**NET MAJOR LEAGUE CONSTITUTION**

**Revised January, 2013**

1. League Structure:
   1. The Net Major League will consist of two leagues: The Net National (NNL) and The Net American League (NAL).
   2. The NNL has 12 teams that are divided into three (3) divisions of four (4) teams. The NAL has 10 teams divided into two (2) divisions of five (5) teams.
2. The Net National League:

2.1) The NNL will use only players that had stats and issued

Cards or are in the computer game while playing for an

MLB National league team(s)

2.2) The NNL will not use the DH.

1. The Net American League:

3.1) The NAL will use only players that had stats and issued

Cards or are in the computer game while playing for

an MLB American League team(s)

3.2) The NAL will use the DH.

1. Responablties of commissioner, league presidents, and league

members.

4.1) The commissioner is to oversee the following league

Functions: creating season schedule, maintain NML

website, recruit managers when needed, management of

Yahoo e-groups mail list, track MLB players movements,

apply changes to NML team rosters because of MLB trades

and free agent signings, determine the order for Free Agent

and Rookie drafts, maintain and update NML team rosters,

create the NML leagues in the game, post league files on the

website, announce any important information that is

needed by the NML, and make decision needed by the NML.

Determine league penalties for the NML.

4.2 The Commissioner may appoint a panel of fellow members to Help settle any dispute that may arise in the NML

4.3 The NML Commissioner reserves the right to create,

rescind, or change any rule based on the best interest of

the NML.

* 1. League Presidents will be appointed by the commissioner
  2. League Presidents oversee and help the commissioner on the following league functions or aspects:

4.5.1) Teams Rosters

4.5.2) Player over usage

4.5.3) Free Agent list and Free Agent draft

4.5.4) Spring Draft (Rookie)

4.5.5) Post Season

4.5.6) League trades

4.5.7) Maintain League website

4.5.8.) Help settle disputes

* 1. League Panel responsibilities

4.6.1) When a panel is called, it is the panel

responsibility to settle the dispute in

question.

4.6.2) The panel will be made up of the two

League Presidents and one league member.

* 1. Managers Responsibilities:

4.7.1) Buy the most current stat-0-matic and

maintain and install the most current

patch released by strat-0-matic.

4.7.2) To be fair, honest, and considerate of all of

League members.

4.7.3) Meet deadlines for sending in results, roster

cuts, trades, computer managers, participate

in drafts, and follow the league constitution.

4.7.4) To check their team roster for any errors in

Excel file, html, on website, and league files.

4.7.5) Make sure you install your opponent cmi

before each series.

4.7.6) Keep track of the players on their rosters MLB

Status.

4.7.7) Carefully monitor their players usage rates to

insure they do not lose players due to over

useage.

4.7.8) Send box scores and export files to their

opponents.

4.7.9) Make sure that the right lineup and starters

For his opponents are being used by “Hal”

1. TEAM ROSTERS:

5.1) From the completion of the Spring Draft and during the

season, the NML team roster size is 35 players. If teams go

over the 35 player limit due to trades, they must reduce

their roster (cut player(s)) at that time to meet the 35 player

roster limit. The released (cut) players will be put in the Free

Agent from after the season, if they have any stats in the

respective MLB league (NL or AL).

