

# PARADISE CANYON LEAGUE

FOR STRAT-O-MATIC BASEBALL

## RULES AND BYLAWS

### TABLE OF CONTENTS

Section	Topic
1	The League
2	Rosters
3	The Salary Cap & Player Contracts
4	The Auction
5	The Games
6	Pitchers
7	Defense and Positioning
8	Batters/Hitting
9	Stealing /Advancing Runners
10	The Playoffs
11	The Computer Game

## 1.0 - The League

- 1.1 **Name.** This Strat-O-Matic baseball league shall be named The Paradise Canyon League (PCL).
- 1.2 **Purpose.** The Paradise Canyon League is an organization based upon the friendship of the individual team owners. There is to be no monetary compensation for team ownership, or for championships sponsored by this league.
- 1.3 **Annual Meeting.** Each year the commissioner shall call together the members of the PCL for an annual meeting. The primary business of the meeting shall be to conduct the annual auction (see Section 3) and attend to issues related to the rules and bylaws of the league. However, an equally important purpose of the meeting is to continue to foster the friendships that exist between the members of the league. For this reason, each member of the league has agreed that he will not end his membership in the league over any dispute without first attending the next convention in an effort to rectify his concerns. In an effort to encourage participation by geographically removed members of the league, participants in the annual meeting shall share the total transportation expenses equally, with lodging expenses being paid on an "equal cost per night stayed" basis.
- 1.4 **League Officers.** At its annual draft meeting, the league shall elect willing officers to the positions of Commissioner and Operations Director. Each officer shall hold his position for a period of one year, with no limitation on consecutive terms. The **Commissioner** shall create committees and appoint committee heads as appropriate to deal with league business, which may include statistical compilations and the organization of the annual meeting. Additionally, he shall preside over all official league business and decisions, some of which are called out in these Rules and Bylaws. The **Operations Director** and/or any designee shall oversee operational matters for the year, including salary cap issues, and schedules, rosters, series results, and standings.
- 1.5 **Rules.** At the annual meeting the commissioner shall call teams together for a review and discussion of the rules of the league. Rules can be added, deleted or changed at this time with a two-thirds majority vote of the member teams. Once the annual draft has been completed, the league will be considered started and rules may not be added, deleted or changed without a unanimous vote of the member teams.
- 1.6 **Change of Ownership.** No team may be bought or sold for monetary compensation. Any changes of ownership or additions of new teams or owners must be approved by unanimous consent of the member teams.
- 1.7 **Folding of a Franchise.** In the unanticipated and unfortunate event that one or more of the franchises that make up the PCL should be surrendered to the league by its owner, the following shall dictate the fate of that franchise: 1) if an owner (existing or new to the league) is approved as set forth in section 1.6 of these rules, that owner will take over the franchise; or 2) the franchise shall be disbanded, with all players that were the property of the franchise becoming eligible for the next auction (provided they meet the eligibility criteria).
- 1.8 **Protests.** All protests must be made to the office of the commissioner, or an acting alternate should the commissioner himself be involved in the protest. All protests, including the form of sanction if any, shall be settled by a majority vote of the commissioner and any two other owners not involved in the dispute, which other owners shall be selected by the commissioner. All rulings shall be considered final and not subject to appeal.
- 1.9 **Timely Review of Away Games.** Upon receipt of Game Export files from a home manager, the visiting manager has the right to promptly review the series to ensure that his instructions were followed (most specifically the starting rotation). Any objection to the

usage of players is to be filed with the commissioner within 10 days of the visiting manager's receipt of the files.

- 1.10 **Effect of Replayed Game.** Should a protest be upheld and a game is replayed, that game shall be treated as the last game of the relevant series. Box scores of the other games from the series shall be consulted to determine injuries, tired factors, etc. before the game is played.
- 1.11 **Continued Ownership.** Each owner shall have the right to retain any team he owned during the previous season on an ongoing basis, provided he completed his season's games.
- 1.12 **Teams.** The league shall be comprised of the following teams and owners, which membership shall be changed from time to time as set forth in Rule 1.6 above (with the intent to keep any owner who owns two teams in separate divisions):

**Owners:** Mike, Pat, Steve, Eric, Ken, Bob, Jim, and Gordon

<b><u>Teams/Divisions:</u></b>		
<u>Coastal Alto California</u>	<u>West</u>	<u>East</u>
Bay Area (MD)	Cabo (BO)	Augusta (GW)
Pebble Beach (BO)	Las Vegas (GW)	Chicago (JS)
Santa Barbara (EH)	Port Hueneme (EH)	St Louis (KH)
Southern Cal (KH)	Utah (SG)	Virginia Beach (MD)

