

THE MID-WEST BASEBALL LEAGUE GUIDE

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I) MWBL MISSION STATEMENT

The Mid-West Baseball League (MWBL) is a not-for-profit institution dedicated to fostering an appreciation of the historical development and application of the game of baseball and its impact on our culture by simulating seasons, drafting prospects, and preserving, exhibiting & interpreting MWBL achievements for a global audience, as well as honoring those who have made outstanding contributions to our National Pastime.

Through its mission, MWBL is committed to:

- Simulating each Major League Baseball season through APBA Baseball for Windows (BBW) 5.75 represented by 28 teams placed in 2 Leagues of 3 Divisions each with teams being operated by a pro-active, knowledgeable, and committed owner.
- Preserving the integrity of the scouting tradition by including up to 12 prospects with no major league experience.
- Documenting and exhibiting each season's results with Playoffs, World Series, All-Star teams, MVP, Cy Young, Rookie of the Year, Gold Glove, and Manager of the Year awards.
- Honoring, by enshrinement in the MWBL Hall of Fame, those individuals who had exceptional careers, and recognizing others for their significant achievements.

II) INTRODUCTION

A quote from a fellow Baseball League player on his thoughts when forming his league. Hopefully to a great degree, these thoughts also apply to the Mid-West Baseball League ... *"To me, baseball has always been larger than life. A game devoid of time restrictions, haunted by and dependent on its ghosts; where numbers become an art form and the human beings that play it are expected to be flawed and inconsistent, yet revered anyway. I hope you will see in the guidelines that follow, that I have tried to create a league that adheres to statistical accuracy yet stays simplistic; a league that will promote competition yet be played for the pure enjoyment of THE GAME. The guidelines are sometimes not awfully specific; but I hope you will see the intent and abide by it."* Dave Mindeman, Founder and First Commissioner of the Iowa Baseball Confederacy 1988.

III) LEAGUE STRUCTURE

- A) The Commissioner will provide ALL teams with the Official MWBL Season Organization Disk/Commissioner Disk. Please DO NOT set up your own organization. All owners are required by law to purchase the officially published copyrighted season disk even though a league disk is provided.**
- B) MWBL will be composed of two fourteen team leagues, with three divisions. Two of the three divisions in each league will have five teams each, with the other division having four.**
 - 1. Beginning in 2020, both the American and Nation Leagues will utilize the Designated Hitter.
- C) The MWBL will simulate each Major League Baseball season through BBW 5.75 represented by 28 "Pro-Active, Knowledgeable, and Committed Owners." This is a continuous ownership league and all players, once drafted, will remain with the team until traded or released. There will be no inter-league play.**
- D) Each team will play 162 games.**
- E) There will be no ballparks effects.**
- F) Franchise Fees.**
 - 1) Franchise Fees for the following season will be due at the end of each current season. Dues of \$50.00 are payable by September 1st.
 - 2) If an owner is in both MWBL and MWBL (Mid-West Winter League), the price would be a combined \$75.
- G) Realignment**
 - 1) When realigning divisions, a vote must be made to approve the realignment.
 - 2) All teams changing divisions must agree to realignment.
 - 3) Including the moving team's 'Yes' vote, all Divisions receiving new teams must approve by a 3/4 (if 4 teams) or 4/5 (if 5 teams) majority.
 - 4) Including the moving team's 'Yes' vote, all Leagues receiving new teams must approve by 10/14 majority.
- H) Ownership Changes**
 - 1) If a single change in franchise ownership occurs, the Commissioner will attempt to find a new owner for the franchise. Once the Commissioner has approved and officially handed over the franchise to the new owner, said owner will take full stewardship over the franchise. This includes the ability to make any trade, roster changes, franchise files and changing the team's name if they so choose.

- 2) If multiple owners leave the league at the same time during the offseason, all affected franchises will be placed in a Dispersal Draft (See Article VII Section D)
- 3) Franchise and player records will be collected based upon the time at which the new owner receives stewardship.
 - (a) If the new owner takes over before the All-Star break in the middle of the MWBL season, all franchise and player statistics will be collected under the franchise's new name and the owner will be permitted to vote on Post-Season awards for the current season.
 - (b) If the new owner takes over during or after the All-Star break in the middle of the MWBL season, all franchise and player statistics will be collected under the previous franchise name however the owner will still be permitted to vote on Post-Season awards for the current season.
- 4) Any new owner will be allowed to cut any inherited Un-Carded player from their roster in their **initial** off-season before trading is allowed.
 - (a) In the event a Dispersal Draft is held, new owners are not required to draft all players available including Un-Carded players. They will be allowed to stop drafting at any point.
 - (b) If a team comes into the league after trading is opened, they must state their Un-Carded cuts before any trading.

I) Rules Proposals

- 1) Beginning April 1st (League Manager Calendar) all MWBL Franchises may "Propose" rule changes for the upcoming season.
 - (a) Proposals must be submitted in E-Mail to the Commissioner's Office no later than August 31st (League Manager Calendar).
 - (b) Proposals must have a valid reason along with the proposal detailing why the Proposal would be a good idea for the league to adopt.
 - (c) All Proposals will be reviewed by a (3) man Commissioner's Office committee with 10+ years of Ownership. The committee will review all rules, determine if they are either (1) rules that are in the betterment of the league and will adopt them without a vote or (2) considered eligible to be voted on by the league.
 - (d) Voting will be held around September 1st (Real Calendar) and results will go into effect at the start of the upcoming MWBL Season.
 - (e) Seventeen (17) votes by the league members are needed to adopt a proposal for the upcoming season.

- (i) If less than 28 owners are eligible to vote, the proposal would pass with a 55% majority of eligible voters.
- (f) The Commissioner's Office may at any time institute a new rule that he deems is for the betterment of the league

J) League Disk

- 1) MWBL uses the official disk provided by APBA with several modifications
 - (a) Prior to the beginning of the season, Wizard is used to adjust the pitcher grades using the MLB averages from that season. See Article VIII Section I
 - (b) Player & Pitcher adjustments will be made according to Article VIII

IV) TEAM ROSTERS

A) Player Designations

- 1) Carded Player - a player who has playing time from the previous MLB season, and is on the current season disk.
- 2) Un-Carded Player - a player who has not played in the previous MLB season and has been given an MWBL minor league contract. These players are typically players in the minor leagues of professional baseball, amateur (college or high school) players, foreign players, or Formerly Carded Players who may have missed the previous MLB season and are no longer carded.
 - (a) All Un-Carded Players carry a three (3) year contract, except for the "Bonus Baby" (eligible 2021)
 - (i) "Bonus Baby" - During the Draft (Starting in 2021) Owners will have the right to designate one (1) Un-Carded Player as their "Bonus Baby".
 - (1) Bonus Babies must be declared during the time of selection at the Annual Draft.
 - a. Failure to declare Bonus Baby before the next selection is made will result in only a 3-year contract (I.e., will not be a Bonus Baby).
 - (2) Bonus Babies will be given a 4 Year Un-Carded contract and will be rostered for four (4) years (as an Un-Carded Player) or until they become a Carded Player.
 - (3) Bonus Babies may not be traded as an Un-Carded Player appearing on the Data Disk.
 - (4) Franchises may only have one (1) Bonus Baby on their roster at any time.
 - (5) If a Franchise leaves the league, the new owner has the option to keep the "Bonus Baby" contract, revert to a three (3) year Un-Carded contract or cut the Bonus Baby altogether.
 - (b) An Un-Carded contract is canceled only if the player
 - (i) Receives an APBA card in a subsequent season
 - (ii) The three-year period expires
 - (iii) The player is deceased.
 - (c) Un-Carded Players will be located on the Farm Roster and will be indicated by an asterisk (*) before their last name plus the year they were signed, after their last name (i.e., *Boone'96, Aaron). These players MAY NOT be placed on the Active Roster.
 - (d) If an Un-Carded Player does NOT receive an APBA card in three years, he is automatically waived at the completion of his

third year (exception Bonus Baby) and is eligible to be drafted by any team DURING the next Annual Draft.

