

Happy Extended Family Baseball League Rules

Welcome to the Happy Extended Family Fantasy Baseball pool. This league is meant to simulate managing a real Major American League Baseball team. You will be involved in drafting (auction style) players, bringing up players to the main roster, managing your reserve roster, picking up players off waivers, kibitzing with other managers for trades, signing or releasing players in the off-season, fighting budget constraints and ultimately winning or losing (the team that has the most points at the end of the season wins).

This fantasy is just for fun and bragging or gagging rights. In the interest of sportsmanship and good competition, we are counting on all owners to follow these guidelines:

- Submit your spring roster on time. You will be given plenty of notice.
- Do your best to keep your roster filled every day; no empty spots allowed.
- Avoid picking up a player on waivers then dropping them immediately as this makes that player unavailable to other owners.
- Never complain about trades - except your own trade failures (smiley).
- Do not drop players en masse at the end of the season just so you can snap up every potentially viable rookie for the next year.
- Submit your final roster to the commissioner within one week of the end of each season - the players position, name, team, salary and years left on their salary for the next year (leave this column blank if the player is drafted in the current year). This will only take you a short amount of time for you but will save us hours of time.

Hopefully, we will have a league where you can build a franchise over the years and teams take on their own personalities and identities, just like the managers.

Your goal is to be at or near the top of ten statistical baseball categories. Do you have what it takes to win it all? Can you build a dynasty that stays competitive for years or do you want to win one year and rebuild the next year?

Draft Day

Special Note: Before Draft Day, each manager must have an account set up on Yahoo so we can have the league set up on-line as soon as possible.

Each manager should bring the following on draft day:

- A clip board and a pen/pencil.
- \$20 goes into the pot for the winners
- An appetite.

The following will be provided:

- A current draft package containing managers rosters with player salaries and player contracts and the projected player stats.
- Food

Main Roster Draft

This is the main draft where players are bid on to fill each manager's roster. Each manager's roster includes the following 18 positions:

1	catcher	3	outfielders
1	1 st baseman	1	utility (any non-pitcher) - basically your DH
1	2 nd baseman	5	starting pitchers
1	3 rd baseman	4	relief pitchers
1	short stop		

The total budget allowed per manager is \$260. The minimum bid per player is \$1.

1. The order that people will select a player to be nominated for the draft will be starting from the last place manager and then moving around the room in a clockwise manner.
2. There will be a ranked list, top to bottom, for each position (9 position lists - catcher, 1st, 2nd, 3rd, ss, of, dh, sp and rp). The Yahoo rankings are used. On each turn, the manager will nominate the top remaining player for one of the nine positions. The manager will state the position and name of the player.

Notes:

- Managers can only choose a position that is not already filled he/she is able to place a player. For example, if the manager has 2nd base and DH filled, then the manager is not able to choose a 2nd base or DH. Having a DH allows managers to nominate any batting position. A manager may move any player to a different *eligible* position at any time in the draft.
 - The draftee only has a limited time to nominate a player (denoted by complaints from other managers that they are taking too long).
 - The manager who nominates the player does not have to bid on the player.
 - To speed things up during the later rounds (beginning in the 6th round), a manager nominates a specific player (it does not have to be the next ranked player on the list) and must bid \$1 for that player.
3. Any manager may call out their bid, always increasing by at least \$1. A final uninterrupted count of *going once, twice,, gone* determines the victorious manager.

Helpful Hints:

- Always be aware of your budget limit with respect to how many players remain for you to draft. You do want to end up spending almost all of your money (extra money is wasted money that you could have used to sign a better player), but you generally don't want to end up with no money and have to draft not so great players at the league minimum of \$1 (unless that is your strategy to get some awesome players to carry your team with some stiffs to fill the roster). Remember, every roster position counts.
 - It's fun to take other manager's to the limit so they overbid on a player, but watch out you don't end up with an overpriced player.
 - Rookies are great fun but don't speculate too much as many turn out to be busts the first year. But, you may want to watch out for the 2nd or 3rd year up and coming stars as they get over the first year, they start to show their true potential.
 - The lower price that you are able to draft a player for, the lower you'll be able to sign that player if you keep him for the next year.
4. Once the player has been drafted, his name, the team name and the draft price will be recorded. This process continues until all rosters have been filled.
 5. Everybody must be ready to fill their reserve roster players (draft order is reverse order of the previous year's standings and is ladder style, not serpentine).

Reserve Roster Draft

This part of the draft involves no bidding and allows managers to keep a reserve roster of players who can be exchanged with a player on the main roster when a main roster player gets hurt or just plain sucks. There are 7 reserve roster positions. All managers must be prepared on draft day to fill their reserve rosters after the main draft.

1. The previous year's worst manager selects any of the remaining players not on any manager's roster (but on the Yahoo list). Each player selected in the reserve roster draft will be assigned a salary of \$5. The draft order is the reverse order of the previous year's standings and is ladder style, not serpentine.
2. All managers continue picking players until all of their reserve roster spots have been filled.