## *2.0 - The Rosters*

- 2.1 **Ownership Rights to Players.** An owner shall have indefinite rights to a player who is named to a roster until such time as that player is waived, cut, or lost to free agency.
- 2.2 **Seniority and Free Agency.** Each member of a PCL active roster shall be signed to a contract term of 3 or 4 years (see the Minor League Players section below for exception). A player becomes a Free Agent after the final season of his contract.
- 2.3 **Number of Roster Players.** Beginning in 2023 each team shall be required to maintain a 26 player major league roster and will be allowed 0 to 4 minor league players as defined below (injured reserve players are part of the minor league roster).
- 2.4 **Eligibility.** Players eligible for this league must fall into one of the following categories and meet the Minimum Playing Time Criteria (see subsection 2.7): 1) players currently active with a Team or Interleague\* card from a "Feeder Team". Feeder Teams are the 15 National League teams plus the Mariners and Angels; 2) players currently active on non-Feeder Teams, that were named to a roster and initiated their activity in the PCL while on a Feeder Team; 3) Restricted Free Agents or Automatically Eligible Players, as defined in subsection 4.5 below. Any player without a Strat-O-Matic card or a hitter card with no position (a DH only) is deemed ineligible for the PCL unless he has been placed on injured reserve as defined later in this Section. \*An Interleague card shall be eligible if the player finished his season with a Feeder Team.
- 2.5 **Retired Players / No Name Cards - The "Z.Q Rule".** Due to licensing issues, SOM may not be allowed to use the names of players at times, so SOM prints the player's card with no name on it. Provided that a player's card can be clearly identified based on the statistics shown on the card, that card shall be eligible for use in PCL play (including auction eligibility).
- 2.6 **Roster Players With Two Or More Cards.** If a player receives an Interleague Card, such IL card shall be the only card for that player that is eligible for the league that year. Should an

existing roster player be awarded two cards for a season by Strat-O-Matic (one American League and one National League) but no Interleague card, the team owner shall elect to use the card of his choice and must declare that choice to the league in his instructions at the beginning of the season. The card not used shall be ineligible for use throughout the entirety of the season. If an auction-eligible player has two cards but no IL card, only the Feeder Team card will be eligible to be purchased at auction and for play in the PCL for that following year.

- 2.7 **Minimum Playing Time Criteria.** In order to be on a PCL active roster, a player must meet the following criteria: a) 100 at bats for a position player, b) 25 innings pitched for a pitcher who is eligible to relieve, and c) 50 innings pitched for a Starter-Only pitcher.
- 2.8 **Players With 2 or More Cards – Part II The “Brooks Kieschnick Rule”** A player that is issued both a pitching card and a hitting card by SOM shall be eligible for the auction, however, prior to the close of the waiver wire, the owner of the player must announce which card shall be on the roster. The owner of the player will own rights to any hitting or pitching card produced in future years, and could use the card of his choice in any future year (but never both cards in the same year).
- 2.9 **The “Ken McMullen Rule”.** No player may exceed his number of at bats or innings pitched, as designated on his Strat-O-Matic card, in a PCL season. Should a player be found to have exceeded his allowed number of AB's or IP's, the Commissioner may take disciplinary action including disqualification from the playoffs, a salary cap penalty, or other such penalties.
- 2.10 **The “Ken McMullen Rule” - Part 2.** In order to be eligible to start a game, a position player must have at least 150 at bats on his card (125 for a catcher to start a game). The only exception is for an injury replacement, where no other player is eligible to start at that position. No pitcher with less than 50 innings pitched can start a game (see section 10 for playoff eligibility).
- 2.11 **Ken McMullen Rule – Part 5.** A position player who is ineligible to start based on the Ken McMullen Rule Part 2 may not enter the game until at least one of the following has occurred: 1- a player has been injured, 2- the opposing starting pitcher has been removed, 3- Four full innings have been played, 4- he is pinch hitting for his own pitcher, or 5- he is pinch hitting for a batter that has already batted 3 times.
- 2.12 **Injured Reserve.** A player qualifies for Injured Reserve status if he 1) was on a PCL roster during the previous year, 2) is not in the last year of his contract, and 3) was not awarded a card for the current year or does not qualify for the Active Roster based on Minimum Playing Time Criteria. IR status must be designated at the cut date. A player on IR who is waived after the auction is effectively cut at the full price, which requires sufficient cap space for the current year payment.
- 2.13 **Minor League Players.** Each team may assign up to five players to its minor league roster prior to the close of the Waiver Wire, provided they meet the eligibility requirements set forth above (note that this changes to a maximum of four starting in 2023). Players placed into the Minor Leagues prior to the close of the waiver wire have no seniority assigned for the first year (he will have M as a graduation date). They will be assigned a graduation date when cuts are made for the following season. A minor league player, once the waiver wire has closed, may not be promoted to the active roster of any team during that season. A player designated to the Injured Reserve counts as one of the minor league spots.
- 2.14 a) **Minor League Limitations.** Once a player has been placed on an active roster, a demotion to the minors or IR does not suspend the advancement of his service time.

