**NET MAJOR LEAGUE CONSTITUTION**

**Revised January, 2013**

1. League Structure:
	1. The Net Major League will consist of two leagues: The Net National (NNL) and The Net American League (NAL).
	2. The NNL has 12 teams that are divided into three (3) divisions of four (4) teams. The NAL has 10 teams divided into two (2) divisions of five (5) teams.
2. The Net National League:

 2.1) The NNL will use only players that had stats and issued

 Cards or are in the computer game while playing for an

 MLB National league team(s)

 2.2) The NNL will not use the DH.

1. The Net American League:

 3.1) The NAL will use only players that had stats and issued

 Cards or are in the computer game while playing for

 an MLB American League team(s)

 3.2) The NAL will use the DH.

1. Responablties of commissioner, league presidents, and league

members.

 4.1) The commissioner is to oversee the following league

 Functions: creating season schedule, maintain NML

 website, recruit managers when needed, management of

 Yahoo e-groups mail list, track MLB players movements,

 apply changes to NML team rosters because of MLB trades

 and free agent signings, determine the order for Free Agent

 and Rookie drafts, maintain and update NML team rosters,

 create the NML leagues in the game, post league files on the

 website, announce any important information that is

 needed by the NML, and make decision needed by the NML.

 Determine league penalties for the NML.

4.2 The Commissioner may appoint a panel of fellow members to Help settle any dispute that may arise in the NML

4.3 The NML Commissioner reserves the right to create,

 rescind, or change any rule based on the best interest of

 the NML.

* 1. League Presidents will be appointed by the commissioner
	2. League Presidents oversee and help the commissioner on the following league functions or aspects:

 4.5.1) Teams Rosters

 4.5.2) Player over usage

 4.5.3) Free Agent list and Free Agent draft

 4.5.4) Spring Draft (Rookie)

 4.5.5) Post Season

 4.5.6) League trades

 4.5.7) Maintain League website

 4.5.8.) Help settle disputes

* 1. League Panel responsibilities

 4.6.1) When a panel is called, it is the panel

 responsibility to settle the dispute in

 question.

 4.6.2) The panel will be made up of the two

 League Presidents and one league member.

* 1. Managers Responsibilities:

 4.7.1) Buy the most current stat-0-matic and

 maintain and install the most current

 patch released by strat-0-matic.

 4.7.2) To be fair, honest, and considerate of all of

 League members.

 4.7.3) Meet deadlines for sending in results, roster

 cuts, trades, computer managers, participate

 in drafts, and follow the league constitution.

 4.7.4) To check their team roster for any errors in

 Excel file, html, on website, and league files.

 4.7.5) Make sure you install your opponent cmi

 before each series.

 4.7.6) Keep track of the players on their rosters MLB

 Status.

 4.7.7) Carefully monitor their players usage rates to

 insure they do not lose players due to over

 useage.

 4.7.8) Send box scores and export files to their

 opponents.

 4.7.9) Make sure that the right lineup and starters

 For his opponents are being used by “Hal”

1. TEAM ROSTERS:

 5.1) From the completion of the Spring Draft and during the

 season, the NML team roster size is 35 players. If teams go

 over the 35 player limit due to trades, they must reduce

 their roster (cut player(s)) at that time to meet the 35 player

 roster limit. The released (cut) players will be put in the Free

 Agent from after the season, if they have any stats in the

 respective MLB league (NL or AL).