- (e) Un-Carded Players carry their three-year contract when traded; the time does not renew with the new team. Once the contract expires, that player is eligible for the next Annual Draft

B) Rosters

- 1) In-Season Rosters consist of all players on both the Active Roster and Farm Roster.
 - (a) Season Rosters will be limited to a minimum of 38 Carded Players, plus a maximum up to 12 Un-Carded Players, for a required total of 50 players.
 - (b) At the conclusion of the Annual Draft, the flex rosters have been introduced and can only be aligned to one of the roster configurations:
 - (i) 38 carded players/12 uncarded players
 - (ii) 39 carded players/11 uncarded players
 - (iii) 40 carded players/10 uncarded players
 - (iv) No matter which configuration is chosen, all teams must plan to meet the 38 carded player roster minimum
- 2) Active Rosters consist of 27 players on the 'Main' team.
 - (a) Only Carded Players are permitted on the Active Roster.
 - (b) This includes at least one back up player for each position and at least nine (9) pitchers.
 - (c) Rosters may be adjusted during each weekly update cycle.
 - (d) There will be no limit to the number of times a player may be moved to & from the farm team roster.
 - (e) Active Rosters expand to a max of 40 Carded players on September 1, according to the League Manager calendar.
- 3) Farm Rosters consist of the Draft Picks currently owned, 'not on Active Roster' Carded, and Un-Carded Players.
 - (a) The transfer of players from the Farm Roster to the Active Roster will be done by the team's owner during the update defaults cycle (or the Commissioner in cases of emergency).
- 4) There is a required 35-Carded player minimum at the end of the Supplemental Draft (Article VII Section B)

C) End of Season Rule 5 Cuts

- 1) Only unprotected carded players on the upcoming season's Preview Disk will be eligible for the Rule 5 Draft
- 2) Roster cuts will be due approximately **one week** after the "Preview" Disk is released.
- 3) Cut are to be as follows:

- (a) Bottom 5 MWBL Franchises in each league (total 10 teams)
based on Record / Winning Percentage – Maximum 33 Carded
Players (*1) **{Tier 1}**
 - (i) Any new owner participating in a Dispersal Draft or a single
owner inheriting a team after the current season ends and
prior to the Rule 5 Draft, will be considered a Tier 1 team
- (b) Middle 5 MWBL Franchises in each league (total 10 teams)
based on Record / Winning Percentage – Maximum 30 Carded
Players (*1) **{Tier 2}**
- (c) Top 4 seeded MWBL Playoff Franchises in each league (total 8
teams) – Maximum 27 Carded Players (*1) **{Tier 3}**
- 4) A player who does not appear in the current MLB season, and is
considered non-carded, the Owner has the option to:
 - (a) Give the Un-Carded Player a 3-year contract
 - (i) The contract year start would be the next Annual Draft
 - (ii) Owners **CANNOT** use the Bonus Baby contract for the Un-
Carded Player
 - (b) Be protected as an No Card player that counts against their
carded player numbers
 - (c) Waived outright
 - (i) Not eligible for the Rule-5 Draft
 - (ii) Would be eligible for the Annual Draft as an Un-Carded Player
 - (d) Once a player is designated as a No Card, they **CANNOT** be
converted to an Un-Carded player
- 5) (*1) = Draft and Develop player
 - (a) The definition of a Draft and Develop Prospect is a player:
 - (i) YOUR TEAM DRAFTED and MAINTAINED a PROSPECT as an
UN-Carded status (5).
 - (ii) At the end of the current MLB season the prospect has
appeared – and therefore will be Carded in the upcoming
season.
 - (iii) This prospect must have been drafted by your team and
never traded during his time as an Un-Carded status (5).
 - (iv) He still has MLB Rookie Status (Under 130 AB or 50 IP)
[baseball-reference.com can be checked to verify if your
player is in MLB rookie status.
 - (1) MLB Rookie playing days do not apply.
 - (b) Selection Process:
 - (i) Each team in MWBL may designate 1 Draft and Develop
Prospect as a KEEPER during the Cut-Down Process and this 1
player will be added to the cut limit your team has.

- (1) If 27, you may keep 28 with this player designated as the 28th keeper, if 30, this player is the 31st keeper, if 33, this player is the 34th keeper.
- (c) **NOTE:** It is the **Team Owner's** responsibility to determine if the player selected meets the requirements as stated above.
 - (i) If it is determined that he doesn't (such as he wasn't a 3-year prospect in YOUR SYSTEM, or he doesn't meet MLB rookie requirements) he will be dropped from your team and go into the Rule 5 player pool.

V) DEFAULT/GAME FILES

- A) The season will start at a time determined by the commissioner (usually March) and run for a period of approximately 26 weeks.**
- B) Default instructions will be sent before the season starts and on-going during the year in the form of Franchise Files. The Commissioner will send commissioner files to the league members with full defaults compiled from each teams' franchise files along with results and game setup, as appropriate.**
- C) Each manager will have the opportunity to override their default settings, rosters, and rotations in League Manager each week during the default file phase.**
- D) If no default instruction overrides are received by the scheduled weekly date, League Manager's automated mode will handle the team in the upcoming series.**
- E) Should an owner drop out of the MWBL in the middle of the season, his team will be monitored by the Commissioner for player fatigue and the auto mode of League Manager will handle the team until a new owner is found.**
- F) Default instructions will be handled through Advanced Draft and League Manager. Owners will set their rosters, moving players between their active and farm team rosters in accordance with league rules.**
- G) In League Manager, the owners have the option to do the following:**
 - 1) Assign lineups versus RHP's and LHP's.
 - 2) Designate a Micro-Manager for your road Games. (The default Micro-Manager for teams that don't indicate a manager will be Duke Robinson, Jr.)
 - 3) Enter a pitching rotation (this can be for the upcoming series or for any length of games in the future).

H) All games should be completed on time. If the results are not in by the deadline, the games will be played in the AUTO-MODE to keep the season on track.