* 1. Player eligibility: Only MLB players that were issued cards by Strat-O-Matic or are represented in Strat-o-Matic computer game are eligible to be on an NML team. Exceptions: case #1 Player(s) who were on an NML team the previous year, but due to injury did not receive a card from Strat-O-Matic. In this case, a manager has the option of keeping the player on his roster. CASE #2 A manager receives a minor leaguer because of a MLB trade that sends one of his players to the other league (MLB NL to MLN AL and visa-versa.).
  2. From the season end (October 1st) to the Rookie draft there is no roster limit for NML teams to stimulate trading and to accommodate MLB trades to NML teams.
  3. Before the Rookie Draft each year, teams must make their cuts on the website by the date specified (Feb 1) by the commissioner. No cuts are allowed after this date unless there was an error by the commissioner. (see Rookie Draft cuts for how many players must be cut)
  4. In the NNL, only carded or computer game MLB National league players are eligible. In the NAL, only carded or computer game MLB American League players are eligible.
  5. During the season, NML team rosters are divided in two parts: A 25 man roster and a 10 man minor league roster.
  6. The 25 man rosters must have two players that can play each position. Example: 2 players on the roster must be able to play SS and of course one player can be used to cover more then one position. Juan Castro plays SS,3B, and 2B which allows him to be the 2nd man on all of these positions.
  7. There must be at least 4 starters on the 25 man roster and 5 starters if no pitcher is an \* starter. An \* starter can pitch every 4th game.
  8. Starting pitchers on the 25 man roster may be de-activated for a series as long as the manger has a starter schedule in his computer manager (A starter schedule is a must have). This will allow “Hal” not to use your starters as relievers.
  9. Roster can not be changed from series to series. The 25 man rosters are frozen for the purpose of Monthly (block) play.
  10. The last Month (or last 2 Blocks) of the season all players are eligible to play in games.
  11. Player or players who are traded in MLB to the other MLB league (MLB NL to MLB AL or MLB AL to MLB NL) or leaves one league for the other due to free agency, are lost by the NML team that has the player(s) on his roster even if that player comes back to the same MLB league in the same season of the following off season.

6.0 WAIVER RULE (CLAIMING PLAYERS FROM FREE AGENT LIST):

6.1) Managers may claim players off of the Free Agent list

during the season to help with the usage problems or

to get to the 35 man roster limit due to a trade.

* 1. Mangers may claim a player from the Free Agent list after the Rookie draft and before the season starts due to a trade that drops his roster below 35 players. Players claimed during the season or after the Rookie Draft will be placed in next years Rookie draft.
  2. Players released (cut) that were on a team roster or another NML team (same NML League) after the Rookie draft will be placed in the next Free Agent draft.
  3. Players Claimed after the Rookie draft and during the season will be placed in the next Rookie draft.
  4. Players Claimed will not be eligible for post season.
  5. \*\*\*This take affect in the 2012 season\*\*\*Managers can not claim players after the Rookie draft until after the first block or month of the season

7.0) TRADING PLAYERS

7.1) There is unlimited trading between November 1st -

August 31st of each year.

7.2) No inter-league trading is allowed. An NNL team can not

trade with an NAL team and visa versa.

7.3) Trades that are completed in a middle of a Month (or

Block) will take affect the next month or block. A April (

Block one) trade will go in affect in May (or Block two).

* 1. There may be times during the year (October or November) when the NML Commissioner may put trades on hold to square up the rosters and to determine players eligible for free agent draft.
  2. Managers may trade draft picks for the Free Agent draft.
  3. Managers may not trade their supplemental pick for the free agent draft until they know they have one coming.
  4. Managers can not trade or trade for a supplemental pick if they lost that pick.
  5. Rookie picks may be traded.
  6. No trades for PTBNL (players to be named later) are allowed

8.0) COMPENSATION: GAINING AND LOSING PLAYERS:

8.1) The only compensation for players lost due to MLB trades

is that, the NML team that has the player that was traded

on his roster will receive the player or players he was

traded for. EXAMPLE: MLB LA traded Kevin Brown to MLB New York Yankees. In compensation the NNL SD will get

Jeff Weaver and the NAL Detroit will get Kevin Brown due

the trade.

8.2) In cases where 2 or more NML teams are involved in a

MLB trade, the NML team with the worst record will get

the player involved. If two or more MLB players are in the

trade, the NML team with the worst record will be given

the first choice of players. EXAMPLE: Bartolo Colon

0wned by NNL Philly) and Jorge Nunez was traded by

MLB Montreal to MLB Chicago White Sox for Orlando

Hernandez (NAL Yankees), Rocky Biddle (NAL White Sox),

and Jeff Liefer (NAL Rangers). In this case, The NAL

Rangers with the worst record in 2003 chooses Bartolo

Colon. The NAL White Sox get Jorge Nunez, and the NAL

Yankees get no compensation.

8.3) To get any compensation for players traded to the other

league, the player(s) traded has to be on an NML roster at

the time of the trade and must stay on a NML roster at all

times. This means the player can not be cut, traded, or

lost due to overuse.