* 1. Player eligibility: Only MLB players that were issued cards by Strat-O-Matic or are represented in Strat-o-Matic computer game are eligible to be on an NML team. Exceptions: case #1 Player(s) who were on an NML team the previous year, but due to injury did not receive a card from Strat-O-Matic. In this case, a manager has the option of keeping the player on his roster. CASE #2 A manager receives a minor leaguer because of a MLB trade that sends one of his players to the other league (MLB NL to MLN AL and visa-versa.).
	2. From the season end (October 1st) to the Rookie draft there is no roster limit for NML teams to stimulate trading and to accommodate MLB trades to NML teams.
	3. Before the Rookie Draft each year, teams must make their cuts on the website by the date specified (Feb 1) by the commissioner. No cuts are allowed after this date unless there was an error by the commissioner. (see Rookie Draft cuts for how many players must be cut)
	4. In the NNL, only carded or computer game MLB National league players are eligible. In the NAL, only carded or computer game MLB American League players are eligible.
	5. During the season, NML team rosters are divided in two parts: A 25 man roster and a 10 man minor league roster.
	6. The 25 man rosters must have two players that can play each position. Example: 2 players on the roster must be able to play SS and of course one player can be used to cover more then one position. Juan Castro plays SS,3B, and 2B which allows him to be the 2nd man on all of these positions.
	7. There must be at least 4 starters on the 25 man roster and 5 starters if no pitcher is an \* starter. An \* starter can pitch every 4th game.
	8. Starting pitchers on the 25 man roster may be de-activated for a series as long as the manger has a starter schedule in his computer manager (A starter schedule is a must have). This will allow “Hal” not to use your starters as relievers.
	9. Roster can not be changed from series to series. The 25 man rosters are frozen for the purpose of Monthly (block) play.
	10. The last Month (or last 2 Blocks) of the season all players are eligible to play in games.
	11. Player or players who are traded in MLB to the other MLB league (MLB NL to MLB AL or MLB AL to MLB NL) or leaves one league for the other due to free agency, are lost by the NML team that has the player(s) on his roster even if that player comes back to the same MLB league in the same season of the following off season.

6.0 WAIVER RULE (CLAIMING PLAYERS FROM FREE AGENT LIST):

 6.1) Managers may claim players off of the Free Agent list

 during the season to help with the usage problems or

 to get to the 35 man roster limit due to a trade.

* 1. Mangers may claim a player from the Free Agent list after the Rookie draft and before the season starts due to a trade that drops his roster below 35 players. Players claimed during the season or after the Rookie Draft will be placed in next years Rookie draft.
	2. Players released (cut) that were on a team roster or another NML team (same NML League) after the Rookie draft will be placed in the next Free Agent draft.
	3. Players Claimed after the Rookie draft and during the season will be placed in the next Rookie draft.
	4. Players Claimed will not be eligible for post season.
	5. \*\*\*This take affect in the 2012 season\*\*\*Managers can not claim players after the Rookie draft until after the first block or month of the season

7.0) TRADING PLAYERS

 7.1) There is unlimited trading between November 1st -

 August 31st of each year.

7.2) No inter-league trading is allowed. An NNL team can not

 trade with an NAL team and visa versa.

7.3) Trades that are completed in a middle of a Month (or

 Block) will take affect the next month or block. A April (

 Block one) trade will go in affect in May (or Block two).

* 1. There may be times during the year (October or November) when the NML Commissioner may put trades on hold to square up the rosters and to determine players eligible for free agent draft.
	2. Managers may trade draft picks for the Free Agent draft.
	3. Managers may not trade their supplemental pick for the free agent draft until they know they have one coming.
	4. Managers can not trade or trade for a supplemental pick if they lost that pick.
	5. Rookie picks may be traded.
	6. No trades for PTBNL (players to be named later) are allowed

8.0) COMPENSATION: GAINING AND LOSING PLAYERS:

8.1) The only compensation for players lost due to MLB trades

 is that, the NML team that has the player that was traded

 on his roster will receive the player or players he was

 traded for. EXAMPLE: MLB LA traded Kevin Brown to MLB New York Yankees. In compensation the NNL SD will get

 Jeff Weaver and the NAL Detroit will get Kevin Brown due

 the trade.

8.2) In cases where 2 or more NML teams are involved in a

 MLB trade, the NML team with the worst record will get

 the player involved. If two or more MLB players are in the

 trade, the NML team with the worst record will be given

 the first choice of players. EXAMPLE: Bartolo Colon

 0wned by NNL Philly) and Jorge Nunez was traded by

 MLB Montreal to MLB Chicago White Sox for Orlando

 Hernandez (NAL Yankees), Rocky Biddle (NAL White Sox),

 and Jeff Liefer (NAL Rangers). In this case, The NAL

 Rangers with the worst record in 2003 chooses Bartolo

 Colon. The NAL White Sox get Jorge Nunez, and the NAL

 Yankees get no compensation.

8.3) To get any compensation for players traded to the other

 league, the player(s) traded has to be on an NML roster at

 the time of the trade and must stay on a NML roster at all

 times. This means the player can not be cut, traded, or

 lost due to overuse.

8.4) When a MLB player is traded to the other league or signs

 as a free agent, the NML team that has that player on the

 roster loses that player even if the MLB player is traded

 or signs as a free agent back to the original MLB league

 within a very short period.