I) Franchise Files (for Default instructions and Game Results) are to be submitted (using the League Web Site Form) to the Commissioner in accordance with the following schedule:

- 1) Commissioner File after Games / Initial file Sent to League: By 8:00 AM EST Tuesdays - Commissioner Sends.
- 2) Franchise Default Files with weekly rotations / lineups / roster changes submitted to the commissioner via the Web Site Form by 8:00 AM EST / EDT Fridays - sent by League Members.
- 3) Commissioner File for Playing Games sent to league members by 10:00 AM EST / EDT Fridays - Commissioner Sends.
- 4) Franchise Game Result Files submitted to the commissioner via the Web Site Form by 8:00 AM EST / EDT Tuesdays - sent by League Members.
- 5) The files will be named with the following naming convention:
 - (a) Commissioner Files will be C-MWBL-DEFAULT-FILE#XX.LPF for C-MWBL-GAME-FILE#XX.LPF (xx stands for the series number)
 - (i) The Default file will contain the results of the previous week's games.
 - (ii) The GAME file is the file that is to be used for PLAYING the games.
 - (1) If a manager fails to load the GAME file and plays the games from the DEFAULT file, the road manager may request that the games be replayed.
 - a. The Commissioner must be notified prior to the new Default file going out.
 - b. In this event, the Commissioner will reload the current week's Game File, play the series in question in auto-mode and then reload the remainder of the franchise files.
 - (2) It is imperative that HOME managers follow the procedure. Each week when the file is sent, the procedures will be posted.
 - (b) Franchise Files will be F-YYY-DEFAULT-#XX.LPF or F-YYY-GAME-#XX.LPF (yyy stands for the Team's initials, xx stands for the series number)
 - (i) The Default franchise files should be submitted by the Owner to the commissioner via the Web Site Form by Thursday 8AM ET each week.

- (ii) The xx will be the SAME as that used in the Commissioner's Default file that week.
- (iii) The Game results should be submitted by the HOME franchise Owner to the commissioner via the Web Site Form by Tuesday 8AM ET each week.
- (iv) The xx will be the same as the corresponding Commissioner's Game file that was sent out Friday.
- (v) DO NOT create a second Franchise File with the same name after playing the games - you will lose the results. **If you find that you have an error (naming or otherwise), please notify the Commissioner immediately.**
- (vi) Please follow these instructions when making the files:
 - (1) After the games make any roster changes, rotation changes and lineup change you want for next week THEN save the file!!
 - (2) Once the file is saved, DO NOT RE-SAVE it with the same name - this will wipe out the results.
 - (3) Default Franchise files (or a report that none will be sent) are not required each week, just be sure to monitor your team if you do not create a new one.

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

- (a) Background: Each week the Commissioner puts out the GAME file that contains each manager's (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:
 - (i) NOT reflect the players who are supposed to be on the active roster for the current week's game – causing players 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).
 - (ii) NOT following the desired and SET rotation.
 - (iii) 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.]

- (iv) These are a sample of what can happen to a road team when the C File was not loaded.
- (b) ISSUE discovered BEFORE the default C-File is sent out:
 - (i) ROAD manager is given the option to play the games on the Road Manager's computer, or
 - (ii) ROAD manager can elect to have the Commissioner SIM the games, or
 - (iii) 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
- (c) 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)
 - (i) 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.
 - (ii) WARNING to the offending HOME TEAM MANAGER as this is a long-standing league procedure that can have detrimental effects 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.
 - (iii) PENALTIES to the offending team:
 - (1) TWO occurrences during a season incur the loss of a 3rd round draft pick.
 - (2) THREE occurrences during a season move 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) If 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 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 are grounds for expulsion from the league.

VI) PLAYING THE GAME

A) Injuries

- 1) With Advanced Injury Management (AIM) being used, injuries last for the duration of the injury.
- 2) An injured player counts against the 27-man Active Roster unless the player is placed on the DL.
- 3) Any player placed on the DL does not count against the Active Roster.
- 4) Players in an injured status cannot be removed from the ACTIVE roster.
- 5) If the manager wants a player put on the DL, he will inform the Commissioner of the player via the Disabled List Report Form on the League Web Site.
- 6) The Commissioner may edit the duration of the injury to add the number of days per Owner's instructions.
- 7) Disabled List
 - (a) If a player is on the DL, another player may be called up to replace him during the injury.
 - (b) A player may be placed on the 60 Day Disabled List if his injury is LONG.
 - (c) If a player is due to come off the DL mid-series, and the owner prefers the player remains inactive during said series, inform the Commissioner to extend the DL duration through the end of the series.

B) Pitchers

- 1) There are no restrictions on how long a starter is to remain in a game after facing a batter.
- 2) To start a game, a pitcher has to have had at least one start in MLB
 - (a) An exception would be a road team if the scheduled starting pitcher is "physically disabled" and the auto mode of League Manager chooses a non-starter to start
- 3) Pitchers cannot be used as designated hitters (DH) or as pinch hitters unless all other players on the bench have been used in an extra-inning game, OR they were regularly used in the DH or PH role in MLB.
- 4) Pitchers can be used as pinch runners.
- 5) Pitchers can play only the positions listed on their "cards". So unless they have Player Position (OF, 1B, etc.) on their card, no double switching by placing a pitcher in the OF for righty-lefty matchups
 - (a) The ONLY exception is when the last available position player is injured during the game or series.

- 6) Once a pitcher's RUse has reached 0% and -6 BF, he is effectively gone for the Remainder of the Regular Season. Pitchers who reach this status are required to be moved to the farm during the next Franchise File Update session.
- 7) There is no restriction on days of rest when going from a starter to a reliever and vice versa except those imposed by fatigue status cause by AIM.
- 8) Starting Pitchers cannot start more than 110% of the starts obtained in MLB for the given season.
 - (a) No pitcher should exceed 39 starts during the regular season (unless their MLB Starts were greater than 39, then that actual total would be their allowed total of starts).
 - (b) Penalty: If a manager starts a pitcher in more games than allowed – penalties carry into the postseason):
 - (i) First offense: 1-week suspension
 - (ii) Second offense: 2-week suspension
 - (iii) Third offense: Pitcher's arm is dead for the rest of the season

C) Position Players

- 1) Players are only allowed to play the positions listed on their "cards".
 - (a) The ONLY exception is when the last available player at a position is injured during the game or series.
 - (b) When using a player in a position not rated on his card, the substitute should be a reasonable choice.
 - (c) If a team cannot cover a position for the first game of a subsequent series due to an injury, the team will be required to either trade or make an EWC for coverage.

D) Emergency Waiver Claims (EWC)

- 1) EWC players are players that appear in Advanced Draft and are NOT owned by another MWBL franchise.
- 2) During the weekly update cycle, if a team finds itself, due to injury or they ran out of usage, to not have a backup for a given position, the team will be required to obtain a new player for the team either by trade or the EWC.
- 3) A team can choose a player of the same positional coverage needed when there is no more coverage left for a position on their team, due to a player being assigned to the DL or a player's usage has run out, by using this [form](#).
- 4) Teams are only allowed an EWC player under the following condition.
 - (a) 930 positional players first.
 - (i) If no 930 players are available, then the player with the highest PR/SF is to be used.

- (b) Grade 3 pitcher.
- 5) No Emergency Waiver Player or Pitcher can ever be sent to a farm roster and is a Free Agent once they are no longer needed or at the end of the season.
- 6) While there is no limit to the number, or how long an EWC player will be used on a single team, it is not to be used in lieu of drafting or trading coverage. Owners need to always consider the make-up of their team and not use the EWC as their 'out'.
 - (a) If the Commissioner's Office feels a team is abusing the process the Commissioner's Office can inflict penalties that could result in the loss of a pick(s) in the upcoming Annual Draft.

