

Vagrant League Fantasy Baseball Rules & Regulations

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1. The League Format

1.1. This is a 12 team rotisserie style league where players are selected from the National League Only

1.2. Each team consists of 23 players at the following positions:

First base – 1	Second base - 1
Third base – 1	Shortstop - 1
First/Third (Corner) – 1	Second/Short (Middle) - 1
Outfield – 5	Utility (Any offensive player) - 1
Catcher – 2	Pitcher - 9

1.3. Categories

Hitting:

Batting Average
Home Runs
RBI's
Stolen Bases
Runs Scored

Pitching:

Wins
Saves
ERA
Hits+Walks\Innings Pitched (Ratio)
Strikeouts

1.4. The Auction

1.4.1. MLB NL Players (no minor leaguers) are purchased at an open auction.

1.4.2. The maximum total amount spent for an entire team is \$260. Teams may spend less. The 6th place team from the previous season can go as high as \$264, the 7th place \$263 and the 8th place team \$262.

1.4.3. A player goes to the highest bidder. The minimum bid is \$1 and all bids must be in whole number amounts (no change).

1.4.4. The draft fee must be paid at the time of the draft. In addition to the draft fee, a stat service fee is also due at the draft (the amount is usually about \$30 but can vary from year to year).

1.4.5. A player must be on an NL MLB roster at the time of the auction in order to be eligible for bidding. Unsigned MLB free agents cannot be bid on.

1.5. The Protected List

1.5.1. At the date/time specified prior to the auction each year, teams must submit a “protected players” list containing from 0-15 players.

1.5.2. These protected players will maintain the same salary and contract except where values change as a direct result of other rules.

1.5.3. The salaries of the protected players will be subtracted from the team’s \$260 auction value.

1.5.4. Protected players must be on a National League major league or minor league roster at the submission deadline or they cannot be protected, with the exception of rule 1.5.5 below.

1.5.5. Any NL player traded to the AL from midnight on of the date the 15 man protected rosters are due can still be protected.

1.5.6. DL’d players can be protected as long they are on the MLB DL.

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- 1.5.7. Players put on the DL after the 15 man protected rosters have been submitted up the auction can be thrown back in at the digression of the team owner. If thrown back in you get the money and slot back. You cannot protect another player in his place.
- 1.5.8. Players in the rookie system must be released as defined in section 1.5.1 or they cannot be released until the season starts. This is to give owners the opportunity to review all available players in the rookie draft.

1.6. Fees

Due at the auction:

\$250 -For returning team owners

\$ 30 - For the stat service. This is approximate and may vary from year to year

Note: There are no fees other than the above, zip, zero, zilch, nada.

1.7. Prize Pool: 1st - 45%, 2nd - 25%, 3rd - 15%, 4th - 10%, 5th - 5%

1.8. End of Season Ties

- 1.8.1. Should two or more VLFB teams be tied at the end of the regular season then the first tie breaker is a head-to-head comparison to see if one team finished higher than the other(s) in more categories.
- 1.8.2. Should teams remain tied after the above then the second tie breaker is a comparison of the involved teams, each in their best category and the winner is the team that has the highest finish. If they remain tied then the comparison is made with their next best categories and so on until a winner is determined.
- 1.8.3. In the unlikely event that teams are tied after 1.8.2 then those teams end the season tied and will split any prize winnings. For the sake of the minor league draft the involved teams will participate in a coin flip to determine who gets the higher pick.

For example, teams A & B are tied for third at the end of the season and the head-to-head comparison in 1.8.1 results in a 5-5 tie. Under 1.8.2, team A's best category is HR's where he was second and Team B's best category was K's where he was third so team A would finish third and team B would finish fourth.

1.9. Minimum Innings Pitched and At Bats

Minimum Innings Pitched: 900 - Needed to earn your ERA & Ratio points. Otherwise you get moved to the bottom in each category (1 point for each)

Minimum At Bats: 4250 - Needed to earn your Batting Average points. Otherwise you get moved to the bottom of BA and get only 1 point.

Should two or more teams not make the minimums then the team with the least innings or at bats will move to the bottom, the next team with the least will be second from the bottom and so on.

1.10. Player Position Eligibility

- 1.10.1. At the auction, a player is eligible to be drafted at any position at which he appeared in 20 or more games the preceding year.
- 1.10.2. If he did not appear in 20 games at any one position, he is only eligible at the position he appeared the most times. If the most is tied by 2 or more positions then he is eligible at those positions.
- 1.10.3. Once the season starts, a player qualifies for a position by playing it once.
- 1.10.4. Multiple position eligibility is allowed.
- 1.10.5. When a player is eligible and placed in a position at the auction but does not play that position during the new season, that player can be placed back at that same position when returning from the DL.

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- 1.10.6. If the player in 1.10.5 is moved to another position during the season then they cannot return to their original position unless they play it that season.

For example: Garciparra played SS last season and that is his only eligible position. During the current season he has only played 1B. He goes on the DL and the VLFB replaces him in his active roster. When Nomar comes back he can be placed back at SS. As soon as the VLFB owner moves him to 1B during the season then Nomar is no longer eligible at SS and can only be placed at 1B.