- 2.14 b) **Minor League Limitations.** A player who is eligible to start a PCL game, and whose contract price is \$15 or more may not be designated as M class. He may be placed in the minors, but must be assigned a contract expiration date as in rule 3.3 Player Contracts.
- 2.15 **Players By Position.** All teams must use an active 26 man roster which contains at least two players who can play at each position.
- 2.16 **Trades.** Trades are not allowed.
- 2.17 **Winter Waiver Wire (WWW).** During the time period after card values are released and the cut lists are due, the Commissioner shall convene a WWW process. During this process teams may choose to make one or more of their players available for the WWW. Once the list of players on the WWW is published, the teams will take turns selecting a player or passing. The order for this process shall be determined as follows: First) randomize all teams that have not made the playoffs in the last three years, Next) randomize all remaining teams that were not in the prior year championship series, Finally the championship series loser and lastly the champion. Each team has as long as 24 hours to select a player or pass (or be deemed to have passed), although it is hoped that the process will move much more quickly than that. A team that passes can select a player for up to 24 hours after the time they passed, at which point their pass becomes permanent. The process shall last for an unlimited number of rounds.
- 2.18 **Winter Waiver Wire Impact on Contract Values.** When a player is selected on the WWW, the purchasing owner shall have the player's contract reduced by 50% (rounded up as always). The contract expiration date shall remain unchanged except that a contract with only one year remaining may be increased by one year (such announcement to be made at the time of the WWW selection). The player moving will lose his RFA or AEP status. The team that released the player in the WWW process shall make a severance payment to the player equal to half of what the severance payment would have been under the contract had the player been cut (rounded up, but in all cases there will be a savings of at least \$1 from the cost to cut the player). Term Cut and Full Cut options will apply as contained elsewhere in the rules.
- 2.19 **Michael Pineda Rule.** A player who has had his contract reduced by 50% by the WWW process are subject to the following: a) may not be placed on IR status for the upcoming season, b) may be placed in the minors at full price but may not receive the 75% salary reimbursement, c) can be waived after the auction but any future payments will be based on the original contract value.
- 2.20 **Unselected Winter Waiver Wire Players.** Any player put up for the WWW that is not selected remains on their current team until the cut date, at which time the owner can cut the player per standard rules or force the player to accept a new salary level equal to the amount described in Rule 2.18. By forcing a 50% pay cut on the player, the team shall lose any Restricted Free Agent rights, and the player's contract expiration date may not be changed in this process.
- 2.21 **Richard Hidalgo Rule – Part 2.** No conspiracy. A player who is put on the WWW by one team may not be claimed off the WWW by another team of the same ownership. Further, any player claimed on the WWW that is subsequently cut during the same offseason will cost the new team the cut cost of the ORIGINAL contract.
- 2.22 **Too Good for WWW Rule.** Some players may be deemed to be too good to be in the WWW. Such players will be placed into the auction instead of the WWW (even if the card would otherwise be ineligible for the auction). The owner placing the player into the WWW process will receive the same treatment whether or not the player is deemed to be too good. To determine if a player is too good, they will be compared to the pre-cut available players list,

using the formulas that are used to create the top 60 list. Those that are too good would be position players that would be in the top three at their position and have at least 200 AB including DHs (OF will compare to top 3 CF or top 6 corner OF); RHSP with 90 IP in the top 10; LHSP with 90 IP in the top 4; RHRP with 40 IP in the top 16 and LHRP with 40 IP in the top 4.

### *3.0 – The Salary Cap & Player Contracts*

- 3.1 **Salary Cap.** Every team will receive a salary cap for each season of \$275 for a minimum of 26 and a maximum of 30 players. Teams must be within the cap at all times after cuts are announced, including during the auction, at the waiver wire, and at all times during the PCL season. In order to be within the salary cap, the sum of a team's committed salaries plus its open major league roster spots must not exceed the salary cap. A team may be over the cap during the off-season, but must be within the salary cap upon announcing its cuts. Other salary cap details include:
- (a) Salary cap dollars cannot be traded.
  - (b) Unspent salary cap dollars cannot be carried over to future years.
  - (c) The Operations Director or commissioner will appoint one or more league members to monitor the salary cap position of each team.
  - (d) The most money a team can bring into the auction is \$125.
- 3.2 **Roster Penalty Tax.** Upon completing cuts and establishing its pre-auction roster, each team that has less than 13 players shall be assessed a salary cap penalty. The penalty shall be \$3 for the first player, \$4 for the second player, and so on. [Example: 12 man roster, penalty is \$3; 10 man roster, penalty is \$12 - \$3+\$4+\$5].
- 3.3 **Player Contracts.** Prior to the closing of the waiver wire each team must assign its newly acquired players a contract term of three or four years or designate that player as a Minor Leaguer. Minor Leaguers will have M Class and will be assigned a contract of 1 to 3 years during the following year Cut Date Process. All player contracts held as of the close of the Post-Auction Waiver process are guaranteed for the remaining life of the contract at the assigned salary cap value.
- 3.4 **Release of Previously Rostered Players – On Cut Date.** Players that were on the prior year's major or minor league roster, and whose contract has not yet expired can be released from their contracts by paying a severance fee equal to 50% of the remaining value of the contract due (# years remaining times salary). The payment can be made in full in the year the player is cut, or over the remaining term of the contract. A player that has been cut but is being paid over time does NOT count against either the 26 man major league roster or the 30 man total roster. Announcement of these cuts must occur at the time designated by the commissioner for cuts, such cuts cannot occur after this date or during the auction.
- 3.5 **Release of Previously Rostered Players – At Waiver Wire.** Players that remained on the roster after the cut date, and that are cut during the Post-Auction Waiver process, have already earned their salary for the upcoming season. If a player has the upcoming year plus one future year on his contract when cut, the future year will be paid in that year. If a player has the upcoming year plus 2 or 3 future years the manager will determine whether the player will be a Fully Paid Cut or a Term Cut at the Cut Date during the following offseason.
- 3.6 **Deferred Salary Cap Charge.** A team that has no remaining salary cap is allowed to use \$1 of its next year's salary cap only if the roster review committee requires a player change.
- 3.7 **Cutting of M Class Players.** At the time that roster cuts are due, a player that was in the minor leagues and has a contract term of M may be cut with no charge to the salary cap.
- 3.8 **Release of Newly Acquired Players.** A player that was won at the current year's auction can be released during the waiver wire process, but the team remains responsible for 100% of

the player's auction value for the current year. The team would have no future commitment to the player.