VII) DRAFTS

A) Annual Draft

- 1) The pre-season draft will be at a time determined by the Commissioner. Traditionally this will be the third Saturday of February but can be changed at the Commissioner's sole discretion.
- 2) The draft will consist of 15 rounds.
 - (a) Each Franchise will be given 1 pick in each round, which they can trade as listed below.
 - (b) Rounds 1-12 can be traded at their discretion subject to Article IX, Section A, Number 3 limitations on rounds 1-3 picks.
 - (c) Rounds 13-15 cannot be traded (See Article **VII Section B**)
- 3) There are no minimum or maximum number of draft picks that can be owned by a Franchise.
- 4) Teams whose rosters fall short of the 50-man roster maximum after the Supplemental Draft (See Article **VII Section B**) will enter the season at that amount.
 - (a) After the Supplemental Draft, if a franchise roster finishes under the minimum 38 carded players, the Commissioner's office will add players to the roster based on their perceived usage needs of that team.
 - (i) All players added under this provision **CANNOT** be traded and are waived at the end of the season.
- 5) Draft Order
 - (a) Draft Lottery (Picks 1-3)
 - (i) The Draft Lottery is designed to determine the Draft Order for the first three picks in the first round. The process incorporates the five worst teams from each league.
 - (ii) The number of teams involved in the lottery is 10
 - (iii) The random balls will be distributed throughout 1-100 for the lottery.

(iv) The 4 worst teams in each league (based on W-L records) will be in the lottery and receive the number of balls as indicated below.

(1) 1st worst AL Team - 25 balls	1st worst NL Team - 25 balls
(2) 2nd worst AL Team - 13 balls	2nd worst NL Team - 13 balls
(3) 3rd worst AL Team - 8 balls	3rd worst NL Team - 8 balls
(4) 4th worst AL Team - 4 balls	4th worst NL Team - 4 balls

(v) In the case of ties based on W-L records, the team with a better home record would receive more lottery balls.

(b) Draft order of the non-lottery winners (picks 4-10) will be in reverse order of the team's record from the previous season.

(c) Draft order for the 11-18 picks will be in reverse order of the team's record from the previous season.

(d) The ten playoff teams will draft in the last ten positions based on the following criteria, regardless of record.

(i) 28th - World Series Winner

(ii) 27th - World Series Loser

(iii) 26th - LCS Loser with better record

(iv) 25th - LCS Loser with worst record

(v) 24th - Division Series loser with best record

(vi) 23rd - Division Series loser with 2nd best record

(vii) 22nd - Division Series loser with 3rd best record

(viii) 21st - Division series loser with worst record

(ix) 20th - Wild Card series loser with best record

(x) 19th - Wild Card series loser with worst record

6) The order for ties will be determined by teams' HOME record for the previous season, with the team with the better HOME record drafting first.

7) The Commissioner will post the Draft Order after the World Series is complete.

8) All players not currently on an MWBL Rosters will be eligible for drafting.

9) Players may NOT draft more Un-Carded Players than they have room for on their roster, as of the time of their respective picks.

(a) If they are full at the time of a pick, they must make a trade to free up a slot, or not pick a minor league player.

(b) Prospects picked that put a team over his limit will be declared a free agent by the Commissioner's Office after the draft.

(i) Penalty for going over is losing 1 Un-Carded roster spot for every Un-Carded selection over 12 for the next season.

10) At the conclusion of the Annual Draft trading, will be frozen until the Season Rosters are cut to 38 to 40 Carded Players (depending on their roster configuration). Un-Carded Players **cannot** be cut.

11) Draft Pick Procedure

- (a) Prompt 1 (current team): 2 Min
- (b) Prompt 2 (current team): 1 Min
- (c) Skip Pick
- (d) Prompt 1 (new team): 2 Min
- (e) Prompt 2 (new team): 1 Min
- (f) Prompt 3 (old team): 1 Min
- (g) If you still do not have your pick ready you will be skipped, and your pick will be entered as a pass.
- (h) If you are experiencing technical difficulties contact Draft Central by phone immediately (the phone number is sent be Stray in every email) and some arrangement will be made.

12) Trade Procedure During Draft

- (a) Announce a trade and **WAIT** for the Draft Coordinator to prompt.
- (b) Once the current pick is complete, you will be prompted to announce your trade.
 - (i) Provide player names and pick numbers (i.e., pick 127)
- (c) Once the trade is complete, the next team's pick will be prompted.
- (d) If you are making a trade during YOUR team's pick, please note that NO ADDITIONAL time will be available.

13) "ASS-PICK"

- (a) The 3-minute window for making a pick in the Annual Draft would not change because of making an "ass pick" (selecting a previously drafted or already affiliated player).
- (b) The combination of 3-minutes allotted time during the Annual Draft will be the maximum time allowed even when an ASS-PICK is made.
- (c) At the expiration of the allotted time window to make a pick, the draft would move onto the next owner.
- (d) At the conclusion of the next pick, the owner making the "ass-pick" will have one minute to revise his pick with an eligible player.
- (e) If an "ass-pick" is made again, the process repeats a second time.
- (f) A third "ass-pick" on the same pick would result in forfeiture of the pick.
- (g) The Draft Coordinator will have all FINAL SAY when an ASS-PICK is made and when a pick is skipped.

B) Supplemental Draft (Rounds 13-15)

- 1) Three rounds.

- (a) Only teams lower than 38 carded players, will be participating to complete their roster.
 - (b) Any team who waived their annual draft picks in the just completed draft will **NOT** be allowed to participate in the Supplemental Draft and all penalties for missing the roster limits will apply.
- 2) After the Annual Draft concludes, and before the trading & cutdowns begin, all MWBL Franchises below the 38 Carded players will have their roster brought up to 38, based on perceived need, by the Commissioner's Office.
 - 3) Any player drafted in rounds 13-15 must be included on your 38 to 40-man Carded player roster (depending on their roster configuration) for the upcoming season.
 - (a) These players cannot be cut until dictated in Article IV Section C
 - (b) These players cannot be traded until dictated in Article IX Section B.
 - (c) These players are considered keepers.
 - 4) After the Supplemental Draft, if you are below the 35-CARDED PLAYER requirement you will be penalized during next year's ANNUAL DRAFT by FORFEITING your 3rd Round Pick. This means you will not own a 3rd Round pick, it will be eliminated from your roster.
 - 5) The draft will be held before cuts have been made.
 - 6) Order is the same as the current year's Annual Draft, using the non-lottery order (i.e., Round 2).
 - 7) Picks **cannot** be traded.
 - 8) Carded Players **only** can be drafted.
 - 9) Used to finalize coverage for teams.

C) Dispersal Draft

- 1) Only new franchises formed after the MWBL trading deadline and prior to the following season's Opening Day will be allowed to participate in a Dispersal Draft. Exception: If a new franchise was awarded after the start of the regular season, but before the MWBL trading deadline AND participated in no trades, they will be allowed to participate in the Dispersal Draft if they so choose.
- 2) If a Dispersal Draft is needed, all Carded, Un-Carded Players and draft picks, belonging to the franchises involved will be placed in the Dispersal Draft Pool.
- 3) The order of selection will be determined randomly by the Commissioner's Office.

- 4) The draft order will snake through the rounds (example- Team 1, Team 2 then Team 3 will pick in Round One, then in Round 2 the order will reverse with Team 3, Team 2, and then Team 1 picking).
- 5) The draft will continue until all Carded, Un-Carded Players and draft picks are selected, or the owners have decided to pass their remaining selections.
- 6) The roster limit of 12 Un-Carded Players applies the Dispersal Draft.
 - (a) If a team's **only** possibility for selection is an Un-Carded Player that would put them over the limit, that team will be finished with the Draft and the Draft will continue with the remaining team(s) able to select.
 - (b) Teams do not have to draft all Un-Carded players. Any Un-Carded player not chosen at the completion of the Dispersal Draft will become Free Agents.
 - (c) Teams can stop drafting at any point – they do not have to draft all available players.
- 7) Dispersal Draft picks are eligible to be traded during the Dispersal Draft ONLY and ONLY to Dispersal Draft Owners, but the trade has to be in equal pick/player exchanges (i.e. 1 for 1; 2 for 2, etc...).

