

OFFICIAL CONSTITUTION OF THE LEAGUE OF ALTERNATIVE BASEBALL REALITY

1. PREAMBLE

We the people of the League of Alternative Baseball Reality (LABR), in order to promote the great game of fantasy baseball, prove all GMs are idiots and obtain the biggest bragging rights in the nation do ordain and establish this constitution of the League of Alternative Baseball Reality.

2. OBJECT

To assemble a lineup of 23 National League or American League baseball players whose cumulative statistics, compiled and measured by the methods described in these rules, exceed those of all other teams in the League.

3. SCORING

LABR uses a Ranked, Rotisserie Based Scoring System. The standard rotisserie scoring categories for hitting and pitching will be used.

Batting Categories

Batting Average
Runs
Home Runs
Runs Batted In
Stolen Bases

Pitching Categories

Wins
Earned Run Average
WHIP (Walks+Hits)/(Innings Pitched)
Strikeouts
Saves

If there are N teams in the LABR, N points shall be awarded for first place in a category, N-1 for second place, down to 1 point for last place. In the event of a tie, the points will be split. Points will be aggregated over all ten scoring categories (see below). The team with the most points wins.

EXAMPLE: LABR has 12 teams. Team A has the most home runs, and is awarded 12 points in that category. Teams B and C are tied for second in home runs; they split the second and third place points, and each receive 10.5 points. If a team finished first in all 10 categories, it would receive a total of $12 \times 10 = 120$ points. If it finished last in all categories, it would receive $1 \times 10 = 10$ points.

In the case of ties in total points, the final places in the standings are determined by comparing the placement of the teams in the individual categories. The team ahead in a category is given a point. This is done over all categories. The team with the most points is declared the winner. Should the teams still be tied after this process, then the final result shall be declared a tie.

POINTS QUALIFICATIONS

Each team will be required to attain a minimum of **900 innings pitched** in order to qualify for placement in the pitching categories of; a) Ratio and b) Earned Run Average, and a minimum of 4,200 at-bats for placement in the batting average category. If these minimum innings or at-bats are not achieved the team will receive 1 point in these categories and every team that meets the minimum innings pitched or at-bats will be ranked in the standings with 12 points for 1st place and so on until all qualifying teams have received points.

4. TEAMS

There shall be 12 teams in both the American League and National League.

5. ROSTERS

https://gannett-my.sharepoint.com/personal/sgardner_gannett_com/Documents/Documents/fantasy/labr/_labr-constitution.docx

A team's active roster consists of the following players: 5 outfielders, 2 catchers, 1 second baseman, 1 shortstop, 1 middle infielder (either second baseman or shortstop), 1 first baseman, 1 third baseman, 1 corner infielder (first or third baseman). In the LABR AL, there shall also be 1 Designated Hitter (who may play any non-pitching position) and 9 pitchers. In the LABR NL, there shall be one Utility Hitter (who may play any non-pitching position) and 9 pitchers (who may be either starters, relievers or both).

Teams may reserve players in one of three ways. The first is through the reserve draft on auction day. Six slots are reserved for this purpose. Players that go onto the injured list may also be reserved on a separate list. There is no limit to the number of injured list players that can exist on a roster. Players that are sent to the minors or who are drafted as unsigned free agents can be moved from the active roster to the reserve list as long as the reserve list does not exceed six players. A player can be dropped from the reserve list at any time.

A player from the original reserve list (from reserve draft) can be moved from active status to the reserve list at any point during the season, provided the reserve list does not exceed six players.

Only members of the active roster generate statistics.

6. AUCTION: ACQUISITION OF INITIAL ROSTERS

A. BACKGROUND

A major league player auction in the form of an open auction is conducted on the date specified by the League Commissioner (currently Steve Gardner). This date shall be as near as possible to opening day as is practical, recognizing the needs of the fantasy baseball industry and community as best possible. Each team must acquire the requisite number of players (see "ROSTERS") at a total cost not to exceed 260 LD (LABR dollars). Teams will nominate players for bidding clockwise from the auctioneer. The defending LABR champion shall make the first bid.

The pool of players that may be bid upon includes all members of MLB 40-man rosters for the league in question (American or National), plus players on the injured list, minor leaguers not on 40-man rosters and non-roster invitees in that league -- as well as any unsigned free agents at the time of the auction.