- 3.9 **Release of No Card Players.** Players that are not eligible to remain on a major league roster may be cut from the team, with the team paying the player 50% of the remaining contract due (# years remaining times salary). The team has the same options for paying off the contract in a lump sum or over time as they have for any Previously Rostered Player.
- 3.10 **Retention of No Card Players.** Players that are not eligible to remain on a major league roster may be placed in the minors. The player's graduation date remains unchanged (the clock is ticking), and the player takes up one of the 5 minor league slots allocated to each team. For the year that the player has no card, the team will be charged for 25% of his salary cap total.

#### *4.0 - The Annual Auction*

- 4.1 **Date/Location.** The annual auction shall be held in March, prior to the beginning of the season, at a site and time selected by the commissioner.
- 4.2 **Players Eligible.** Only those players eligible, as set forth in the Section on Rosters above, shall be eligible for the auction. Hitters with no defensive position listed are not eligible for the auction.
- 4.3 **Number Selected /Cuts.** The number of open roster spots on the 30 man pre-auction roster shall be determined after player cuts are made, with such cuts being finalized on a date established by the commissioner. Each team must cut enough players to be within its Salary Cap as of the cut date.
- 4.4 **Prior rule deleted, renumber in the future.**
- 4.5 **Automatic Eligibility Players (Formerly RFAs).** Players that are signed to 3 or 4 year contracts, either immediately after the auction or upon promotion from the minors, will be designated as Automatically Eligible Players. A player shall retain the AEP status until graduation provided that they remain on the same team that drafted them at their original salary for the term of their service.
- 4.6 **Player Selection Format.** Player selection is a combination of auction and draft styles, as follows.
- a) The first 60 players will be auctioned off, in a predetermined order based on anticipated contract values. The composition of the Top 60 will approximate 32 to 37 pitchers (favoring rightys about 3:1 and light on lefty relievers) and 23 to 28 position players (2 to 4 per position).
  - b) After the Top 60 have been auctioned, we will switch to draft format. Draft order will be random and will be reestablished for each dollar level. We will draft players at each dollar level until no teams want to select a player at that price. We will proceed in the randomized order (no a snake order) for that dollar level, and the reset the random order for the next dollar level.
  - c) The first round of the draft will be for \$20 players. When it is a team's turn to draft, if there is a player that they want to purchase for \$20 they may do so, or they may pass.
  - d) The following rounds of the draft will be for \$16, \$12, \$10, \$8, \$6, \$4, \$3, \$2, and \$1.
  - e) From the time a team goes on the clock, they will have 60 seconds to select a player. Failure to make a pick in 60 seconds does NOT forfeit the pick, but the team that has the next choice may pick during any time after the 60 seconds has elapsed. When any pick is made, the clock stops for administrative duties, and restarts when the commissioner or

his designee so states. It is possible to have 3 or more teams all on the clock if the selection process has slowed.

- f) There will be a meaningful break after the Top 60 for roster evaluation prior to the draft rounds. There will be other breaks at the end of rounds as agreed upon (as per usual).
  - g) Player acquisition shall continue until each team has 30 players on its roster or has exhausted salary cap dollars.
- 4.7 **Minimum Contracts.** Upon completion of the player selection process, each player will be assigned either a contract of either 3 or 4 years. The only exception is that prior to the beginning of the auction, some players may be designated as "1 year only" players by the commissioner. These players will typically be those that are not anticipated to produce future SOM cards.
- 4.8 **Minimum Bids / Increments / Rounding of Salaries.** The minimum opening bid shall be \$1, and all bids shall be in whole numbers. The salary that results from any formula that is applied (such as multiplying by 25% to calculate the cost of a cut player) that results in a fractional amount shall be rounded upward to the nearest whole number (e.g. \$4.25 becomes \$5).
- 4.9 **Invalid Bids.** Any bid that, if successful in winning the player, would meet any of the following criteria, shall be invalid; a) the bid puts the team over its salary cap, b) the bid leaves the team with fewer dollars available under the salary cap than it has open positions on the major league roster, c) would put the team over 30 players.
- 4.10 **Bidding on Passed Players.** Upon completion of bidding on a player, any team can open the bidding on any player that was previously announced for auction but for whom no opening bid was made.
- 4.11 **PCL Roster Committee.** At a time to be specified by the Commissioner, which must be after the end of the Auction but prior to the closing of the Waiver Wire, each team's roster shall be reviewed by the PCL Roster Committee. Such committee shall be named by the commissioner. The committee shall objectively and subjectively examine each PCL roster to determine compliance with PCL rules, including but not limited to a) having two players rated for each position, b) having enough starting pitchers and innings by starters, c) having enough innings in the bullpen, d) having enough at bats at each position, and e) ensuring that there are no ineligible players on the roster. Additionally, the Operations Director or his designee shall review the roster to determine compliance with the salary cap. The committee shall make recommendations as to roster make-up, player usage, Visiting Manager Instructions, and any other usage matters it deems appropriate. An owner who disagrees with the recommendations of the committee can appeal to the commissioner, or to the group at large.
- 4.12 **Waivers.** At the conclusion of the annual auction, teams are allowed to select any remaining eligible player, by virtue of the owner's declaration of such waiver selection. The salary cap charge for a player claimed on waivers will be \$1. If the claiming of the player would put the team over 30 players or over the salary cap, the owner must immediately announce the waiver of one or more existing roster players. Proceeding in priority order, each team shall either announce a waiver move or pass in rapid succession. This process shall continue for one to two rounds, and may be extended if teams are prepared to announce additional waiver moves. Upon conclusion of these waiver rounds, additional waiver moves may be made (first in time, first in right) until the closing of the Waiver Wire, which time shall be announced by the commissioner. Once the Waiver Wire has closed, the teams are no longer allowed to make roster changes (either through acquisition of waiver players or through promotion of a minor league player) for the remainder of the season.