D) Rule 5 Draft

- 1) Three rounds
- 2) The Rule 5 draft order will be based on the standings of the season that just completed.
 - (a) It will not be based on the playoff finishing order that the Annual Draft order is based on.
- 3) The Rule 5 Draft will be held in late October (usually the last week).
 - (a) This draft will be a Google spreadsheet draft
 - (i) An E-Mail Distribution Draft is defined as an E-Mail sent to the entire league so everyone can see who was drafted, and which Franchise is up now, on-deck and in-the-hole.
- 4) Rosters are frozen once the Rule 5 Draft begins (either Live or email distribution)
- 5) Rounds are as follows:
 - (a) Round 1 consists of the **Tier 1** teams (see **Article IV Section C**)
 - (b) Round 2 consists of **Tier 1 & Tier 2** teams (see **Article IV Section C**)
 - (c) Round 3 consists of **Tier 1, Tier 2 & Tier 3** teams (see **Article IV Section C**)
 - (d) At the conclusion of the draft
 - (i) Teams in all tiers will have their choice of their Rule 5 undrafted carded players returned up to a maximum of 38 carded players.
 - (ii) After the Rule 5 draft, there is no roster limit enforced, until after the Annual Draft.

VIII) PLAYER CHANGES, RESTRICTIONS & USAGE

A) Pitcher Wizard Rating Changes

- 1) **NO** adjustments are made to the position player's card using the Wizard program.
- 2) Each season, after the official disk from APBA is received, all pitching grades are adjusted via the Wizard program, using the MLB league averages.
 - (a) Prior to 2013, the League Averages were broken out whereby, the American League pitchers were adjusted to the MLB American League averages and MLB National League to the National League averages.
 - (b) In 2013, the Houston Astros moved to the American League which forced inter-league play for every series. At that time, all pitchers were adjusted based on the MLB League Averages, not League (AL/NL) specific.
- 3) The reason MWBL adjusts the pitching rating is as follows:
 - (a) The intent of the assigned APBA "official" pitching rating was to mimic the MLB team's season for the year which it was created for.
 - (b) In 1997, when MWBL was formed, it was formed as a draft league, not a replay league. Draft leagues have a lot of variables since most of the low-grade pitchers and players are not used.
 - (c) When MWBL started in 1997, it was decided, since it was a draft league, to adjust all the pitcher grades according to the League Averages

B) Maximum Batters Faced (MBF) Changes

- 1) All pitchers receiving grades 1 or 2 on the data disk will be upgraded to grade 3.
 - (a) All 3, 4 & 5 grade pitchers will have their injury rating and durability each set to 2 (unless already a 1).
- 2) Starting Pitchers
 - (a) All pitchers' usage is restricted by AIM to give pitchers a limitation of 110% or their actual usage (except as noted below).
 - (b) Grade 3 starting pitchers with their MBFs less than 1080 will have them increased to 1080
 - (c) Grade 4 or 5, have their MBF increased by 100%, with a maximum of 1080 allowed
 - (d) Grade 6 or 7 have their Maximum Batters Faced (MBF) increased by 25%.
- 3) Relief Pitchers
 - (a) Grade 3 relief pitchers with their MBF less than 300 will have them increased to 300.

- (b) Grade 4 or 5 have their MBF increased by 100%, with a maximum of 1080 allowed.
- (c) Grade 6 have their Maximum Batters Faced (MBF) increased by 10%.
- 4) Split Grade Pitchers grade 7 or less for Starting Grade have their MBF increased by 10%.
 - (a) Split grade pitchers who have a rating higher than 5 will NOT have their injury rating and durability altered

C) Reliever Setup/Closer Changes

- 1) Each team can request an adjustment of up to two relievers in efforts to dictate to the Micromanager how they are used (i.e. Closer, setup).
- 2) Allowable adjustments are to the ACTUAL Save values. Most Micromanagers use the pitcher with the highest Actual Saves totals as the primary closer.
- 3) If you prefer to have someone else close for you, you can request that up to two relievers actual save totals be raised or lowered.

D) Pitchers Batting Card Changes

- 1) Pitchers with 25 PA or less will have their Batting Card adjusted to a Pitchers Average Batting Card.

E) Position Player Normalization Changes

- 1) All players who have an SF (Season Factor) rating below 100 will have that rating increased to 100, and their PR (Play Rating) rating decreased accordingly.
- 2) All 930 (Innocuous) position players will have their injury rating set to 1.

F) Position Player Restrictions

- 1) Player's usage is controlled by AIM which will usually limit a player's to at or near his real-life games total or Plate Appearance totals.
- 2) Players who receive a 930 PR ($OBP + SLG\% < .600$) can exceed their actual limits, allowing players to play in approximately 151 games.
- 3) 930 (Innocuous) players can be used as often as AIM dictates.

G) Stealing Restrictions

- 1) Base stealers will be limited to their actual stolen base attempts plus 20%. This includes attempts made during hit & run plays and squeezes.
- 2) Stolen base attempt amounts will be checked periodically during the year by the Commissioner.
- 3) Once a player has reached his 120% of stolen base limits, his stolen base numbers will be adjusted to R-20 (Unless the original number is below 20, then it will be made to 5 below whatever the current value is).

H) Usage Checkpoints

- 1) It is the responsibility of each Owner to monitor their own players' usage.
- 2) Failure to review usage/fatigue can cause fatigue problems and lead to injuries.
- 3) When a player has reached 0% Ruse, they must be moved to the FARM roster and replaced on the Active Roster.
- 4) If any problems should arise during the season, please communicate concerns to the Commissioner's Office.
- 5) Flagrant violation of player usage will result in penalties determined by the Commissioner's Office.

I) Usage Free Agency

- 1) Upon conclusion of the Playoffs, and before cutting down before the Rule 5 Draft, all players who have not met the usage requirements will be released from their teams and placed into the Rule 5 Draft. Position Players with at **least 75 PA** during the MLB season who do not at least reach 50% of their MLB usage during the MWBL Regular are released.
 - (i) Plate Appearances are always rounded up.
 - (ii) RUSE Verification Chart
- 2) **Pitchers with at least 20 IP during the MLB season who do not at least reach 50%** of their MLB batters faced during the MWBL Regular Season are released.
 - (i) Batters Faced are always rounded up.
 - (ii) Maximum Batters Faced Usage Chart

IX) TRADING

A) In-Season Trading

- 1) Begins: The Commissioner announces trading is open after the Supplemental Draft and all teams have cut to 38-40 (depending on their roster configuration) Carded Players.
- 2) Ends: The last series in August (per League Schedule in League Manager) – The Commissioner will announce the date each season.
- 3) Draft Picks for the upcoming Annual Draft can be traded as dictated below
 - (i) After the Supplemental Draft, and all teams have cut to 38-40 (depending on their roster configuration) Carded Players, until the All-Star Break, only Draft Rounds 3-12 are eligible to be traded
 - (ii) After All-Star Break until August 31st, Draft Rounds 1-12 are eligible to be traded.
- 4) Rosters are flexed and must stay within the 38-40 Carded and 10-12 Un-Carded Player limit (depending on their roster configuration) reaching a maximum of 50 players.
- 5) Trades are effective after the series in which they are completed.
- 6) Both managers must notify the Commissioner of the trade.
 - (a) If the commissioner does not receive notification from both parties, the trade will not be processed.
- 7) The weekly trade deadline is 11:00 pm ET Thursday.
 - (a) A confirmation has to be acknowledged and approved by the Commissioner before the trade is processed.
 - (i) If the trade is completed before the weekly update file, the Commissioner will move the players.
 - (ii) If during the default cycle, each team involved is required to send in an updated Franchise file dropping their released players and/or picks as well as adding their new ones.
 - (iii) Owners will have to adjust their rosters, rotations, and lineups to incorporate the new players. The Commissioner will place all players involved in trades on the ACTIVE rosters at the time of the trade.
 - (iv) If a last-minute trade is approved on Thursdays, owners will be required to submit a new Franchise File with all players & picks changes made.
 - (1) See "b" & "c" above

