

## Friendship Strat-O-Matic League Rules

### Team Makeup

- A team consists of 30 players: which consists of one “Yu Darvish” (if used) and 29 active players.
  - o “Yu Darvish” player definition
    - **Player may now be someone with or without an AL card.**
    - Player can be an injured player that is on a AL team
    - Player can be a player with an AL card that you do not want to use this season
    - Player can be active on a National League team or overseas.
    - Player can be retired.
    - The player is considered on that team but can not be used in any way, nor traded.
    - Teams can drop/change a “Yu Darvish” player on the next protection list but once dropped, the team loses rights to that player, and he would go into the general draft if he ever comes back into the American League.
  - o Eligible Player definition
    - All American League players from the regular and mixed card set.
    - American League players with 60 or over ABs or 25 or over IP from the additional card set.
    - Teams can use a card that does not meet the above requirement but that was part of the regular, mixed and additional if that player was on their team already. The player can be traded and used by the new team as well. But if the player is dropped no other team can pick up or draft that player.
    - Teams may have other non-carded players on their team for as many years as they would like if they were on the team the year before, but if they don't protect that player each year as part of their 16 players, then they lose the rights to that player.

### Protection List

- Teams must protect 17 players (up from our former limit of 16) We will still draft 12 players. Protected rosters are due two Thursdays prior to the draft weekend, at 11:59 pm.
- The “Yu Darvish” player will also be designated at this time if being used.
- Teams are allowed to trade protected players AFTER publishing their 16-man protected list and then still drop or add players from their cut list up until the Final Protection list deadline. There is no limit on number of transactions done this way. However, a player that is part of a trade, is not allowed to be dropped but could be further traded including the waiver draft.

- Once the Protection lists are locked, trading is allowed between teams as normal until the first game is played by either team.

## Draft Conduct

- Draft Order
  - o Teams with equal records must conduct a roll-off for spots.
  - o Bingo Balls is used to determine the actual order of draft for first 8 spots. Last 4 spots are as follows World Series winner - 12th, World Series loser - 11th, then by record for 9th and 10th with worst record being 9th. o Bingo Balls amount per worst record finish - If two teams are tied then they split the balls for the two spots they are tied for.
 

1st	23	5th	6
2nd	17	6th	4
3rd	13	7th	2
4th	9	8th	1
- Waiver draft consists of 3 rounds prior to the main draft.
  - o For teams that are tied, it is the reverse of the order of the regular draft (as decided by roll-off above). o Waiver pick draft spots and waiver picked players can not be traded during the draft.
  - o Waiver picks can be dropped to pick up other waiver picks if the picked up player was not in the original waiver draft pool. o If a team has two teams picking one after the other, the other team must get league approval to pick someone the other team has dropped.
- Toronto Crap Rule – Teams can drop additional players after the waiver draft and prior to the main draft and then conduct additional picks in the 13th and additional rounds to make up for those dropped players.
- Regular draft
  - o At the end of the draft all teams must have a minimum of 1250 IP and 540 AB (600 PA) at each position
  - o No player can count more than 540 ABs to meet the minimums
  - o Must meet minimums rule – Must make the minimums after the draft (normally after the 12th round and team declared on the floor) or team must correct the error immediately. Players dropped to meet the minimums can not be drafted until the next year if available.
  - o 13th Round rule – Teams can adjust their team in an additional 13th round by dropping a player and picking up a new one. Teams must go in order of draft.
  - o Protected is protected rule – Teams can not drop any of their protected players or waiver-pick players in the 13th round or further rounds. Teams may drop protected non-carded players at this time however.

- Team on the Floor rule – Team must be finalized at the draft and after the 12th or additional rounds. No adjustments after the draft are allowed unless the team does not meet the minimums.
- Next year draft rule – No trade can involve any pick longer than one year away.
- Yordano Ventura rule - If your player is killed, then you get a compensatory draft pick at the end of the third round the year after the last card. Lose a 12<sup>th</sup>. - You MUST be attending the draft in person or online in order to vote. No proxies to other people are allowed now

### **Divisions**

- Are randomized each year
- New topics for Division names are suggested by the two managers that were involved in the last World Series.
- Names are then suggested by the league for voting.
- Secret ballots are then conducted with the voting being 5, 3, 1 for first preference through third preference with the three highest total names being selected.

### **Season Play**

- Starting in the 2022 season (calendar year 2023), ALL starting pitchers will need 5 days rest, UNLESS they actually have the “dot dot” and are rated to go every 4 days. We used to allow everyone to pitch every 4 games but that no longer applies if the pitcher is not specifically given the “dot dot” rating.
- Injuries are all ROG (Starting with games played in calendar year 2021, injured batters who “shake off the injury” will in fact stay in the game as the computer indicates)
- Starting in calendar year 2021, relievers will have to face a minimum of three batters OR close out the half-innings. When (or if) MLB abolishes this rule, we will adopt having no rule the very next season.
- Injuries must be listed on your pitching rotation sheet.
  - All teams must have at least 2 players at each position ○ Pitchers and Hitters are limited to 60% of real life IP/AB
    - Rounding
      - Batters - if result is .5 or higher round up to next AB, if .4 or lower round down
      - Pitchers - if .8 or higher round up to next full IP, if .5 to .7 then use 2/3, if .2 to .4 then use 1/3, if .1 then round down to full IP.
  - Minor league system
    - Three players must be designated as minors for each game.
    - Any Pitcher that starts a game during the year can not be placed on minors.