- 4.13 **The “Richard Hidalgo” Rule.** A waived player is not eligible until the following year’s auction.

### *5.0 - The Games*

- 5.1 **Designated Hitter.** Beginning in 2023 we will begrudgingly use the designated hitter since MLB left us no choice.
- 5.2 **The Season.** The season shall consist of 90 games.
- 5.3 **Current Format.** Each team shall play 3 home and 3 away games with every team in the league, and an additional 4 home and 4 away games with each team in its own division.
- 5.4 **Same Owner Series.** Series to be played between teams having the same owner shall be played at the beginning of the season.
- 5.5 **Instructions.** Each team's owner will play all of its home games and mail instructions governing the play of his team while on the road. Changes to instructions once they have been published should be minimized, and should have an emphasis on correcting over-usage. While not changed in other parts of the rules, for 2016 only the league will experiment with having all games played by the Visiting Manager. After playing this way for a year we will vote on whether to adopt this permanently, however, a tie vote would cause us to revert to the old system of home managers playing the games.
- 5.6 **Mailing Deadline.** All instructions must be mailed on or before April 15th or the home team's manager may play against such team without any limiting conditions.
- 5.7 **Use of Instructions.** The home team's decisions for the visiting team shall be bound primarily by such instructions, and secondarily, by an objective good faith effort to present such visiting team's abilities in its best light. In the case of conflict between the two, the instructions shall take precedent.
- 5.8 **Keeping Score.** The home team's manager shall be responsible for sending to the league operations director and the visiting manager the Game Export Files for each game played. Upon completion of each game, the home manager is to save the box score and play by play files (at least). Games which need to be recreated on the computer (e.g. played with dice and cards), are to be recreated by the home manager.
- 5.9 **Injuries.** No player shall be injured for a period longer than the last game of the series in which he was injured.
- 5.10 **Completion of the Season.** All regular season games must be completed by a date which is to be established by the commissioner and communicated to the owners during or prior to the annual convention. Failure to complete the home season by this date shall subject a team to the following penalties: 1) the team shall not be eligible to participate in the playoffs; and 2) the team may be subjected to a salary cap penalty.
- 5.11 **Orderly Progression of the Season.** In order for managers to enjoy a realistic progression of games being played from the spring throughout the summer and to increase the likelihood of compliance with the rule governing Completion of the Season, the commissioner will publish a schedule indicating how many home games each team is to play by specific due dates. Once these due dates have past, and the manager’s games have not been played, a final warning with a final due date will be assigned. If this final due date passes without the games in question being played, a surrogate manager will be appointed to play these games. Any owner who believes that he may be unable to keep current with this requirement should consult the commissioner as soon as possible. While the delinquent manager may

recommend to the commissioner a surrogate manager to play his games, this decision as to who plays these games rests solely with the commissioner. Every effort will be made by the commissioner to appoint a surrogate manager who does not have a conflict of interest regarding the games in question.

- 5.12 **Manager's Best Effort to Win.** The manager is expected to make every effort to maximize his team's win total for the season, even if his general manager has obtained and signed players with an eye toward the future. This best effort to win should be evident in the team's instructions, as well as in game management situations. Failure to make such effort could result in a salary cap penalty, at the Commissioner's discretion.
- 5.13 **Strat-O-Matic Rules.** Strat-O-Matic rules shall apply except as set forth in the following sections. An effort has been made to match PCL rules to SOM rules as closely as possible, in order to allow use of the SOM computer game (see section 9). Any changes that SOM makes to the game that cannot be modified with computer options are automatically adopted by the PCL. Any changes to Player Cards that are announced after the Annual Player Auction shall NOT be accepted for play during that season.
- 5.14 **15 Innings in Enough.** A PCL game that remains tied after the 15<sup>th</sup> inning shall be deemed to have been a bad dream. The game will be restarted as if it had never happened. The same lineups and starting pitchers are to be used in the replay. This rule does not apply to playoff games. <Note: the game should not be saved, use File/Close/Discard from the game menu>