B) Off-Season Trading

- 1) Begins: The Commissioner announces trading is open after the Preview Disk has been distributed and all teams have cut to the appropriate end of season roster limit.
- 2) Pauses: During the Rule 5 Draft

- 3) Ends: Once the Annual Draft has concluded.
- 4) During the Off-Season trade period, there is no numerical Carded roster restriction with the exception of the end of the Rule 5 Draft roster limits for Tiers 2 & 3 (see Article **VII Section C Number 4 Area 5**).
- (a) Owners can have a roster of Carded players that exceed 40.
 - (b) The maximum Un-Carded Players that you may have at any given time remains twelve (12).
- 5) Draft picks may only be traded for the IMMEDIATE upcoming Annual Draft.
 - (a) Trading of future draft picks beyond that is prohibited.
- C) Post Draft Day Trading, prior to roster cuts
 - 1) Once the Annual Draft completes before roster cuts are due there will be a short period allowed for trading
 - 2) Trades can only include players (no draft picks).
 - 3) All trades must have the confirmation of all owners involved submitted by 8:00 AM ET Tuesday, following the draft.

X) POST SEASON

- A) Playoff qualifiers will be the (3) Division winners, (3) 2nd place finishers of their division, and the next (2) teams with the best record from each league.
- B) The top four (4) seeds will consist of the three (3) Division Winners and the Wild Card team with the best record.
 - 1) The four (4) seeds will be ranked based on their winning percentage.
- C) The next (4) playoff teams will be ranked in seeds 5-8 based on winning percentage as Wild Cards.
- D) **BEFORE THE SERIES BEGINS**, all home-field advantage owners **MUST** reach out to the opposing owner via email (and CC: Stray) before playing the series to determine if they are able to play head-to-head, or not.
 - 1) If the games are NOT played head-to-head, each owner needs to inform the Commissioner's Office immediately before the series begins.
 - 2) If that home-field owner plays the first (2) games without reaching out or gaining approval from the opposing team, the opposing owner has the option to accept the results or void them. If they decide to void them, the home field owner must replay games 1 & 2.
- E) Tiebreakers for Division Winners, Playoff Qualifiers, and Playoff Seeds

- 1) If (2) teams tie for the 8th spot, the best head-to-head record will act as the home team for game 163. If they are tied, then the current tiebreakers will be used to determine the home team.
- 2) If (3) or more teams are tied for the 8th spot, we will revert to the current tiebreaker rules for who gets in rather than run multiple game 163's.
- 3) MWBL rules are aligned with MLB rules as follows:
 - (a) Determine Division Winners first before determining wild cards and seeding
 - (b) Two Team Tiebreakers
 - (i) Head-to-head winning percentage
 - (ii) Higher winning percentage in intra-division games.
 - (iii) Higher winning percentage in inter-division games.
 - (iv) Higher winning percentage in the last half of intraleague games.
 - (v) Higher winning percentage in the last half plus one intraleague game (provided that such additional game was not between the two tied clubs). Continue to go back one intraleague game at a time until the tie has been broken.
 - (c) Three-Team Tiebreakers
 - (i) All Three Clubs Have Identical Records Against One Another
 - (1) Highest winning percentage among three tied Clubs in intradivision games.
 - (2) Highest winning percentage in the last half of intraleague games.
 - (3) Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.
 - (ii) Three Clubs Do Not Have Identical Records Against One Another
 - (1) If Club 1 has a better record against Clubs 2 and 3, then Club 1 qualifies.
 - (2) If Club 1 and 2 have identical records against one another, but each has a better record against Club 3, then Clubs 1 and 2 would follow the two-Club tiebreak rules to determine the qualifier.
 - (3) If Club 1 has a better record against Club 2, Club 2 has a better record against Club 3, and Club 3 has a better record against Club 1; OR Club 1 has a better record against Club 2, Club 2 and 3 have identical records against one another and Club 3 has a better record against Club 1;

OR Club 1 and 2 have identical records against one another, Club 1 has a better record against Club 3 and Club 2 and 3 have identical records against one another, then:

- a. The Clubs will be ranked by their overall winning percentage amongst the other Clubs combined. The Club with the highest overall winning percentage in that group qualifies.
- b. If two of the Clubs have identical winning percentages, then they would follow the two-Club tiebreak rules to break their tie to determine the qualifier.
- c. If all three teams have identical winning percentages, then the tiebreak rules above (No. 1) for three clubs having identical records against one another should be followed.

(iii) Determining Postseason Qualification in Four-Team Tiebreakers

- (1) Highest winning percentage in games among the tied Clubs. *
- (2) Highest winning percentage in intradivision games. *
- (3) Highest winning percentage in the last half of intraleague games. *
- (4) Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.
- (5) **NOTE:** *If two Clubs have identical winning percentages, then the two-Club tiebreak rules shall apply to determine which team qualifies. If three Clubs have identical winning percentages, then the three-Club tiebreak rules shall apply to determine which team(s) qualify.

F) Post-Season playoffs will consist of four rounds with all rounds being best-of-seven series. Teams will utilize a 27-man roster compliant with IV>B>2. following the restrictions below in X>H

1) Round 1 – Wild Card Round (WCR)

- (a) Matchups in each league will be seeds 1 vs 8, 2 vs 7, 3 vs 6, and 4 vs 5

- (b) The series will be a best-of-seven matchup, with the exception that the three (3) **Division Winners require only 3 wins to advance past the Wild Card Round.**

- (c) The games will be played in a 2-3-2 format, with the higher seed hosting the first 2 and final 2 games and the lower seed hosting the middle 3 games.
- 2) Round 2 – League Division Series (LDS)
 - (a) Matchups in each league will have the highest remaining seed playing against the lowest remaining seed. The remaining two teams will play each other.
 - (b) The series will be a best-of-seven matchup.
 - (c) The games will be played in a 2-3-2 format, with the higher seed hosting the first 2 and final 2 games and the lower seed hosting the middle 3 games
- 3) Round 3 - League Championship Series (LCS)
 - (a) Winners of the LDS will meet for each league.
 - (b) The series will be a best-of-seven matchup.
 - (c) The games will be played in a 2-3-2 format, with the higher seed hosting the first 2 and final 2 games and the lower seed hosting the middle 3 games.
- 4) Round 4 - World Series
 - (a) Winners of the LCS will meet
 - (b) The series will be a best-of-seven matchup.
 - (c) The games will be played in a 2-3-2 format. The host for games 1, 2, 6 and 7 are on a rotating basis with the American League team hosting these games in EVEN numbered seasons and the National League team hosting them in ODD numbered seasons. (the actual calendar year is used in this calculation)