2. The Farm System

- 2.1. Each VLFB team has a farm system that can have a maximum of 4 players at any one time.
- 2.2. If a VLFB team has 4 farm system players at the draft then the owner must either forfeit his selection or release a current farm system player to open up a spot upon submitting his 15 man protected list.
- 2.3. Players are selected in a 2 round draft format after the completion of the auction.
- 2.4. The order of selection for each round is based on the previous years final standings in the following order: 6th -12th then 5th - 1st
- 2.5. In order for a player to be eligible for the farm system the player must qualify for rookie of the year as defined by MLB (**130 or less at bats and 50 innings pitched**). The VLFB league ignores time of service when classifying players as rookies.
- 2.6. Once the farm system player has been called up by his MLB team, the VLFB owner has 2 weeks from the activation date to either place the player on your active roster or your bench otherwise he will become part of the standard free agent pool.
- 2.7. Once a player has been activated from his VLFB farm system to his parent team he *cannot* be placed back into the farm system.
- 2.8. When activating your farm system player, you may make a move on any player (active or inactive) that the farm system player is eligible at.
- 2.9. If a farm system player is called up September 1st or later then the VLFB team owner does *not* have to activate him. The owner can choose to keep the player in his farm system for the remainder of the year.
- 2.10. Farm system players traded to the AL and activated the AL team cannot be activated in the VLFB

3. Contracts

- 3.1. A maximum of 15 players may be kept from one season to another. There is no minimum
- 3.2. The salary of a player acquired in the auction is his auction price.
- 3.3. The salary of a player acquired from the free agent pool is \$10
 - 3.3.1. If the player acquired from the free agent pool was traded from the AL to the NL then that player's contract is \$20 and he must be thrown back in at the conclusion of the following season if protected.
 - 3.3.2. If a minor league AL player is traded to the NL and then activated by his NL team the players contract is \$10 even if the player never played in a minor league game for his NL team.
- 3.4. The salary of a farm system player that has been activated is \$2 the activation season, \$6 the second season & \$10 the third season.
- 3.5. If you sign a farm system player to a long term contract in the spring of his third season his base salary is \$10.
- 3.6. If a player with a salary of \$12 or less is traded during the season then \$4 will be *added* to his existing contract. Note that a \$1 player can have his salary become \$9 the following season if he is traded twice during the season. Players with contracts of \$13 or more never have their contracts changed.
- 3.7. Players traded during the off season *never* have their salary changed regardless of their current salary.

4. Long Term Contracts

- 4.1. This only comes into play in the spring of a player's third year of eligibility as the third year is technically player's option year.
- 4.2. The formula for a long term contract is: (Length of new contract * \$4) + original salary
- 4.3. The number of years a player is signed for is up to the owner. The minimum is 2 years however as you would not sign a player to a one year contract, you would just let him play out his option year.

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- 4.4. You cannot release/waive a player signed to a long term contract. You may buy out his contract **during the off season** by forfeiting \$4 from your \$260 auction pool for each contract you wish to buy out regardless of the length or value of the contract.
- 4.5. If a player signed to a long term contract goes to the AL or is permanently out of baseball for any reason then you can release him from your team during the off season without any penalty. Being on the DL, suspended or sent to the minors does not count.
- 4.6. A player with a long term contract can be traded. The team that gets him must honor the contract (or pay the penalty in the off season). If a player has a long term contract and is traded his salary does not change even if it is \$12 or under.
- 4.7. When a player completes his long term contract he must then be thrown back in, he cannot be re-signed.

5. The Bench

- 5.1. There is no bench until after the completion of the auction.
- 5.2. Each VLFB team has a two player bench.
- 5.3. Instead on returning a player to the free agent pool you can place him on your bench.
- 5.4. If a minor leaguer is called up and you do not want to activate him but you also do not want to lose him you can place him on your bench.
- 5.5. To activate a benched player you must have an open roster spot on your 23 man roster. You then fill that open roster spot with your bench player instead of from the free agent pool.
- 5.6. If you have 2 players on your bench but would prefer a new player placed on the bench over one of the existing bench players you can waive one of the bench players to make room for this new player.
- 5.7. If a benched player goes on the MLB DL, is sent to the minors, etc he can be placed on the VLFB DL to make room on the bench for another player as long as the VLFB team does not have an open bench spot. As such, the same rules apply to these players as "normal" DL'd players

6. Disabling Bench Players

- 6.1. You can only DL a bench player when he is DL'd, sent down, etc. by his MLB team.
- 6.2. After 6.1, you can only DL a bench player when you have both bench spots filled and have a 3rd player you want to bench. If you have an open bench spot then you cannot DL a bench player.
- 6.3. You cannot pickup a player from the FA pool for a bench player.
- 6.4. When the DL'd bench player is activated by his MLB team, the VLFB owner must either put him on his bench or waive him.
- 6.5. If your bench is already filled with two players and you want to keep the returning player then one of the two 'active' bench players must be waived.
- 6.6. Roster decisions must be reported within 1 week of the DL'd bench player being activated by his MLB team or he will be automatically waived.
- 6.7. Under no circumstances can a bench player that becomes active by his MLB team be placed in the VLFB active roster except through a normal roster or free move. Technically the MLB DL'd player never leaves the VLFB bench.