## *6.0 - Pitchers*

- 6.1 **Starts.** No pitcher may start more than 20 games in a given year.
- 6.2 **Required Rest.** A minimum 5 man rotation must be used. No pitcher may start more than 1 game per 3 or 4 game series.
- 6.3 **Eleven is Enough.** Regardless of his endurance factor inning, a starter shall pitch no more than 11 innings.
- 6.4 **Two Batters is Not Enough - Joe Saunders Rule.** A starting pitcher may not be removed from the game until one of the following events occurs: a) he has pitched at least 4 innings; b) he has given up 4 or more runs; c) he has given up 3 or more runs and it is the 3<sup>rd</sup> inning or later; or d) he is tired. The only exception is that he may be pinch hit for after pitching three innings regardless of how many runs he has allowed. See playoff rules for a modified version of this rule for the playoffs.
- 6.5 **Endurance Rating for a Starter.**
- a) A pitcher with a Starting Endurance rating of less than 4 may not start a game. If such pitcher is a Starter Only, he shall be assigned a Reliever rating equal to the Starter Rating on the card.
  - b) All Starting Pitcher endurance ratings of 4 or more shall be increased by one from what SOM has published.
- 6.6 **The Closer Rule.** The PCL does not use the closer rule. See the subsection entitled One-Inning Relievers for a related issue.
- 6.7 **Maximum Innings For a Reliever.** A relief pitcher shall pitch no more than two innings beyond his endurance factor in any game. For a series, a relief pitcher may pitch the number of innings that result from the following calculation: Endurance factor + number of games in the series [ a 3 inning reliever in a 4 game series could pitch  $3 + 4 = 7$  innings]. During the Playoffs, each 7 game series shall be treated as one series, meaning that a 3 inning reliever shall be limited to 10 innings for the series [  $3 + 7 = 10$  ].

- 6.8 **Minimum Batters for Relievers.** Starting with the 2021 season, a relief pitcher may not be removed from the game until he has faced at least three batters or ended the half inning.
- 6.9 **Consecutive Games For a Reliever.** A relief pitcher may not pitch in three consecutive games in the same series. [see *Emergency Use of Ineligible Pitchers* for exception]
- 6.10 **One-Inning Relievers.** In order to compensate strong closers for the fact that the PCL has not adopted Closer Rules, a 1 inning reliever with a closer rating of 4 outs or more is treated as a 2 inning reliever. Additionally, a 1 inning reliever that has 60 or more innings pitched on his card is to be treated as a 2 inning reliever.
- 6.11 **The "Ismael Valdes Rule".** A pitcher who starts more than 12 games in the PCL shall be considered a Starter Only, and cannot relieve during the PCL season [see *Emergency Use of Ineligible Pitchers* for exception].
- 6.12 **Starting and Relieving in the Same Series.** Pitchers that are designated as both Starters and Relievers by their SOM cards may not serve in both capacities during the same series. [see *Emergency Use of Ineligible Pitchers* for exception]
- 6.13 **Starters as Relievers.** No starter may pitch in a relief role and vice versa unless his card designates him as such [see *Emergency Use of Ineligible Pitchers* for exception]. However, after all relievers have been used in a game, a starting pitcher may be used in relief. In such a case, the next pitcher to relieve must be a starter not scheduled for the series or the starter for the next game in the series if all unscheduled starters have been used.
- 6.14 **Emergency Use of Ineligible Pitchers.** There are three classes of pitchers that are ineligible to pitch in a game unless an emergency situation exists. These classes are identified in subsections 6.7, 6.11, and 6.12. In an extended game, after all eligible relievers have been used, ineligible pitchers are to be used in the following order: 1) Pitchers with Starter only status who have not pitched in the series; 2) Pitchers with Starter only status who have not pitched in the most recent two games of the series; 3) Reliever who has pitched in the last two games of the existing series.

This rule does not allow a reliever to exceed his limit on maximum innings per series. A manager shall not manage his team in a fashion as to intentionally gain advantage by the use of these otherwise ineligible pitchers. This would preclude taking the last eligible pitcher that had innings available to pitch out of the game, unless there was an offensive advantage to be obtained that justifies the removal of the pitcher.

- 6.15 **Endurance Factor For Starters Who Relieve.** A starting pitcher who relieves in an emergency situation is subject to the endurance treatment that is assigned by the computer game. His endurance factor for the game in which he relieves and any subsequent starts in that series are not to be manually adjusted.

### *7.0 - Defensive Players - Positioning*

- 7.1 **Catcher Blocking the Plate.** The PCL has adopted the blocking the plate rule.
- 7.2 **WP/PB/Balk Rules.** The PCL has adopted these rules.
- 7.3 **Maximum E-Ratings.** Maximum E Ratings have been adopted by the PCL.
- 7.4 **Maximum Range Ratings.** Maximum Range Ratings have been adopted by the PCL for all position players, including pitchers.

- 7.5 **Pitchers.** A position player may not pitch and a pitcher may not play a fielding position, except that he may pinch hit and pinch run.
- 7.6 **Other Positions.** At all other positions, a player may play out of position only in the eighth inning or later or where necessitated by injury (and only where no other player with the position is available). Such player shall be a "5" fielder and he shall have the maximum "e" rating for that position. Additionally, a player at catcher or outfield shall have a +5 arm (and catchers shall have a T-rating of 1-20). *Note: See Rule 10.3 "Geovany Soto Rule" for playoff application.*
- 7.7 **LF-5 At Other OF Positions.** SOM allows 5 rated left fielders to play RF or CF as a 5 rated fielder. As long as SOM allows this the PCL will accept the SOM ratings for these players.