8.4) When a MLB player is traded to the other league or signs

as a free agent, the NML team that has that player on the

roster loses that player even if the MLB player is traded

or signs as a free agent back to the original MLB league

within a very short period.

8.5) If a NML team trades the player that was involved in the

MLB trade, he is also trading the rights to any player that

he may receive due to that trade. EXAMPLE: If NAL

Detroit trades Jeff Weaver he will also be trading Kevin

Brown.

8.6) There is no other compensation for players lost to the

other league due to MLB trades or as a free agent.

9.0) FREE AGENCY:

9.1) Players can become free agents in the following ways:

9.1.1) If a player is overused, used more then his

105% of Plate Appearance (PA)

9.1.2) A starter pitcher starts more games then he

started in the MLB. Even if the starter only

goes one start over his limit.

9.1.3) A relief pitcher or a split starter/reliever used

only as a reliever goes over the 105% IP usage

limits.

9.1.4) A player is overused in post season play.

9.1.5) Players are underused. (see play me or trade

me rule)

10) Player usage limits

10.1) Players only can play the positions that are stated or rated

by Strat-o-matic.

10.2) We do not use the play outfielders out of position rule.

10.3) Batters can only be used 105% of there Plate Appearance

(PA) AB + BB= PA. Batter has 285 AB + 15 BB = 300 PA

this batter can be used for 315 PA for the season.

10.5) Determining whether a batter has gone over his PA useage

for the season, will be based on the usage report in SOM

computer game.

10.6) Pitchers with Starter, Starter/relief or relief/starter on

his card or rated can start a game.

10.7) Starters can only start the number of starts that is stated

on his card: Example: Ben Sheets started 20 games in

2010 this means he can only start 20 games in the NAL

season

10.8) Pitchers who start a game must pitch at least 4 innings

before being removed unless he has allowed 4 or more

runs.

10.9) Pitchers that has relief, starter/relief, or relief/starter

stated (rated) on his card can relieve.

10.10) Pitchers that are used as relievers are limited to 105% of

their innings pitched (IP). Example: A pitcher that is

used in relief has 40 IP he can only be used for 42 IP in

the season. 40+2=42 IP = 105%

10.11) Starter/relief or relief/starter usage limits will be based

on how that pitcher is used. If that pitcher is used only

as a starter then his usage limit will be based on game

started (GS) and pitchers that are used in relief or

reliever and starter their usage limits will be based on IP.

10.12) Pitchers whose over usage is determined by IP will be

based on the usage report in the computer game.

10.13) Managers who do not overuse any players will gain a

supplemental pick in the free agent draft. This pick is

not tradable until it is determined that the manager has

a supplemental pick in the FA draft.

10.14) Players who are overused will be placed in the FA draft

and the teams supplemental pick in the FA draft will be

lost.

11 Play me or trade me rule

11.1 Players who have 500+ AB, 25+ GS, or 70+IP may become

free agents if they are not used at least 50% of their AB,GS,

or IP.

11.2 A batter with 500 AB must be used for 250 AB in the

season becomes a free agent. 250AB=50%

11.3 A Starter or starter/relief (who is used only as a starter)

and has 25 GS on his card must start 13 games in the

season or he becomes a free agent.

11.4 A pitcher that is starter/relief, relief/starter, or relief stated

on his card with 70 IP must pitch 35 IP in the season.

11.5 Managers have until November 21st of each year to trade

the disgruntled players before the players become free

agents.

11.6 Teams that lose a player to the Play me or trade me rule

can not draft that player in the FA draft.

12 League Drafts

12.1) Free Agent draft will be held in December of each year.

12.1.1) Players eligible for the Free Agent draft are players

that were overused, players cut during the season

(but were on a team roster after the Rookie Draft),

players coming over from the other league as a

free agent or in a MLB trade, and players that

demanded a trade due to the play me or trade

me rule.

12.1.2) Draft order is determined by how well a team

improved from the previous year. Example: Detroit

won 73 games in 2009 but won on 67 games in

2010 for a -6 improvement. The teams that

Improve the most will have the better draft slot.

12.1.3) The Free agent draft will have 5 rounds plus a

supplemental pick after the first round and

before the 2nd round.

12.1.4) After a manager picks in the 5th round the FA

draft is done for that manager.