8.5) If a NML team trades the player that was involved in the

 MLB trade, he is also trading the rights to any player that

 he may receive due to that trade. EXAMPLE: If NAL

 Detroit trades Jeff Weaver he will also be trading Kevin

 Brown.

8.6) There is no other compensation for players lost to the

 other league due to MLB trades or as a free agent.

9.0) FREE AGENCY:

 9.1) Players can become free agents in the following ways:

 9.1.1) If a player is overused, used more then his

 105% of Plate Appearance (PA)

 9.1.2) A starter pitcher starts more games then he

 started in the MLB. Even if the starter only

 goes one start over his limit.

 9.1.3) A relief pitcher or a split starter/reliever used

 only as a reliever goes over the 105% IP usage

 limits.

 9.1.4) A player is overused in post season play.

 9.1.5) Players are underused. (see play me or trade

 me rule)

 10) Player usage limits

 10.1) Players only can play the positions that are stated or rated

 by Strat-o-matic.

 10.2) We do not use the play outfielders out of position rule.

 10.3) Batters can only be used 105% of there Plate Appearance

 (PA) AB + BB= PA. Batter has 285 AB + 15 BB = 300 PA

 this batter can be used for 315 PA for the season.

 10.5) Determining whether a batter has gone over his PA useage

 for the season, will be based on the usage report in SOM

 computer game.

 10.6) Pitchers with Starter, Starter/relief or relief/starter on

 his card or rated can start a game.

 10.7) Starters can only start the number of starts that is stated

 on his card: Example: Ben Sheets started 20 games in

 2010 this means he can only start 20 games in the NAL

 season

 10.8) Pitchers who start a game must pitch at least 4 innings

 before being removed unless he has allowed 4 or more

 runs.

 10.9) Pitchers that has relief, starter/relief, or relief/starter

 stated (rated) on his card can relieve.

 10.10) Pitchers that are used as relievers are limited to 105% of

 their innings pitched (IP). Example: A pitcher that is

 used in relief has 40 IP he can only be used for 42 IP in

 the season. 40+2=42 IP = 105%

 10.11) Starter/relief or relief/starter usage limits will be based

 on how that pitcher is used. If that pitcher is used only

 as a starter then his usage limit will be based on game

 started (GS) and pitchers that are used in relief or

 reliever and starter their usage limits will be based on IP.

 10.12) Pitchers whose over usage is determined by IP will be

 based on the usage report in the computer game.

 10.13) Managers who do not overuse any players will gain a

 supplemental pick in the free agent draft. This pick is

 not tradable until it is determined that the manager has

 a supplemental pick in the FA draft.

 10.14) Players who are overused will be placed in the FA draft

 and the teams supplemental pick in the FA draft will be

 lost.

11 Play me or trade me rule

 11.1 Players who have 500+ AB, 25+ GS, or 70+IP may become

 free agents if they are not used at least 50% of their AB,GS,

 or IP.

 11.2 A batter with 500 AB must be used for 250 AB in the

 season becomes a free agent. 250AB=50%

 11.3 A Starter or starter/relief (who is used only as a starter)

 and has 25 GS on his card must start 13 games in the

 season or he becomes a free agent.

 11.4 A pitcher that is starter/relief, relief/starter, or relief stated

 on his card with 70 IP must pitch 35 IP in the season.

 11.5 Managers have until November 21st of each year to trade

 the disgruntled players before the players become free

 agents.

 11.6 Teams that lose a player to the Play me or trade me rule

 can not draft that player in the FA draft.

12 League Drafts

 12.1) Free Agent draft will be held in December of each year.

 12.1.1) Players eligible for the Free Agent draft are players

 that were overused, players cut during the season

 (but were on a team roster after the Rookie Draft),

 players coming over from the other league as a

 free agent or in a MLB trade, and players that

 demanded a trade due to the play me or trade

 me rule.

 12.1.2) Draft order is determined by how well a team

 improved from the previous year. Example: Detroit

 won 73 games in 2009 but won on 67 games in

 2010 for a -6 improvement. The teams that

 Improve the most will have the better draft slot.

 12.1.3) The Free agent draft will have 5 rounds plus a

 supplemental pick after the first round and

 before the 2nd round.

 12.1.4) After a manager picks in the 5th round the FA

 draft is done for that manager.

 12.1.5) No player needs to be cut for the FA draft.