### *8.0 - Batters and Hitting*

- 8.1 **Ballpark Effects.** Each team shall designate the numbers to apply to ballpark effect singles and homeruns in their home ballparks. Prior to the annual draft, a team may change the dimensions, not to exceed a change of +3 or -5. After the annual draft, but prior to starting the season, each team may again change its dimensions, provided that the change is no more than +/- 1 and that the change is a movement back toward the prior year's dimensions. The differential between Left and Right (for both singles and homers) must not exceed 8.
- 8.2 **Balks/Wild Pitches/Passed Balls.** The super advanced chart rules relating to balks, wild pitches, and passed balls shall be used.
- 8.3 **Weather Effects.** Weather Effects shall not be used for PCL play.
- 8.4 **Limitation on use of Intentional Walks.** Intentional walks cannot be issued prior to the 8<sup>th</sup> inning under the following circumstances: 1) with the bases empty, 2) any time first base is occupied. In the 8<sup>th</sup> inning or later you may walk a hitter under any circumstances.

### *9.0 - Stealing/Advancement of Runners*

- 9.1 **Good Leads.** The SOM Super Advanced Stealing system is in use by the PCL.
- 9.2 **The Hitter During a Steal Attempt.** Once an attempt to roll for a good lead is undertaken the batter may not be taken out for a pinch hitter.
- 9.3 **Conceding the Stolen Base.** At any time a defensive manager may elect not to contest a stolen base attempt, and thereby avoid the risk of the catcher making a throwing error.
- 9.4 **Trailing Runner.** The SOM rules regarding sending trailing runners, throwing to the cutoff man, and cutting off a throw for the lead runner are in effect.

### *10.0 – The Playoffs*

- 10.1 **The "Ken McMullen Rule" - Part 3.** No batter with less than 150 at bats (125 for a Catcher) or 80 innings pitched, as referenced on his card, will be eligible to start a post-season game.
- 10.2 **The "Dave Doster Rule" or Ken McMullen Rule Part 4.** In any playoff series, each player is limited to 15% of the AB or IP that appear on his card, rounded to the nearest AB or IP.
- 10.3 **The "Geovany Soto Rule": Position Players out of Position During Playoffs.** During the playoffs, rule 7.7 is modified to read "after the eighth inning" instead of "in the eighth inning or later".
- 10.5 **Playoff Seeds and Format.** The three division winners will be seeded #1, #2, and #3 for the playoffs (in order of their respective records), and the teams with the next two best records

will be wild card entrants into the playoffs, seeded #4, and #5. Seed #4 will host seed #5 in the first round of the playoffs. The second round will see the #1 seed hosting the winner of the #4 vs #5 series, with #2 hosting #3. Finally, the Championship series will pit the two remaining teams. Each series consists of a best of seven games format. In any playoff series, the team with the higher seed shall be the home team for games 1, 2, 6 and 7.

- 10.6 **Tie-Breakers for Playoff Seeding.** In the event that one or more playoff teams are tied for a playoff position, the following tie-breakers will be used to establish which seed is assigned to each team: 1) Head to head competition, 2) If teams are within the same division, division record, 3) Coin toss. In the event of a tie between three or more teams, the same tie-breakers shall apply. If a certain tie-breaker eliminates (either through victory or defeat) a team from the tie, but two or more teams remain tied, the tie-breaker procedure continues on to the next level rather than reverting to the first tie-breaker for the smaller group of teams.
- 10.7 **Tie-Breakers for Qualifying for Playoffs.** In the event that there is a tie in the end of season standings whereby one or more of the tied teams will qualify for the playoffs, and one or more of the tied teams will not qualify, the following playoff procedures will be used. Starting pitching rotation for playoff games shall be a two pitcher minimum format, with all other injuries and fatigue reset after each game. Play-in games shall be played using playoff rules, and all play-in games shall be considered one playoff series for the purpose of calculating usage limitations. Home teams for play-in games shall be determined as shown in brackets below:
- 2 teams for 1 spot - Playoff game <head to head regular season, else coin flip>
  - 3 teams for 1 or 2 spots - Round robin tournament, if split 1-1, run differential tiebreaker <coin flips, ensuring 1 home and 1 road game for each team>
  - 4 teams for x spots - Single elimination playoff tournament, random draw for opponents. <after draw, use head to head then coin flips for home team, "finals" home team by head to head then coin flip.>
  - 5 or more teams for x spots - Single elimination playoff tournament, random draw for byes and opponents <same as 4 teams above>.
- 10.8 **Injuries (rule 5.10).** All injured players shall return to health during the next travel day in the playoff series. The most games a player could miss due to a single injury would be the remainder of game 3, plus all of games 4 and 5 before the travel day would heal his wounds.
- 10.9 **Required Rest - Playoffs.** Starting pitchers that have an asterisk endurance rating may start in the playoffs after two games of rest, while starting pitchers without an asterisk must rest for three games between starts. A pitcher that has relieved in a playoff game must rest at least three games (two games if an asterisk) before starting a game in the same seven game playoff series. A pitcher that has started a game must rest three games (two games if he has an asterisk) before he can relieve in the series. All pitchers are considered fully rested at the beginning of any seven game playoff series.
- 10.10 **Maximum Innings For a Reliever (rule 6.5).** During the Playoffs, each 7 game series shall be treated as one series, meaning that a 3 inning reliever shall be limited to 10 innings for the series [ 3 + 7 = 10 ]. This maximum is reduced, if applicable, by the Dave Doster Rule (10.2) to arrive at a maximum number of innings for a reliever in a series. In the event that one or more games in the series lasts longer than 14 innings, all relievers used in those games will be allowed 1 extra inning for the series for each game he pitched in that goes beyond 14 innings.
- 10.11 **Starters as Relievers - Playoffs.** During the playoffs, all pitchers that are rated as starter only are to have Reliever/3 or Reliever/4 added to their rating as follows; pitchers with less than 150 innings on the card will be Rel/3 while pitchers with 150 innings or more will be Rel/4.