B. PROCEDURE

An auctioneer will entertain bids from any team who has the LD and roster space for that player. All decisions of the auctioneer as to the team last recognized as having made the high bid, etc. are final. The auctioneer will award the player to the owner that is the high bidder. The owner who acquires the player will have his/her LD budget reduced by the amount of the winning bid, accordingly. The owner must also announce the roster position that the player will fill. The process is repeated, with successive team owners introducing players to be bid on, until every roster is filled.

C. ELIGIBILITY

A player may be assigned to any position at which he appeared in 20 or more major league games in the preceding season. If a player did not appear in 20 or more games at a single position he may be drafted only at the position at which he appeared most frequently. DH is a position for these purposes. A player who only qualifies as a DH may only be assigned to the DH position. Games played will be determined from **Baseball-Reference.com** and eligibility based on a 162-game regular season. Should the previous season not consist of a full 162 games, the commissioner shall determine the appropriate number of games to qualify for a position – which should roughly correspond to a similar number over a full season.

If a player did not appear the prior season in the majors he qualifies at the one position he played most frequently in the minors or unaffiliated (foreign) league. If a player sat out the previous year for any reason these rules apply to the last season in which he played professional baseball. The 20 games/most games is only used to determine the positions at which a player may be drafted. Once the season is underway (but after draft day) a player becomes eligible for assignment to any position at which he appears (in the major leagues) at least 5 times as well as any positions that he was eligible for on auction day.

MLB-designated "two-way players" will be eligible at both pitcher and any position(s) in which he appeared in 20 or more games in the preceding season. If a two-way player only appeared in 20 or more games as a designated hitter, he can be assigned to either pitcher or utility. (If a two-way player did not pitch the

previous season due to injury, he can still qualify as pitcher if he made at least five appearances as a pitcher in the season prior to his injury.)

A two-way player may only appear in EITHER a pitching OR hitting position in a LABR team's active lineup, not both.

If a player who is a free agent at the time of the draft is taken in the auction or reserve round in one league (e.g. LABR NL) and later signs with a team in the opposite league (in this case, the AL), he must be dropped immediately from the roster of the LABR team that selected him.

D. RESTRICTIONS/CORRECTIONS

No team may make a bid for a player that it cannot afford. For example, a team with 3 LD left and two openings on its roster is limited to a maximum bid of 2 LD for any one player. An owner that bids over his/her limit will be subject to national public humiliation. If the error is not discovered until after another player is nominated, the draft will continue, and the team that acquired the player, despite going over its limit, will keep that player (i.e. there will be no undoing of the draft).

No owner may bid for a player who qualifies only at a position (or positions) that his/her team has already filled. For example, a team that has acquired 2 catchers and whose utility spot (or DH spot) is occupied may not enter the bidding for any player who qualifies ONLY at catcher. If the error is not discovered until after another player is nominated, the other owners will decide by majority vote what position that player will fill and he will not be eligible to be moved for the remainder of the draft.

At the earliest time after the auction that an owner makes a maneuver where it is possible to correct his/her roster, then that owner MUST make such a correction. This is to be enforced by the Commissioner. Using the example above, if a roster's utility spot is occupied by a first baseman and a corner infielder gets hurt (and the league voted to assign the third catcher to the outfield) then replacing the injured first baseman mandates moving the utility player to first base, the third catcher to the utility spot and acquisition of an outfielder to replace the injured player. Once the injured player comes off the injured list, he cannot be activated if his activation will cause the team to again be in violation of the roster requirements.

E. RESERVE DRAFT

At the conclusion of the major league auction there shall be held a supplementary draft in which each LABR team may draft up to 6 extra players for its reserve list. A team may draft any person not already chosen by another team through the auction who is not under contract to a major league team in the other league (either a major or minor league contract). **In other words, in the LABR NL reserve draft, any person on the planet who is not under contract to an American League team is fair game.**

7. IN-SEASON PLAY

A. STATS

The daily player performance summaries from a sanctioned Major League Baseball statistics vendor constitute the official data for the computation of the standings. The host website is responsible for making any statistical corrections as soon as possible.

Performance stats of a player shall be assigned to a team only when he is on the active roster of that team and on the active roster of a major league team in either league. Players traded to the opposite Major League continue to generate stats, if on the active roster.

There will be one free agent acquisition period prior to the start of the season.

