they think was the best manager in BRASSWORLD for the past season. The winner of this vote is the recipient of the league's Billy Beane Award.

### **XXVI. League Correspondence Responsibilities**

- A. The BRASSWORLD PBM League places a very high degree of importance on prompt league correspondence. Whether it is a trade inquiry through e-mail, a telephone call, a request for some information about a series being played, etc. it is not acceptable to ignore or unnecessarily delay your obligation to respond.
- B. Maintaining prompt and respectful correspondence practices is vital to an individual owner maintaining his position in the league in good standing.
- C. It is the responsibility of the league members to work out correspondence problems and not call in the LDs unless you've reached an impasse.
- D. The LDs will use their judgements to penalize those who clearly shirk their responsibilities for prompt, respectful correspondence. He will penalize as he sees fit after reviewing a given complaint and finding out the facts.

### **XXVII. Backup/Replacement/Expansion/Associate Managers**

- A. If possible, the league should maintain a list of backup managers so that if there is any manager turnover in the league, the replacement manager can step in immediately.
- B. The LDs will be responsible for organizing and conducting the activities related to securing candidates for backup, replacement or expansion managers.
- C. Each applicant will be required to submit a BRASSWORLD League Application Form in order to be considered for admission. The applicant may also wish to include facts or other information that is relevant to his candidacy.

## ***BRASSWORLD League Constitution, 2010 Edition***

- D. The LD will speak to the applicant if he thinks he is a prospective BRASSWORLD member and may wish to contact a former Commissioner for the applicant or a current BRASSWORLD League member who has played in a league with him.
- E. The backup owner list will be maintained and franchises awarded in order of the postmark date on the applicant's BRASSWORLD League Application Form.
- F. The current league members should always be aware of people they know whom they are sure would be good BRASSWORLD League members and recommend them for the application process. Known quantities are less risky, in general.
- G. Once awarded backup manager status, a new manager can also become a BRASSWORLD Associate Member. An associate manager receives all in-season, monthly e-mailings and can "stay on top of the league."
- H. If the league decides to expand, it will offer expansion franchises in order of backup owner priority number.

### **XXVIII. In-Season E-Mailing Deadlines**

During the season, the key dates to remember are the 7th and the last day of the month (30<sup>th</sup>, 31<sup>st</sup>). Each of these dates is the last possible date by which you must have an e-mailing time stamped to avoid fines. Don't use these dates as the target dates for your e-mailings- it's too risky!

If you finish playing the games or have all the information ready to e-mail to the LDs or other League Administrator in a given month, **SEND IT OUT BEFORE THESE DEADLINES**. There is no reason to delay an e-mailing that another person is waiting to receive. A brief description of your e-mailing responsibilities and deadline dates follow:

#### APRIL

March 31 – 40 man roster deadline. All teams must be at 40 players by this day.

March 31 – April Trade deadline. Trades must be reported to the LD by this date to be effective for April.

April 7 – April Rotation deadline. Starting pitcher rotations for April games due to the LD.

April 7 – April Road Instructions deadline. Instructions (HAL) for April games are due to road opponents.

April 30 – April Home Series Results deadline. Series results for April are due to home opponents, League Statistician and Backup Statistician.

#### MAY

April 30 – May Trade deadline. Trades must be reported to the LD by this date to be effective for May.

May 7 – May Rotation deadline. Starting pitcher rotations for May games due to the LD.

May 7 – May Road Instructions deadline. Instructions (HAL) for May games are due to road opponents.

## ***BRASSWORLD League Constitution, 2010 Edition***

May 31 – May Home Series Results deadline. Series results for May are due to home opponents, League Statistician and Backup Statistician.

### **JUNE**

May 31 – June Trade deadline. Trades must be reported to the LD by this date to be effective for June.

June 7 – June Rotation deadline. Starting pitcher rotations for June games due to the LD.

June 7 – June Road Instructions deadline. Instructions (HAL) for June games are due to road opponents.

June 30 – June Home Series Results deadline. Series results for June are due to home opponents, League Statistician and Backup Statistician.

### **JULY**

June 30 – July Trade deadline. Trades must be reported to the LD by this date to be effective for July.

July 7 – July Rotation deadline. Starting pitcher rotations for July games due to the LD.

July 7 – July Road Instructions deadline. Instructions (HAL) for July games are due to road opponents.

July 20 – All-Star Ballot deadline. All-Star ballots due to the LD without exception.

July 31 – July Home Series Results deadline. Series results for July are due to home opponents, League Statistician and Backup Statistician.

### **AUGUST**

July 31 – August Trade deadline. Trades must be reported to the LD by this date to be effective for August. This is also the deadline for all in-season trades between the AL and NL.

August 7 – August Rotation deadline. Starting pitcher rotations for August games due to the LD.

August 7 – August Road Instructions deadline. Instructions (HAL) for August games are due to road opponents.

August 31 – August Home Series Results deadline. Series results for August are due to home opponents, League Statistician and Backup Statistician.

### **SEPTEMBER**

August 31 – September Trade deadline. Trades must be reported to the LD by this date to be effective for September. This is also the trade deadline for all in-season trades within your own league.

September 7 – September Rotation deadline. Starting pitcher rotations for September games due to the LD.

September 7 – September Road Instructions deadline. Instructions (HAL) for September games

## ***BRASSWORLD League Constitution, 2010 Edition***

are due to road opponents.

September 30 – September Home Series Results deadline. Series results for September are due to home opponents, League Statistician and Backup Statistician.