- September call up rule: All players can play for the last 15 games on the schedule (games 67-81) including any SP placed in the minors for all the previous games.
- Mid-Season Trading
  - Must happen with both teams in the 40 to 45 game completed range.
  - Must be completed 1 week after 40 game deadline date.
  - Teams must be able to make minimums after the trade.
  - Trade will be reviewed by a Commissioner group (Tuft, Pat, and Dave) to ensure that both teams make the minimums needed. If one of the people on the committee is involved in the trade then Steve W. will take that person's place.
- Non-pitcher can only pitch if team is ahead or behind by 10 or more runs or if game is in extra innings.
- Brawl rule is dead.
- 6-sided dice must be 6 uniform sides, 20-sided dice must be 20 uniform sides. All dice must have numbers and be readable.
- Pitcher is tired when the computer lists the pitcher as tired regardless of inning. Pitcher may remain in the game.
- Effective in the 2022 season, teams will start extra innings with a runner on 2nd base. This applies only to regular season and NOT playoff games
- **Teams should not pinch-hit for a fielder unless they have another player**
- **Playoffs that can play that position, unless the pinch-hit is due to injury.**
- The team with the best record is the #1 seed and plays the team with the fourth best record, regardless of being from the same division. This starts in calendar year 2021.
- All teams start fully rested and injury free with 26 players eligible for each series. A different 26 may be used for each series.
- For the play-offs only, pitchers rated as "Starter only", may be designated as relief pitchers only. The pitcher is given a point of weakness of 1.
- Each team's pitching rotation starts at the beginning of the playoffs and is maintained throughout the end of the playoffs, including any play-in games.
- Tiebreaker for playoffs - Will use current Major league tie breaker rules.
- For two teams in the same division with both assured a playoff spot
  - Head to Head record
  - Interdivision record
  - Last 41 game record (progress from there until broken 42, 43, 44, ....)
  - For two teams tied for Wild card
  - Head to head record to determine home team
  - Interdivision record
  - One game playoff
- For three teams tied for wild card or division
  - Teams designated as "A", "B", and "C" based on records
  - Teams then play on consecutive days based on those designations
  - Teams that tie with overall winning percentage will determine home-field

advantage by using the “two teams in the same division with both assured a playoff spot” rule ○ **1 Game Tiebreaker limitations**

- Pitcher is 5%
  - Batters will go with the following chart
    - 60-124 ABs - 2 ABs can stay in the rest of the game if inserted in the 8th or later
    - 125-174 ABs - 3 ABs can stay in the rest of the game if inserted in the 6th or later
    - 175-249 ABs - 4 ABs can stay in the rest of the game if inserted in the 6th or later
    - 250 ABs or higher - unlimited ABs
  - Relief chart is in affect for this game as well as dot-dot rules for starter for starts after this game.
  - Extra innings - a "starter only" can relieve but then can not start earlier than game 3 of next series
- Normal rounds of playoffs ○ 10% for batters and pitchers ○ Dot-dot rule does apply ○ Use relief chart ○ Teams from the same division can face each other in the first round of playoffs.
- Schedule is 3 days off (to allow for any ties), Games 1, 2, day off , Games 3, 4, 5, day off, Games 6, 7, day off, Games 1, 2, day off, Games 3, 4, 5, day off, Games 6, 7. Games not needed become off days. Schedule looks like this....

- 0 End of season
- 1 Wild Card playoff if needed
- 2 Other Wild Card playoff if needed
- 3 Day off
- 4 Game 1 regardless of Wild Card games
- 5 Game 2
- 6 Day off
- 7 Game 3
- 8 Game 4
- 9 Game 5 if needed
- 10 Day off
- 11 Game 6 if needed
- 12 Game 7 if needed
- 13 Day off
- 14 Game 1 regardless of previous series length for either team

And so on

## Penalties

- Failure to turn stats/rotation in on time - 1 spot, 1st round (1 spot per each additional week late)
- Short of deadline (20, 40, 60, but not 81)
  - 1-3 Games - 1 Spot, 2nd round
  - 4-7 Games - 2 Spots, 2nd round

8 or more Games - 3 Spots, 2nd round

-PJ Rule – for any “60 game” penalty, if the second pick had been traded in midseason trading, a 1 draft pick spot penalty in the 1<sup>st</sup> round is applied to the person that had the penalty originally, and the second round draft pick is unaffected.

- PJ Rule Part Two - For “40 game” penalties, if the 2<sup>nd</sup> round pick has been traded during midseason trading, the penalty applies to the traded 2<sup>nd</sup> round draft pick. -

Jimmy/Mike rule – no penalties to new managers from old managers