

Remedies for Not loading the Commissioner Game file and then playing the games

Background: Each week the Commissioner puts out the GAME file that contains each managers' (especially the Road Managers) defaults for the week. It is the responsibility of all managers (especially the Home Team managers) to load this file BEFORE playing games. Failure to do so can do any of the following things:

1. NOT reflect the players who are supposed to be on the active roster for the current weeks game – causing player who should be on the farm to play, or fatigued players to have to play who otherwise would have been out of the lineups (or benched).
2. NOT following the desired and SET rotation
3. CAUSING PLAYERS who were supposed to be on the Farm to be used in games – and subsequently they are INJURED or fatigued and lost to the road manager for the duration of their injury or fatigue situation – and they were supposed to have been on the farm and not appear in any game. [This one is very easy to spot the next week when the Default C file comes out and Players who are on the FARM for a Road team from the previous week show GAMES PLAYED during that week and/or injuries sustained.]
4. These are a sample of what can happen to a road team when the C File was not loaded.

REMEDIES:

1. ISSUE discovered BEFORE the default C-File is sent out:
 - a. ROAD manager is given the option to play the games on the Road Manager's computer, or
 - b. ROAD manager can elect to have the Commissioner SIM the games, or
 - c. ROAD manager can elect to let the games stand. All options belong to the road manager as long as he can provide positive evidence the C-File was not loaded by the Home Manager
2. ISSUE discovered AFTER the default C-File is sent out: (limited options because at this point it is too difficult for commissioner to go back and reassemble the leagues games)
 - a. INJURIES sustained to Road Team players who WERE on the FARM in accordance with the GAME C-File will be reset (as if they didn't happen). Pretty much the only active remedy for the visiting team.
 - b. WARNING to the offending HOME TEAM MANAGER as this is a long standing league procedure that can have detrimental affects to the ROAD TEAM as well as jeopardize playoff races (and even post season play). And with the warning will also go a reminder to the league (which essentially is already in the weekly notices that go out with the GAME C-FILE.
 - c. PENALTIES to the offending team:
 1. TWO occurrences during a season incurs the loss of a 3rd round draft pick
 2. THREE occurrences during a season moves the loss of the pick to the 2nd round draft pick.

3. FOURTH occurrence during a season moves the loss of the pick to the 1st round draft pick.
4. In the event that the pick lost is no longer available due to trade – the team will lose the next TWO available picks. In other words, if the team was to lose the 3rd pick and it was traded, he would lose the 4th and 5th picks (or 4th and 6th – whatever combinations are left). If it was the 2nd pick, he loses the 3rd and 4th or whatever combinations are available. If it was the 1st, he loses the 2nd and 3rd or whatever combinations are available.
5. Also – if a team reaches TWO occurrences in the same season – he will no longer be able to trade draft picks below ROUND 8 until the season is concluded and his pick status is finalized.
6. FIVE OCCURRENCES in the SAME season is grounds for expulsion from the league.

Hopefully, this issue occurs rarely if ever, but it always seems to pop up. This Rule is being provided to highlight the importance of following the standard weekly process and to reinforce how important it is to do (and it is easy to follow). Sometimes we get into ruts, overwhelmed by other events and what-not, but there are a few things we need to not lose sight of when playing the games. This is one of them. By adding this clarification on what will happen when and if it does occur, hopefully all GMs in the league will remember to always process the files in their proper order.