The effective date of any transaction for purposes of statistical calculation is the Monday immediately after the transaction is communicated to the Secretary of Waivers And Transactions (SWAT). Transactions shall be submitted to the league website (currently RTSports) by 11:59PM Eastern Time Sunday. If there is a problem with the website or an unusual circumstance, transactions may be sent to the SWAT by e-mail, voicemail or any other means as long as it is done by 11:59 PM Eastern Time on Sunday, which shall be henceforth referred to as the "Transaction Deadline". The SWAT will announce the results of the transactions in an expeditious manner.

Each team's active lineup must be set by the first pitch of each active player's game that week. After lineups are set, no transactions can take effect until the following week's transaction deadline.

Scoring is compiled weekly.

B. FAAB (Free Agent Acquisition Budget)

During each transaction period, bids may be made on free agents by means of Free Agent Acquisition Budget dollars (FAAB \$). Each team is given FAAB \$100.

For purposes of this Constitution, the free agent pool is defined as the set of players who, at the time of a Transaction Deadline, are on the active roster of a major league team in the appropriate league but who are not: 1) on the active roster of a LABR league team prior to the transaction period; 2) the reserve list of any LABR league team; or 3) on the injured list of any LABR league team.

To acquire a free agent, an owner may use his/her FAAB budget to bid on that player. If s/he has the highest bid, then that owner's FAAB budget is decreased accordingly, and the player is acquired. If an owner is outbid for a free agent, then no loss of FAAB budget is incurred, nor does s/he acquire that player. A minimum bid of FAAB \$1 is required for each player.

A free agent goes to the highest bidder. If more than one team bids the same amount on a player, and if that amount is the highest bid, the player goes to the team that is lowest in the most recently compiled weekly standings--that is, to say, the standings as of the conclusion of the games from the prior Sunday.

For each free agent acquired, an owner must also release, trade, disable or reserve a player from its active roster so as to properly conserve roster composition. Each owner shall identify the players who are being replaced by their bids and where more than one player could be replaced by acquired free agents, the order in which their players shall be replaced. At the deadline for each transaction period, each owner shall receive those free agents on which s/he was the high bidder.

Each free agent acquired must immediately go into a LABR team's active roster for the upcoming week, even if that player is injured or sent to the minor leagues in the time between the weekly transaction deadline and the first game of the new week.

C. FAAB INCREASES

If a player is placed on an MLB team's 60-day injured list, his owner may release him and have that player's salary added to his LABR team's free agent budget, with every \$1 of salary equaling a \$1 increase in FAAB.

Example: Johnny Cueto undergoes season-ending surgery and is placed on the 60-day injured list. He was acquired at the auction for LD \$35. His owner may drop him and add \$35 to his FAAB budget.

This action must be taken by the Monday preceding the All-Star Game. No refunds will be granted after this time, regardless of when the injury occurred. This applies only to players who were acquired on draft day. Thus, a player who was acquired by means of FAAB dollars can be released, but those FAAB dollars will not be returned to his owner.

These are the only circumstances under which a team's FAAB may increase. FAAB may not be traded.

FAAB reclaims will be credited to a LABR owner's budget the week after the claim is made. **Players who are redeemed for FAAB credit may be picked up by any LABR team should they be healthy enough to be added to an active MLB roster before the end of the regular season. However, a player may not be reacquired by the same LABR team that redeemed him for FAAB dollars – unless the amount is equal to or greater than his original auction price.**

D. PLAYER DROPS

A player who is dropped from a roster becomes part of the free agent pool. The only exception to this is if the player is no longer in the same Major League as the corresponding LABR league.

Example: Yoenis Cespedes is owned in the LABR NL. He is traded to an American League team. Cespedes can continue to generate stats on his LABR NL team. However, if he is ever dropped, he cannot be acquired through FAAB as he is now strictly an AL player.

E. TRADES

From the conclusion of the draft until the trade deadline, teams are free to make trades of any kind, subject to approval by the Commissioner. Active rosters must have legal composition after a trade, and reserve lists may not exceed six players.

In order for a trade to take effect, both parties must confirm the deal and communicate terms of the deal to the SWAT via phone call, text or email. The trade will go into effect for the following week after the deal is made.

NOTE: In order to allow teams to field a full roster for the upcoming week, trades will be allowed after the weekly waiver claims are processed as long as both parties confirm the deal before the first pitch is thrown for the upcoming week.