12.1.5) No player needs to be cut for the FA draft.

12.2 Rookie Draft

12.2.1) All players that were not drafted in the FA draft,

players not on any NML team roster, rookie

players, and carded players will be in rookie

draft. This will include players that are

computer players only.

12.2.2) Draft lottery: each year the four (4) teams with

worst records from the previous season will be

placed in a lottery to determine the first four (4)

draft picks in the rookie draft. The team that

had the worst winning percentage will have four

pieces of paper with that teams name placed in

a hat, the team with the next worst winning

percentage will have 3 pieces of paper with the

teams name placed in a “hat”, the third worst

team will have 2 pieces paper and the forth

worst team will have one. This lottery will be for

the first round only. In the future, we may

conduct the Lottery from the web site.

12.2.3) Non-carded players will not be in the draft

except computer players will be in the draft.

12.2.4) Roster cuts for the Rookie draft is due Feb 1st

every year.

12.2.5) Managers may cut down to as many players

that they wish, but manager must take in

account any draft picks they traded away.

example: Detroit traded their #5 rookie pick to

Oakland this means the Detroit manager must

cut down to at least 30 players. You can not

trade what you do not have. If the Detroit

also traded away its 8th round pick then Detroit

will have cut down to at least 27 players.

13) SEASON PLAY

13.1) The NNL and NAL will play a 162 game season.

13.2) Managers play their away games.

13.3) The NML does not use injuries.

13.4) Net Play is not mandatory for regular season games, but

managers can net play if they can arrange a suitable time

with their opponent. Also, I would like for each manager

to net play at least one series in the season and eventually

for managers to play 10% of their season games by net

play. By net playing at least one series managers can find

out if they have any difficulties in net playing games and

be ready for post season play, if their fortunate enough

to make it into post season play. **When you net play**

**home field advantage option must be turned off.**

13.5) Net Play is mandatory for all post season play.

13.6) The NML now plays it games in block, each block will

vary in length. A complete schedule will be posted and

be sent out two weeks before the season starts in an

e-mail to the league.

13.7) Only games in the current block are to be played.

13.8) Each manager must create a computer manager (CMI)

For each block and post it on the web site by the date

In the schedule.

13.9) If the previous block CMI is ok to use for the next block,

Managers must still post the cmi on the web site by up-

dating the CMI name to match the block number.

managers are to name their cmi with the block # and

team name in the file name: Example: Detroit manager

creates his cmi for block one and names it Det\_Block1

and then post it on the web site for managers to down-

load the file.

13.10) Managers must have the following in their cmi for each

block (these are the minimum need for a cmi).

* Updated 25 man roster.
* Updated starter schedule for all games in the block\*
* Updated lineups vs. LHP and RHP

13.11) The 25 players must have at least 2 players that can

Play the same positions: Two players must be rated for

a position on the 25 man roster.

13.12) Teams must have 5 starters on the roster. Only Four

starters may be if they have an \* and a team schedule

enables all pitchers to have the proper rest between

starts.

13.13) The 5 or 4 starters may be inactive in the cmi to

prevent “hal” from using the starters as relievers when

you do not wish them to be used as relievers. If you use

this option then you team can not have more the 20 or

21 players (depending on how many starters you have)

Active on the roster.

13.14) Lineups in the updating lineups screen are defaults in

the following manner.

Lineup 1 = is vs LHP

Lineup 2 = is vs. RHP

Lineup 3 = is vs. reverse LHP

Lineup 4 = is vs. reverse RHP

Lineup 5 = an extra lineup slot.

13.15) Each manger must check that the correct lineup vs. a

certain pitcher(s) (vs. LHP: vs. RHP, etc.) is toggled

correctly in the game setup screen.

13.16) Any special instructions by managers must also be

followed.

13.17) Managers must make sure the “create export files”

box in the lower left corner is checked on the game

setup screen.

13.18) Managers must provide his opponent and

Commissioner with box scores (print files) of the

games.

13.19) Before playing each series, managers must give both

teams rest.

14.0) Reporting game results for each block.

14.1) Results and box scores of games for each block are to be

posted on the web site and sent to the Commissioner by

due date. The due date will be on the block schedule that

will be posted on the web site and sent to league

managers.