Helpful Hint:

You can decide which positions you want to stock up on. Evenly balance your reserve roster or stock up on a particular position to corner the market on that position.

Points

Managers teams are ranked from first to last in each of 10 statistical categories (batting = runs, home runs, rbi's, stolen bases and on base percentage; pitching = quality starts (six innings and allows three earned runs or fewer), saves + holds, strikeouts, era and whip ((Walks + Hits) / Innings Pitched). Points are then awarded according to the order of finish in each category, and are totalled to determine an overall score and place.

For example, in a 12-team league, the team with the most home runs will receive 12 points, the team with the second most will receive 11 points, etc. In the case of a tie, each team involved receives an average of the total points due -- i.e., in the above example, if two teams were tied for first in homers, each would receive 11.5 points $[(12 + 11) / 2 = 11.5]$. Therefore, the maximum number of points that a team can earn is equal to the number of scoring categories within a league multiplied by the number of teams in the league. Similarly, the lowest number of points that a team can earn is equal to the number of scoring categories multiplied by one, which is the lowest score that can be achieved in any category. So, if you were playing in a league with 12 teams and 12 scoring categories, the lowest point total possible is 12 $[12 * 1 = 12]$ and the highest is 144 $[12 * 12 = 144]$.

Rankings within the individual scoring categories (HR, RBI, etc.) are based on the cumulative stats earned by all active players (on your main roster) during the season and not on any individual day or game.

Therefore, the overall ranking of your team will rise and fall depending on how it performs relative to the performance of other league members. So, the phenomenon of "losing points" can be explained as your rank falling in one or more of the statistical categories used in your league.

Note:

When bringing up a player from the reserve roster to the main roster, that player accumulates points for the time he is up on the main roster and the player he replaces stops gaining points when he is down on the reserve roster.

Managing Teams

Once your team is drafted, you can just sit back and hope for the best. But, it is much more fun, and useful, to modify your team to account for injuries or underperforming players. All changes to rosters are done daily.

Bringing Up Players from the Reserve Roster

You can make unlimited exchanges, daily, of any of your players from the reserve roster with a player from the main roster. The number of games per position on the roster will be limited to 162 games for batters and **1250 1500** innings pitched for pitchers. It is very important to note that with this option, once the maximum number of games is reached for a roster spot, points will no longer be accumulated for that roster spot. The 'Maximums Per Position' can be checked at the bottom of your team page in Yahoo (click on your team name from the League Overview page).

Note:

If a player is placed on the main roster at any point during the season, that player must be included on your main roster for next year's draft and he must be signed to a contract (remember that reserve roster players do not affect your budget limit when drafting for the next year).

Ensuring Lineups are Filled Daily

You must ensure that each position on your lineup is filled every day with an eligible player. An ineligible player is someone who has a DL or NL beside their name (hurt or not on a major league roster). Day-to-day injuries are eligible players. Of course, since I am not able to enforce this rule using the Yahoo software, an owner may miss a day or two not realizing a player is hurt.

The way this rule will work is that an owner will be reminded (by another owner) through the 'Messages' board that they do not have a complete lineup. If they do not correct their lineup within a few days, I (the commissioner) will go into their lineup and make the necessary changes using my own judgment of what's the best player to use.

Picking Up Players

Daily, you can pick up any free agent but you must drop a player from your main or reserve roster. You can pick up or drop by clicking on the Pick Up Player or Drop Player links located near the top of your Team Page. When you pick up a player, that player will be added to your reserve roster. It is then up to you to move him to a starting position on your roster.

Notes:

- Please note that you are not allowed to drop a player from your team if you have signed him to a contract beyond the current year (Yahoo does not prevent this, so it is up to each manager to not drop players under contract). If the player does not have a contract, or his contract is finished at the end of the year, then you can drop him any time during the season.
- If more than one manager claims the same player, the team that is highest on the Waiver Priority List is given the rights to the player. The priority list is initially set based on the reverse of the draft order. However, each time you add a waived player to your roster, you are pushed to the back of the list. This "rolling" list stays in effect for the entire season. To find the length of the waiver period in your league, check the League Settings page, which can be found via a link on your League Overview page. To find your current position in the waiver priority list, go to the Managers List via your League Overview page.
- When adding new players to your roster, please remember that the player is officially added to your roster for the following day. For example, if your league transaction history indicates that you have added a player on May 1, you will need to view your May 2 roster to view this player. Similarly, a player who is dropped from your roster will remain on your roster on the day he is dropped.
- Free agents not bid on in the main draft or signed to a contract are assigned a salary of \$5.
- You will be able to make as many roster changes as you wish during September.