Example: Team A may trade 3 players from its active roster to team B for 2 players from its active roster. Concurrent with the trade, Team A must add another player on its active roster either through activation from the reserve list, the injured list or through selection from the free agent pool. Failure to replace the traded player will result in the nullification of the trade. Team B must either release or reserve the extra player that it received in the deal. Failure to bring his roster within the legal limit will result in the nullification of the trade.

Although FAAB dollars cannot be traded, injured players can be. However, players traded while on the injured list cannot be reclaimed for FAAB dollars – unless, following the trade, they return to an MLB team's active roster and then go on the 60-day IL.

No inter-team trades are allowed after the start of the first MLB game on September 5, 2022.

The last transaction deadline in 2022 is September 25.

F. THE RESERVE LIST AND THE INJURED LIST

At any time prior to a Transaction Deadline, an owner may:

- Drop a player from its roster (active or reserve)
- Move any player who is on the MLB Injured List from active status to the Injured List
- Move any player who is on the MLB Suspended List for more than one week to the Reserve List.
- Move any player who has been demoted to the minor leagues, or has retired, or has been released, to the Reserve List
- Move any player who was on that owner's original drafted reserve squad from the active roster to the Reserve List
- Move any player from the Reserve List or Injured List to the active roster

There are different rules on the conditions in which these can be done. In all cases, legal roster composition must be maintained. In all of these cases, players are being removed from the active roster. Owners are responsible for ensuring that replacements, through trade, FAAB, or activation from either the Reserve or Injured Lists are put in place.

Players in the minors who are injured cannot be moved to a LABR team's Injured List.

G. RESTRICTIONS/NOTES

Please read this section carefully. Among industry fantasy baseball leagues, these reserve list rules are unique to LABR.

If a player was on an original reserve list, but then was dropped into the free agent pool, he is no longer treated as a member of an original reserve list and is subject to rules governing general free agents. Players traded from one LABR league team to another maintain their reserve list status and may be traded from the active roster to the reserve list (or vice versa) only if they otherwise meet the requirements listed above.

If a team attempts to reserve a player it must (where necessary) release, activate or trade a player from its reserve list to bring it within the 6-player limit. Failure to do so results in the release of the player that the team was trying to reserve.

Players who are on a team's reserve list and who are subsequently placed on a major league injured list may be moved from the reserve list to the IL at the owner's discretion.

Once a player is activated from the IL, his LABR owner must either activate him or move him to the reserve list that week. As long as the player is not sent to the minors or put back on the IL, the LABR owner must activate or release him within two more transaction deadlines. Failure to activate within three transaction periods will result in an automatic drop of the player into the free agent pool.

While a team may, in addition to its active roster, have six reserves plus any additional players on a major league IL, a team may not use the "three transaction deadline" provision to keep control of more than six players who are both A) not active on their LABR roster and B) not on a major league IL.

If a player on a team's reserve list is called up from the minors (and is not an original reserve), his LABR owner then must activate or release him within two transaction deadlines.

Players on a team's original reserve list who are on an active major league roster, in the minor leagues, on suspension or have become free agents may remain on the reserve list indefinitely. There is no activation requirement for those players.

If a player is released or suspended for more than one week, he is allowed to be placed on a LABR team's reserve roster as long as he remains a free agent or on suspension. However, that player will count against the maximum of six players a team is permitted on reserve at one time.

8. SPECIAL CIRCUMSTANCES

If the MLB season is altered in any way – including, but not limited to a labor dispute, global pandemic or other unforeseen circumstances – the commissioner reserves the right to make temporary changes to these rules in the best interests of the league. Any such changes must be communicated to the participants and go into effect at least two weeks before the season is scheduled to start or resume.

For the 2022 season only, the abundance of unsigned free agents due to the ongoing MLB lockout will have these special rules in effect.

- A. The top 12 unsigned free agents at the time of the AL/NL auction shall not be available for nomination or bidding. However, all other free agents will be eligible in both auction drafts.
- B. If a free agent signs with an MLB team in the opposite league, the LABR manager will be granted a one-time only FAAB rebate of 50% of the player's auction price. All dollar amounts will be rounded DOWN to the next whole number – with the rationale that a \$1 player is equal to a replacement or reserve player and not worth a full refund of his purchase price.
- C. Just before the start of the regular season, AL/NL LABR teams will conduct a live auction to roster any of the top 12 free agents who have signed in their respective major leagues. LABR team managers will bid a portion of their \$100 season-long FAAB budget to acquire those former free agents. Any players who remain unsigned shall not be available in LABR until after they have joined an MLB team and promoted to its active roster.