14.2) When managers are setting up the game, it is important

To make sure the “create export files” box is checked.

14.3) Export files should be placed in a zip file by themselves.

Export files when they are created by the game can be

found in the export folder in the Cdrombb folder. Each

game will have 2 export files. One file for the home team

and one file for the away team. So, if in one block a

manager plays 12 away games there will be 24 files for

the block.

14.4) Box scores must be saved. Box scores will be saved in the

Print folder that league. All box scores are to be posted

and sent to the your opponent and commissioner by the

due date. Box scores are to be placed in a zip file by

themselves as it makes it easier for the Commissioner to

handle and save.

14.5) Export zip files should be named for the block: Example

Detroit export zip for block 1 will be named

Det\_Block1\_exports If you send the export by series

Please, name them like this (for Detroit)

Det\_at\_Bos\_Block1 or you can use the date of the series

If playing a team twice in a block like this:

Det\_at\_Bos\_April18to20 or something similar so I can tell

what games they are from.

14.6) Box scores zip file can be named for an example

Det\_Block1\_Boxscores

14.7) The game will be set up to save the export files and

box scores automatically.

15.0) Game Settings

15.1) These are the game settings that the NML will use. These

are not to be change.

* Main rules: Maximum Level
* Stealing: Super advance
* Miscellaneous: Use Miscellaneous Rules
* Injuries: No not use injuries.
* Groundball A: Allow GBA on Pitchers Card.
* BP/Weather/clutch: Yes/yes/yes
* Closer: use closer rules
* Pitcher fatigue: Use SADV Fatique & pitch count.

Max Rules:

* Bunt for base hit
* Improve baserunning realism.
* Home field advantage.
* More baserunning decisions.
* Realistic throwing errors.
* Pitch around option.
* Robbing HR rule

Lineups and usage:

* Visiting Team lineup: Draft League mode no rest.
* Home Team Lineup: Draft League mode no rest.
* Schedule days off: Give Scheduled Days off.
* Minor Leagues: INELIGABLE
* Auto Swap: No Auto swap
* Overusage: Ignore overusage
* Use Super Hal Bullpen
* Use Super Hal Lineup subs

Game Preferences:

You may set the following how you want: Entry Mode

(this **can not** be set to manual Entry), results &

options, play by play level.

Computer Manager: Home team managed by

computer. (of course when you net play this is set to

human.) Also, when you net play home field

advantage is to be turned off.

16.0) Post Season

16.1) In the NNL the top 3 division winners and the next

team with the most wins, will advance to the

playoffs.

16.2) In the NAL the two division winners and the next 2

teams with the most wins will advance to the

Playoffs.

* 1. If teams are tied for first at the end of the season a one game playoff will be played by net play. The home team will be determined by best record versus the team they tied to. The tie breaking game will be considered a part of the season and all usage rules will carry over to the one game. Plus, the starting rotation is considered to be unbreaking. The starter must have enough days between starts to start the tie breaker game. The tie breaking game will be scheduled on the first day both teams have open.
  2. If the two top teams are tied at the end of the season, the top seeded team will be decided on record vs each other. If that is tied then it will be decided on best home record. If still tied then a coin flip will decide the number one seed.
  3. All play off series games will be best of seven games.
  4. Players overused in the playoffs will be lost and placed in the Free Agent Draft.
  5. Player Limitations in the playoffs

ALL SOM and League Rotation and rest rules will apply.

BATTERS

400 Plate Appearances (PA) or more = unlimited play in series.

300 to 399 PA = 18 PA in series

200 to 299 PA = 16 PA in series

150 to 199 PA = 14 PA in series

100 to 149 PA = 10 PA in series

0 to 99 PA = 0 PA in series

PITCHERS

STARTERS

30+ Starts = 3 starts in series

20 – 29 Starts = 2 starts in series

15 – 19 Starts = 1 start in series

14 or less starts = can not start in series

Relievers and relief/starters

70 + IP = Unlimited IP relief in series

60 – 69 IP = 10 IP in series

50 – 59 IP = 8 IP in series

40 – 49 IP = 7 IP in series

30 – 39 IP = 4 IP in series

0 – 29 IP = 0 IP in series