G) Days of Rest

- 1) There will be one day of rest between the end of the Regular Season and the start of the Wild Card Round.**
- 2) Regardless of when the previous series ends, all subsequent series start dates will be based on the previous series going their maximum duration and one additional day off between each series.**
- 3) The format for WCR, LDS, LCS and WS playoff games will be Two Games, (off day), Three Games, (off day), Two Games.**
- 4) So as to not penalize successful teams for accruing additional rest, at the start of each playoff round, all Itchy players will have their Fatigue Status reset to Rested (pitchers) or Ready (position players).**

H) Post Season Restrictions

- 1) A Position Player or Pitcher must have appeared in at least 5 games in the current MWBL Regular Season for the Team that wishes to use the Player/Pitcher in the Post Season.
- 2) Pitcher Availability

- (a) All teams must have a minimum of 9 pitchers on their 27-man Post Season roster.
 - (i) Of the 9 pitchers, there must be a minimum 4 starting pitchers who meet the Post Season Pitching restrictions.
- (b) Pitchers (Starters & Relievers) must have at least 20 IP in the corresponding MLB season AND pitch 20 IP during the MWBL Regular Season to be allowed to appear in the post season.
- (c) A Pitcher must have at least 12 Regular Season STARTS in either MWBL Regular Season or corresponding MLB season AND pitch 50 innings during the MWBL Regular Season in order to be allowed to START in the Post Season.
 - (i) This does not affect how much a pitcher can be used in post season, but it does affect who can START games in the post season.
 - (ii) A pitcher who is not qualified to start due to regular season usage limitations cannot be counted in the 4 Starter Minimum for the Post Season Roster.
 - (iii) If a team finds that it has no available starters due to injury, they can bring up a qualified starter from their farm for the next start or start a fatigued starter.
- (d) Position Player Availability
 - (i) Position players must have at least 125 plate appearances in both the MLB and MWBL regular season in order to start or enter the game prior to the 6th inning for any game in the MWBL playoffs.
 - (ii) Exception: Injuries or as a pinch-hitter (to then be removed)
 - (iii) All position players on the playoff roster must have at least 75 PA in both the MLB and MWBL regular season.
 - (iv) 930 Innocuous Player Playoff Threshold
 - (1) 930 innocuous players do not need to meet PA thresholds to appear or start in playoffs; however, they can be downgraded unless the player receives 75 MWBL PA
 - a. Catchers' arms: For every (up to) 10 PA below the minimum 75, their throw rating will be lowered by 1 to a maximum of 5 rating losses.
 - i. Example:
 - 1. 74 PA 4 arm adjusted to a 3 arm.
 - 2. 64 PA 2 arm adjusted to a 0 arm.
 - 3. 3 PA 1 arm adjusted to a -4 arm.
 - b. Steal Success: For every (up to) 10 PA below the minimum 75, their steal success was lowered by 1 (no maximum rating loss)
 - i. Example:

1. 74 PA 34 success rating adjusted to a 33 rating.
 2. 44 PA 32 success rating adjusted to a 28 rating.
 3. 5 PA 36 success rating adjusted to a 29 rating.
- (2) Additionally, the steal rating will be set to 'N' to prevent any steals from that player.
- a. It is the team's responsibility to inform the league office before the series begins so the steal rating can be altered, however, it is encouraged that each team reviews their opponent's roster to be sure each team is inline.
 - b. If any series has begun, adjustments cannot be made, and the teams will have to come to an understanding during their series.
 - c. It is NOT the Commissioner's Office responsibility to look over Post Season rosters
 - d. Micro-Manager: When a Micro-Manager must be used in the playoffs, due to an owner's availability, they will not be expected to follow any rules rule limiting a player's entry to a particular inning.

I) Post Season Injury

- 1) If 'Live' – an injured player may be moved after the game in which the player was injured is complete
- 2) If not 'Live', injured players can be moved during the file update cycle. Injured players moved will be put on the appropriate DL list consistent with the players injury, or longer at the Owner's discretion.

XI) AWARD & ALL-STAR VOTING

A) Awards

- 1) All awards will be voted on by Owners for only their respective league (NL Owners vote only NL and AL Owners vote only AL)
- 2) The Commissioner's Office will issue a ballot containing a list of candidates to the league. Owners will have one week to vote.
- 3) Players will be evaluated solely by their performance and statistics in MWBL. Only players on a team's permanent roster are eligible for awards (no coverage /EWC players).
- 4) All players eligible for awards voting will be listed according to the team and league with which they accumulated their statistics. All thresholds listed must be accumulated in a specific league (i.e. AL or NL) to appear on that league's ballot. If a player has played for multiple teams, they will be listed by the last team in the league for which they meet the qualification criteria. For some awards, it may be possible to be eligible in both leagues.
- 5) Award List
 - (a) Reliever of the Year
 - (i) Each Owner will have a first-place vote (worth 5 points), a second-place vote (worth 3 points), and a third-place vote (worth 1 point) these votes must be cast for different players.
 - (ii) The player will be eligible for this if he meets one of the following criteria:
 - (1) Top 10 in the league in Saves
 - (2) Top 10 in the league in Relief Points
 - (3) Top 10 in the league in ERA (minimum 50.0 Innings Pitched, not more than 10% of Games are Games Started).
 - (iii) The player receiving the most points in each league will be the Relief Award winner.
 - (1) In the event of a tie, the player with the most first-place votes will be the winner.
 - (2) If this is tied, the player with the most second-place votes will be the winner.
 - (3) If this is tied, all players remaining at this stage will win the award.
 - (b) Manager of the Year (MOY)
 - (i) Each Owner will vote on the Owner in their league that is deserving of the reward.
 - (ii) The player will be eligible for this award if he meets the following criteria:
 - (1) has not appeared in more than 2 seasons prior to the current award season and has not accumulated 50.0

innings pitched or 130 at-bats prior to the current award season.

(2) as a position player, has accumulated a minimum of 130 at-bats with an on base plus slugging percentage of at least 0.700 in the current award season

(3) as a pitcher, meets at least one of the criteria below for the current award season:

a. Top 10 in the league in Saves

b. Top 10 in the league in Relief Points

c. has accumulated a minimum of 50.0 innings pitched with an earned run average not more than 4.50

(c) Rookie of the Year (ROY)

(i) Each Owner will have a first-place vote (worth 5 points), a second-place vote (worth 3 points), and a third-place vote (worth 1 point) these votes must be cast for different players.

(ii) The player will be eligible for this award if he meets the following criteria:

(1) has not appeared in more than 2 seasons prior to the current award season and has not accumulated 50.0 innings pitched or 130 at-bats prior to the current award season.

(2) as a position player, has accumulated a minimum of 130 at-bats with an on base plus slugging percentage of at least 0.700 in the current award season

(3) as a pitcher, meets at least one of the criteria below for the current award season:

a. Top 10 in the league in Saves

b. Top 10 in the league in Relief Points

c. has accumulated a minimum of 50.0 innings pitched with an earned run average not more than 4.50

(4) The player receiving the most points in each league will be the Rookie of the Year.

a. In the event of a tie, the player with the most first-place votes will be the winner.

b. If this is tied, the player with the most second-place votes among the remaining players will be the winner.

c. If this is tied, all remaining players will be the award winners.