 12.2 Rookie Draft

 12.2.1) All players that were not drafted in the FA draft,

 players not on any NML team roster, rookie

 players, and carded players will be in rookie

 draft. This will include players that are

 computer players only.

 12.2.2) Draft lottery: each year the four (4) teams with

 worst records from the previous season will be

 placed in a lottery to determine the first four (4)

 draft picks in the rookie draft. The team that

 had the worst winning percentage will have four

 pieces of paper with that teams name placed in

 a hat, the team with the next worst winning

 percentage will have 3 pieces of paper with the

 teams name placed in a “hat”, the third worst

 team will have 2 pieces paper and the forth

 worst team will have one. This lottery will be for

 the first round only. In the future, we may

 conduct the Lottery from the web site.

 12.2.3) Non-carded players will not be in the draft

 except computer players will be in the draft.

 12.2.4) Roster cuts for the Rookie draft is due Feb 1st

 every year.

 12.2.5) Managers may cut down to as many players

 that they wish, but manager must take in

 account any draft picks they traded away.

 example: Detroit traded their #5 rookie pick to

 Oakland this means the Detroit manager must

 cut down to at least 30 players. You can not

 trade what you do not have. If the Detroit

 also traded away its 8th round pick then Detroit

 will have cut down to at least 27 players.

13) SEASON PLAY

 13.1) The NNL and NAL will play a 162 game season.

 13.2) Managers play their away games.

 13.3) The NML does not use injuries.

 13.4) Net Play is not mandatory for regular season games, but

 managers can net play if they can arrange a suitable time

 with their opponent. Also, I would like for each manager

 to net play at least one series in the season and eventually

 for managers to play 10% of their season games by net

 play. By net playing at least one series managers can find

 out if they have any difficulties in net playing games and

 be ready for post season play, if their fortunate enough

 to make it into post season play. **When you net play**

 **home field advantage option must be turned off.**

 13.5) Net Play is mandatory for all post season play.

 13.6) The NML now plays it games in block, each block will

 vary in length. A complete schedule will be posted and

 be sent out two weeks before the season starts in an

 e-mail to the league.

 13.7) Only games in the current block are to be played.

 13.8) Each manager must create a computer manager (CMI)

 For each block and post it on the web site by the date

 In the schedule.

 13.9) If the previous block CMI is ok to use for the next block,

 Managers must still post the cmi on the web site by up-

 dating the CMI name to match the block number.

 managers are to name their cmi with the block # and

 team name in the file name: Example: Detroit manager

 creates his cmi for block one and names it Det\_Block1

 and then post it on the web site for managers to down-

 load the file.

 13.10) Managers must have the following in their cmi for each

 block (these are the minimum need for a cmi).

* Updated 25 man roster.
* Updated starter schedule for all games in the block\*
* Updated lineups vs. LHP and RHP

 13.11) The 25 players must have at least 2 players that can

 Play the same positions: Two players must be rated for

 a position on the 25 man roster.

 13.12) Teams must have 5 starters on the roster. Only Four

 starters may be if they have an \* and a team schedule

 enables all pitchers to have the proper rest between

 starts.

 13.13) The 5 or 4 starters may be inactive in the cmi to

 prevent “hal” from using the starters as relievers when

 you do not wish them to be used as relievers. If you use

 this option then you team can not have more the 20 or

 21 players (depending on how many starters you have)

 Active on the roster.

 13.14) Lineups in the updating lineups screen are defaults in

 the following manner.

 Lineup 1 = is vs LHP

 Lineup 2 = is vs. RHP

 Lineup 3 = is vs. reverse LHP

 Lineup 4 = is vs. reverse RHP

 Lineup 5 = an extra lineup slot.

 13.15) Each manger must check that the correct lineup vs. a

 certain pitcher(s) (vs. LHP: vs. RHP, etc.) is toggled

 correctly in the game setup screen.

 13.16) Any special instructions by managers must also be

 followed.

 13.17) Managers must make sure the “create export files”

 box in the lower left corner is checked on the game

 setup screen.

 13.18) Managers must provide his opponent and

 Commissioner with box scores (print files) of the

 games.

 13.19) Before playing each series, managers must give both

 teams rest.

14.0) Reporting game results for each block.

 14.1) Results and box scores of games for each block are to be

 posted on the web site and sent to the Commissioner by

 due date. The due date will be on the block schedule that

 will be posted on the web site and sent to league

 managers.