### **XXIX. Off-Season e-Mailing Deadlines**

After the season, league business does not stop. The e-mailings are less frequent, but the business conducted is very important. From new contract signings to post-season awards to the free agency process through the Draft, a lot of franchise business goes on during the off-season.

The chart below lists your off-season e-mailing deadlines and a brief description of what is due. Don't use these dates as targets. The fines for a late e-mailing on the deadlines below can be found in Article XXIX.

**Sept. 30** - Dues payment for next year due to the LD.

**Sept. 30** - Contract Extension deadline. Free agent contract extensions are due to the LD.

**Sept. 30** - Rule Change Proposals deadline. Proposals for change are due to the LD.

**Oct. 7** - League Awards Ballot sent out by LD.

**Oct. 7** - League Rule Change Proposals Ballot sent out by the LD.

**Oct. 7** - Arbitration Judge sends out arbitration eligible players and groups they belong to respective teams.

**Oct. 31** - Contract Signings deadline. Deadline to report to the LD the minor leaguers you are retaining. Decisions (sign or release) due to the LD on players that will have a MM, Y1, Y2, Y3 contract in 2006.

**Oct. 31** - Arbitration Decision deadline. Deadline for submitting list of arbitration decisions for eligible players to the Arbitration Judge.

**Oct. 31** - League Awards Ballot deadline. League Awards ballots due to the LD without exception.

**Oct. 31** - Rule Changes Ballot deadline. Rule Changes ballots due to the LD without exception.

**Nov. 5** – Arbitration Results. Arbitration Judge distributes results of Arbitration.

**Nov. 5** - List of free agents sent out by Free Agency Conductor

**Nov. 15** – The date sealed bids for free agents are due to Free Agency Conductor

**Nov. 25** - free agent signing report sent out by Free Agency Conductor

**Feb. 1** - The Draft commences

**Feb 25-March 5** – Secondary Free Agency is conducted.

### **XXX. League Penalties Chart**

A. “League Penalties” (XXIX) is clearly the most unpleasant part of the constitution. Its existence is very important but hopefully, its invocation will not be necessary. Everyone who has been in a PBM league

## ***BRASSWORLD League Constitution, 2010 Edition***

knows that late mailings can really hamper a league, and kill the fun for reliable owners. That will not happen in this league

- B. The mere existence of these penalties, and the fact that they eliminate the subjectivity of a LD decision, makes for equal ground and expectations for everyone. Everyone knows the rules upfront. Here's hoping these last few paragraphs will remain an inactive part of the Constitution.
- C. The LD will invoke the following penalties (fines) for late mailings.
  - 1. Late Mailing of Home Series Results to Opponent(s).
    - a) First occurrence will result in a \$250,000 fine.
    - b) Second occurrence will result in a \$500,000 fine.
    - c) Third, and subsequent, occurrence(s) will result in a \$1,000,000 fine.
    - d) Fifth, and subsequent, occurrence(s) can result in a League Expulsion, at LD discretion.
    - e) Tenth occurrence will result in an AUTOMATIC League Expulsion.
  - 2. Late Mailings to the LD or other League Administrators. This includes the following: HAL (Road Instructions), Rotation, Home Series Results, All-Star Ballot, Contract Signings/ Roster Cuts, League Awards Ballot, Rule Changes Ballot and Protected Roster (for the Draft).
    - a) First occurrence will result in a \$1,000,000 fine.
    - b) Second occurrence will result in a:
      - 1) \$2,000,000 fine, plus the loss of the team's highest 1<sup>st</sup> round draft choice.
      - 2) \$2,667,000 fine, plus the loss of the team's highest draft choice, if team does not have a 1<sup>st</sup> round draft choice.
    - c) Third occurrence will result in a \$3,500,000 fine, plus the loss of the team's TWO highest remaining draft choices.
    - d) Third occurrence can result in a League Expulsion, at LD discretion.
    - e) Fourth occurrence will result in an AUTOMATIC League Expulsion.
    - f) On each occurrence, an additional \$250,000 fine will be assessed for each additional day the mailing is late past the deadline.
  - 3. Late Mailing of Dues Payment to the LD.
    - a) A \$1,000,000 fine will be assessed.
- D. The LD will invoke the following penalties (fines) for not following any of the league rules listed below.
  - 1. Exceeding 25-man player limit in a month.
    - a) A \$1,000,000 fine will be assessed.
  - 2. Exceeding player usage limit, including usage buffer, in a season.
    - a) Each plate appearance over the buffer will cost \$250,000.
    - b) Each inning pitched over the buffer results in a \$500,000 fine.
  - 3. Having a MM player on the active 25-man roster in any month April through August.
    - a) A \$1,000,000 fine will be assessed.
- E. An occurrence is defined as a single late mailing to another league member or League Administrator.
- F. Replacement owners will have all fines rescinded that the previous owner incurred over the past two league seasons.
- G. The LDs will be allowed to levy a nuisance fine of \$200,000 against managers who's inattention to details costs a member of the league administrative team extra time in the performance of their league duties. A nuisance fine does not compromise a manager's on-time e-mailing record.

**XXXI. Emergency Instructions**

If for whatever reason instructions are not sent out by a manager the LDs will instruct the opponents to let HAL wing it. If the LDs or their designee has to play some games to help out another manager with his schedule then he should use a newly supplied HAL if at all possible. If this is not possible then once again HAL will be on his own.

**XXXII. BRASSWORLD Game Playing & Stats Submission Instructions**

Refer to the Game Playing Instructions document for the current BRASSWORLD season. The name of this document is 20xx\_BRASSWORLD\_Game\_Playing\_Instructions.doc.