(d) Cy Young Award

(i) All pitchers who have pitched in the voting league are eligible if they qualify for one of the following criteria:

(1) Finishes in the Top 10 for Wins

- (2) Finishes in the Top 10 for ERA (for pitchers with a minimum of 162.0 innings pitched)
 - (3) Finishes in the Top 10 for Quality Starts
 - (4) Finishes with 30 or more Saves.
- (ii) Each Owner will have a first-, second-, third-, fourth- and fifth-place vote (on a 7-4-3-2-1 point basis). Each vote must be for a different player.
- (iii) Players will be evaluated only on their pitching performance and statistics in the MWBL.
- (iv) The player receiving the most points in each league will be the Cy Young Award winner.
 - (1) In the event of a tie, the player with the most first-place votes will be the winner.
 - (2) If this is tied, the player with the most second-place votes will be the winner.
 - (3) If this is tied, all players remaining at this stage will win the award.
- (e) Most Valuable Player (MVP)
 - (i) All players who have played in the voting league are eligible if they qualify by being in the top ten of at least one of the following categories in MWBL:
 - (1) Batting Average (among players with 502 or more Plate Appearances)
 - (2) On Base Percentage (among players with 502 or more Plate Appearances)
 - (3) Slugging Average (among players with 502 or more Plate Appearances)
 - (4) Runs Created (among players with 502 or more Plate Appearances)
 - (5) Runs Contributed (among players with 502 or more Plate Appearances)
 - (6) Total Average (among players with 502 or more Plate Appearances)
 - (7) Runs Scored
 - (8) Runs Batted In
 - (9) Hits
 - (10) Home Runs
 - (11) Doubles
 - (ii) Players will be evaluated only on their performance and statistics in the MWBL for the season in question.
 - (iii) Each Owner must cast ten votes

- (iv) A first-place vote is worth 14 points, a second-place vote is worth 9 points, and a third-place vote is worth 8 points, down to a tenth-place vote, which is worth 1 point.
- (v) The player in each league receiving the most points will be the Most Valuable Player.
 - (1) In the event of a tie, the player with the most first-place votes will be the winner.
 - (2) If this is tied, the player remaining with the most second-place votes will be the MVP.
 - (3) If this is tied, the remaining players will all be considered the award winners.
- (f) Gold Gloves
 - (i) Each league will vote for its own Gold Glove Winners at all of the standard defensive positions: C, 1B, 2B, 3B, SS, three OF (not LF, CF, RF individually) and P.
 - (ii) Each Owner will cast a single vote.
 - (iii) A position player must START 82 games in MWBL at the position for which they are being evaluated.
 - (1) The player must also be in the top ten at their position in at least one of the following categories (among players that meet the minimum Games Started):
 - a. Fielding Percentage
 - b. Total Chances
 - c. Fewest Passed Balls (catchers only)
 - d. Lowest Opponents Stolen Base Percentage (catchers only)
 - e. Assists
 - (iv) A pitcher must have 162.0 or more innings pitched on the season, in MWBL.
 - (1) The pitcher must also be in the top ten at their position in at least one of the following categories (among pitchers that meet the minimum Innings Pitched):
 - a. Fielding Percentage
 - b. Total Chances
 - (v) In the event of a tie, all winners will be declared co-Gold Glovers.
- (g) World Series Most Valuable Player
 - (i) At the conclusion of the World Series, the World Series Champion will select the player they deem the Series Most Valuable Player.

B) All-Stars

- 1) The site of the All-Star Game will be determined by the Commissioner's Office, primarily by the Host Team's seniority and career winning percentage.
- 2) The American League will host the game in ODD years, and the National League will host the game in EVEN years.
- 3) A team must have been in the league for 5 years or more (counting the current season) to host.
- 4) A team that hosts the All-Star game is not eligible to host again until at least 8 years later.
- 5) The Host Team will be responsible for managing both the American League and the National League All-Stars manually during the actual running of the game.
- 6) The Commissioner will send a game file containing the rosters of both All-Star teams to the Host Team, in order for host to play the game.
- 7) The game will be run according to the rules of the Host League (DH in the American League, pitcher's bat in the National League)
- 8) All players will be considered only on their MWBL performance of that year.
- 9) Each league will vote for its own All-Star Starters at the following positions:
 - (a) C, 1B, 2B, SS, 3B, three OF (not LF, CF, RF individually), SP, RP.
 - (b) No election will occur for the DH position.
 - (c) A position player must have STARTED 82 games at his position to be listed at that position on the ballot.
 - (i) For the OF ballot, a player must also have an OPS of .700 or higher
- 10) To be eligible as a Starting Pitcher on the All-Star ballot, a pitcher must be listed on the Cy Young Award ballot by fulfilling criteria 1, 2 or 3.
- 11) To be eligible as a Relief Pitcher on the All-Star ballot, a pitcher must be on the ballot for Reliever of the Year.
- 12) The All-Star Manager for each team will be the manager of the league's representative in the World Series.
- 13) The All-Star Coach positions will be filled by each league's remaining playoff managers.
- 14) The All-Star Managers' duty is to fill out the reserves of their league's All-Star Team.
 - (a) They are required to choose 10 pitchers and 14 positional players.

- (b) There must be a player that can play backup at each position, and no player can be the sole backup at more than two positions.
- (c) During the filling out of the reserves, players who were primarily designated hitters can be added to the squads but need not be.
- (d) At this point, each All-Star team will consist of 22 positional players and 12 pitchers, for a total of 34 players per team.
- (e) The All-Star manager will then receive a default file from the Commissioner containing all 30 players and will create a team default file containing the starting lineup for the All-Star Team.
- (f) The starting lineup must consist of the players voted to be All-Star Starters.
- (g) The Commissioner will send a default file to the Host Team containing both All-Star Teams' franchise files and the Host Team will play the game, taking Manual control of both teams.
- (h) The All-Star Managers must make sure that EACH TEAM HAS A REPRESENTATIVE on the All-Star Teams.
- (i) With this format, the leagues pick their starters, the All-Star Managers fill out the teams by selecting the players, and the Host Team actually plays out the game, controlling both sides.
- (j) All-Star Game Most Valuable Player
 - (i) At the conclusion of the All-Star Game, the Host Team will select a player they deem the game's Most Valuable Player.

XII) PENALTIES

A) No 0% and -6 BF R-Use player shall be left on the 27-man active roster used to play that current series. This will be enforced throughout the year, even when roster rules increase in September.

1) Penalty:

- (a) 1st offense - First Warning
- (b) 2nd offense - Final Warning
- (c) 3rd offense - Loss of 5th round pick*
- (d) 4th offense - Loss of 2nd round pick*
- (e) 5th offense - Loss of ownership
- (f) *If the draft pick has been traded, the Commissioner's Office will address accordingly.

B) If assistance is needed due to personal life commitments, please contact the Commissioner's Office for assistance.

XIII) COMMISSIONER'S ROLE

- A) The Commissioner's role is a position to best serve the interests of the Mid-West Baseball League.**
- B) The Commissioner shall have the authority to mediate disputes on organizational issues and make and enforce final decisions when all sides of an issue have been presented and are still unresolved.**
- C) The Commissioner shall have the authority to assess penalties and/or suspend managers for overuse of players, habitually late data disks and late league correspondence, or any other habitual failure to meet their League duties.**
- D) The Commissioner shall conduct all necessary and routine business, including, the Web Page, collecting franchise fees, and any other league matters.**
- E) The Commissioner, above all, shall strive to be accessible to the league members and help promote communication and understanding among the members of the Mid-West Baseball League.**