 14.2) When managers are setting up the game, it is important

 To make sure the “create export files” box is checked.

 14.3) Export files should be placed in a zip file by themselves.

 Export files when they are created by the game can be

 found in the export folder in the Cdrombb folder. Each

 game will have 2 export files. One file for the home team

 and one file for the away team. So, if in one block a

 manager plays 12 away games there will be 24 files for

 the block.

 14.4) Box scores must be saved. Box scores will be saved in the

 Print folder that league. All box scores are to be posted

 and sent to the your opponent and commissioner by the

 due date. Box scores are to be placed in a zip file by

 themselves as it makes it easier for the Commissioner to

 handle and save.

 14.5) Export zip files should be named for the block: Example

 Detroit export zip for block 1 will be named

 Det\_Block1\_exports If you send the export by series

 Please, name them like this (for Detroit)

 Det\_at\_Bos\_Block1 or you can use the date of the series

 If playing a team twice in a block like this:

 Det\_at\_Bos\_April18to20 or something similar so I can tell

 what games they are from.

 14.6) Box scores zip file can be named for an example

 Det\_Block1\_Boxscores

 14.7) The game will be set up to save the export files and

 box scores automatically.

15.0) Game Settings

 15.1) These are the game settings that the NML will use. These

 are not to be change.

* Main rules: Maximum Level
* Stealing: Super advance
* Miscellaneous: Use Miscellaneous Rules
* Injuries: No not use injuries.
* Groundball A: Allow GBA on Pitchers Card.
* BP/Weather/clutch: Yes/yes/yes
* Closer: use closer rules
* Pitcher fatigue: Use SADV Fatique & pitch count.

 Max Rules:

* Bunt for base hit
* Improve baserunning realism.
* Home field advantage.
* More baserunning decisions.
* Realistic throwing errors.
* Pitch around option.
* Robbing HR rule

 Lineups and usage:

* Visiting Team lineup: Draft League mode no rest.
* Home Team Lineup: Draft League mode no rest.
* Schedule days off: Give Scheduled Days off.
* Minor Leagues: INELIGABLE
* Auto Swap: No Auto swap
* Overusage: Ignore overusage
* Use Super Hal Bullpen
* Use Super Hal Lineup subs

 Game Preferences:

 You may set the following how you want: Entry Mode

 (this **can not** be set to manual Entry), results &

 options, play by play level.

 Computer Manager: Home team managed by

 computer. (of course when you net play this is set to

 human.) Also, when you net play home field

 advantage is to be turned off.

 16.0) Post Season

 16.1) In the NNL the top 3 division winners and the next

 team with the most wins, will advance to the

 playoffs.

 16.2) In the NAL the two division winners and the next 2

 teams with the most wins will advance to the

 Playoffs.

* 1. If teams are tied for first at the end of the season a one game playoff will be played by net play. The home team will be determined by best record versus the team they tied to. The tie breaking game will be considered a part of the season and all usage rules will carry over to the one game. Plus, the starting rotation is considered to be unbreaking. The starter must have enough days between starts to start the tie breaker game. The tie breaking game will be scheduled on the first day both teams have open.
	2. If the two top teams are tied at the end of the season, the top seeded team will be decided on record vs each other. If that is tied then it will be decided on best home record. If still tied then a coin flip will decide the number one seed.
	3. All play off series games will be best of seven games.
	4. Players overused in the playoffs will be lost and placed in the Free Agent Draft.
	5. Player Limitations in the playoffs

 ALL SOM and League Rotation and rest rules will apply.

 BATTERS

 400 Plate Appearances (PA) or more = unlimited play in series.

 300 to 399 PA = 18 PA in series

 200 to 299 PA = 16 PA in series

 150 to 199 PA = 14 PA in series

 100 to 149 PA = 10 PA in series

 0 to 99 PA = 0 PA in series

 PITCHERS

 STARTERS

 30+ Starts = 3 starts in series

 20 – 29 Starts = 2 starts in series

 15 – 19 Starts = 1 start in series

 14 or less starts = can not start in series

 Relievers and relief/starters

 70 + IP = Unlimited IP relief in series

 60 – 69 IP = 10 IP in series

 50 – 59 IP = 8 IP in series

 40 – 49 IP = 7 IP in series

 30 – 39 IP = 4 IP in series

 0 – 29 IP = 0 IP in series