Roster Notes

- You do not have to start a player at every roster position, but fantasy points and statistics will only be accumulated by those players on your starting roster. Yahoo will keep track of statistics for players on your reserve roster, but you will not receive any scoring that counts toward your team totals.
- Players are only eligible to play at the position(s) designated by Yahoo! Sports, and some players may be eligible at more than one spot.
- If you pick up a player, but later realize you did not want him on your team, you may immediately drop him. However, you can only claim and drop the same player two times every 24 hours.
- Any player is eligible to be placed on the DL as long as he is on the real-life disabled list. Once on the DL, a player may stay there for the entire season, even if he returns to real-life action. However, once a player comes off the real-life DL, you will not be able to complete any transactions until you remove him from your team's DL. You will, however, be able to make intra-roster moves (switching players between reserve to the main roster) regardless of a player's DL status.
- *All managers can set rosters for dates in the future by going to the proper day on their team page and making the needed changes. However, all future lineups will be lost if a current player is dropped or traded, or if a new player is added to the current roster. So, if on Monday, you submitted a roster for the upcoming Thursday, Friday and Saturday, but then go and pick up a player, your future lineup changes will all be lost even though they had been saved earlier.*

Trades

Trades are tricky things which can either enhance your team or sink it into the depths of despair. Don't be afraid to trade, it's fun.

A trade consists of one manager exchanging a player or players with another manager in the same league. To propose a trade, go to your team page and select Propose Trade, which allows you to select the team and player(s) you wish to trade. An email will be sent to the other manager offering your proposed trade. That manager can then go to his/her team page to view the proposal, accept it, decline it or make a counter offer. There must be consent from both managers for a trade to be completed. If no action is taken in 10 days, the offer will automatically be canceled.

- If your trade is rejected, you will receive an email notifying you of that result.
- If a counter offer is made, you will receive an email detailing the new proposal.

Once the trade has been accepted and the waiting period has finished, the trade will be processed (this can take up to 24 hours) and its results reflected on each team's roster and shown in the transaction log.

Notes:

- ~~• Dumping or Firesales will be allowed in this league but both owners must keep the players on your team for next year. This rule only is in effect between the All Star Break and the end of August
For example, a last place owner may have a star player that has a huge salary and is willing to trade that player to a second place team for a young player with a low salary that does not have great statistics. This may tip the balance in favour of the second place owner, allowing that team to win the league, but that owner pays the price by having to keep the high price player for the next year (even if the player is unsigned or his contract ends in the current year — if the player is signed to a 3 year contract, the manager must keep the player for two years).~~
- Players under contract beyond the current year will continue to have the same contract even when traded to another team. For example, (assuming the current year is 2005 and he was signed in 2005) if Carlos Delgado is under contract for three years with a salary of \$32, then a trade to another team will mean that manager must keep Delgado on their roster at \$32 for 2006 and 2007 (unless the player is traded to another manager, the player in real-life is traded out of the American league or the player in real-life does not appear in Yahoo at the beginning of the draft year).
- Please be sure to keep tabs on the trades that you have offered to other managers. So long as a trade is in the offered state, it can still be accepted. Therefore, there is a possibility that a trade is accepted after a player is injured, demoted, etc. Yahoo! Sports will not intervene in such events.
- At no time will any manager be allowed to have more than five pending trades per league.
- Note that the last day of trading is August 31.

Winners

The winners are the managers with the most points at the end of the season. The payout is as follows:

- First Place = 60% of the pot
- Second Place = 30% of the pot
- Third Place = 10% of the pot
- Last Place = Shame

Signing Players in the Off Season

One month before draft day, you will be required to sign all of the players you are keeping, ensuring that you have enough salary left (the budget limit for each team = \$260) for the remaining players on your team. When you sign a player for one year, the salary that you drafted them for does not change. You must add \$5 for each extra year you want to add to a player's salary (1 year = 0, 2 years = \$5, 3 years = \$10).

An Example

If you drafted Carlos Delgado for 22 points in 2004 and you would like to keep him for three years (2005, 2006 and 2007), the salary for Carlos would be \$32. Carlos would remain on your main roster (affecting your budget limit) team for 3 years at \$32, even if he got hurt. Only during the 2007 season would you be able to drop him from your roster.

Note:

The only way you can remove Carlos from the roster before the 3 years would be for him to be traded to another manager, traded out of the American league in real-life or he does not appear in Yahoo at the beginning of the draft year.

In addition, **you can keep 3 players on your reserve roster** (reserve roster players do not affect your budget limit when drafting for the next year and they all have a \$5 value when they are added to the main roster). Players eligible to be kept on the reserve roster are players picked up in the draft, or during the season, and have never been moved up to any main roster during the season to accumulate statistics (any at bat or innings pitched will be recorded by Yahoo and make that player ineligible to stay on the reserve roster). This means that if one manager placed a player on their main roster to accumulate statistic and then dropped that player, that player becomes ineligible to be on the reserve roster for all managers.

Note:
Players can only be kept on your reserve roster for 1 year, then they must be added to the main roster or released.

Commissioner

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