7. Trading

- 7.1. There is unrestricted trading until noon of the second Tuesday in August. There is no trading after this deadline.
- 7.2. After every trade, both teams must have eligible players at all 23 positions. You cannot leave a position "empty".
- 7.3. See 3.6 & 3.7

8. Players Switching Leagues to the AL

- 8.1. If a VLFB player winds up in the American League during the season for any reason the VLFB owner has the option of keeping him and continuing to accumulate his stats or releasing him. The VLFB owner has one week from the date the player is traded to make this decision.
- 8.2. If the player is released he is no longer available in our free agent pool and cannot be picked up unless the player comes back to the National League.
- 8.3. If a VLFB player is traded during spring training but after our protected rosters have been submitted the VLFB owner either gets back the open slot for the auction, including the contract amount of that player,

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or he can keep the player for that season. If the player is kept, he must be thrown back in the following season if he is still in the AL at the start of the following season.

8.4. This does not apply to players in the farm system.

9. Roster Moves

- 9.1. If a MLB player is put on the disabled list, sent to the minors, traded to the American League or released he may be replaced from the pool of un-owned National League players (called the free agent pool).
- 9.2. Replacement must be adhered to with respect to position eligibility.
- 9.3. Players can be moved from other active positions on your roster as long as eligibility is met.
- 9.4. The original player must either be placed on the DL, released or benched.
- 9.5. When the DL'd player is activated by his MLB team you have 2 weeks from the players activation date to activate\bench\waive\trade him.
- 9.6. Any player out for the year but not removed from his MLB team active roster cannot be DL'd or reserved by his VLFB team. (This means you are stuck with him unless you use your free move)
- 9.7. The first roster moves will be on the second Tuesday after the start of the season.
- 9.8. The order of moves is based on the stats that come out each Tuesday that the moves are due.
- 9.9. All free agent pick-ups will be on a round by round basis where last place gets *only* his first pick-up, then 11th place gets his first pick-up and so on until 1st place gets his first pick-up. Then the process starts over again from the bottom until all moves have been completed.

10. Suspended Players

- 10.1. Players serving suspensions by MLB (not the player's team) for less than 10 days for any reason cannot be replaced.
- 10.2. Players serving suspensions by MLB for 10 games or more can be replaced the same as any DL'd player.
- 10.3. The suspended player is not eligible to be DL'd within the VLFB until the Tuesday after player begins serving the suspension unless they start serving the suspension on a Tuesday.
- 10.4. If a player is suspended for 10 or more games, appeals the suspension and has the number of games suspended reduced to less than 10 then the VLFB owner cannot DL the player.
- 10.5. Once the suspension has been served the VLFB owner may activate the player as he would any DL'd player.

11. Waivers

- 11.1. Any player on the VLFB bench or DL that gets thrown back into the free agent pool, and is not on the MLB DL, sent down, etc., will be waived as opposed to released.
- 11.2. Teams can claim a player off waivers and place that player in any position he is eligible for even if the existing player whose position you are putting him in is still on a MLB active roster.
- 11.3. A claimed player must go into your active roster. He cannot be placed on your bench or your DL.
- 11.4. If you release the active player from your team to make room for the claimed waived player then that player is in turn waived as well.
- 11.5. Any waived player can only be claimed off waivers the week following his waiver. If the player is not claimed of waivers then he becomes a regular free agent.
- 11.6. A player can be picked up as a free agent as opposed to waivers the week after he is waived assuming no team claims the player off waivers. If a team higher in the standings claims a player off waivers he goes to that team even if a team lower in the standings wants to pick the player up as a free agent.
- 11.7. A player claimed off waivers maintains his current contract and salary.

12. Free Release

- 12.1. Once per season each team can make a transaction on an active player that has not been placed on the DL, sent down, etc. by his MLB team. This is a way to get rid of a piece of dead weight that you would not normally be able to get rid of.

13. Flexible Roster Positioning

- 13.1. The Utility player must be a position player for purposes of the auction.

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- 13.2. Once the season begins the VLFB owner can DL a position player in the Utility position and pick up another pitcher.
- 13.3. Once a team has the Utility slot filled by a pitcher the only way to get back that position player spot is to DL, bench, etc a pitcher and then pick up a hitter and place him at Utility.

14. September Expansion

- 14.1. Starting the first Tuesday in September, VLFB rosters can expand to 24 players. This player can be added during any roster move period in September, it is not limited to just the first Tuesday in September.
- 14.2. This player can be either a hitter or a pitcher regardless of the status of the Utility player.
- 14.3. Once the 24th player is added all normal roster moves on the 24th player can occur in the same manner as the Utility player.