- 10.12 **Two Batters is Not Enough - Joe Saunders Playoff Rule.** Beginning with the 2015 playoffs, a Starting Pitcher may not be removed from the game until one of the following events occurs: a) he has pitched at least 3 innings; or b) he has given up 2 or more runs.
- 10.13 **Marathon Playoff Games and Pitcher Usage.** The 15 Innings is Enough rule is not in effect in the playoffs. However, in a very long game, if both managers feel that the series is at risk of becoming a farce based on the long game, they may elect to wash out the game. Pitcher usage in extreme games should first be to use all pitchers that are eligible to pitch in the game (realizing that if you are past 14 innings you have an extension on the number of innings per series available). Starters that have pitched recently (not yet eligible to start a game) should be used based on who is closest to being ready to start, and the die rolls must be monitored to catch Tired "dot" rolls since the game may not know the starter is tired. Finally, starting pitchers who are scheduled to start before the next break in the series should be the last to be used and the scheduled starter for the following day may not be used. (note, the game may consider them to be tired when they make their next start, an outcome that should not be reversed). All pitchers, including starting pitchers (subject to Rule 10.9) will be reset at the next break in the series.
- 10.14 **Completion of Playoffs.** While the league encourages head to head play during the playoffs, it is also important for the participating teams to push to get the games played as quickly as is practical in order to get the season completed and allow for the beginning of off-season activities.

### *11.0 - The Computer Game*

- 11.1 **Computer Game Adopted.** The SOM CDROM version of the computer game has been adopted by the PCL. The Commissioner shall be responsible to ensure that guidance is distributed to all owners each year as to the settings for the computer game.
- 11.2 **Maximum Rules.** The only one of the Maximum Rules that is used by the PCL is the Robbing the HR Rule.
- 11.3 **SOM Regulator.** The SOM Regulator shall not be used by the PCL.
- 11.4 **Fielding Ratings/Endurance Factors.** Each manager is responsible to ensure that the SOM computer ratings correspond with the SOM card ratings. In the event of any discrepancy, the card ratings will be adopted as official. The manager must instruct other managers to change any incorrect ratings as part of his instructions. These instructions shall be specific (i.e. "change Tinkers' from ss4e48 to ss4e28", not "check Tinkers' ss rating"), and cover fielding ratings and endurance factors (a 1 inning reliever that needs to be a 2 inning reliever).
- 11.5 **Game Export Files and Box Score & Play by Play Files.** These files are to be sent to the visiting manager consistent with subsection 5.12 of these rules. These files are to be sent as quickly as is reasonably possible after completion of the series.

## ***RULE CHANGES FOR 2022***

Keep 3 batter minimum for relievers (current rule 6.8). Unchanged.
M Class reinstated but changed such that the maximum contract signed is 3 years not 4.
Make permanent the procedure that all starting pitchers shall have their starting endurance factor increased by 1. See below rule 6.5 b)
No seniors on IR. See below rule 2.12 item 2)
Approve use of DH and 26 man roster starting in 2023. DH only card cannot play in the field. These are respectively rules 5.1 and 2.3, 2.15, 3.1, 3.4.
WWW selection order. Teams out of playoffs last 3 years randomized in first group. WS winner last, WS loser penultimate, all other teams randomized. Rule 2.17.
Some players put on WWW will be removed to the auction instead. The owner losing the player will not be impacted. Players that are too good to be in WWW will be determined by comparing to the list of pre-cut available players. RH SP, 90 IP, 10 <sup>th</sup> best among. LHSP, 90 IP, 5 <sup>th</sup> best. RHRP, 40 IP, 16 <sup>th</sup> best, LHRP, 40 IP top 5. Best 3 players at each position with at least 200 AB. New rule 2.22
Change to IR rule 2.12. Sixto rule. IR player can be waived after auction but only if sufficient cap space to effectively cut the player (no IR benefit).
Add to 2.19 Pineda rule. Player who had contract reduced by owner as result of WWW at cut date can be waived after the auction but any future payments are based on the original contract.
Discussed various rule changes to "roll back" changes from last year. All were not changed at this time. Max \$ of \$125, 3 year minimum contracts, change WWW lost player cost from 50% of cut cost to 25% of cut cost.

Reinstated references to **M Class** players in 2.2, 2.13, 2.14b, 3.7. Each adjusted as necessary for a 3 year max contract after the M Class year.

- 2.2 **Seniority and Free Agency.** Each member of a PCL active roster shall be signed to a contract term of ~~1 to 3~~ 3 or 4 years (see the Minor League Players section below for exception). A player becomes a Free Agent after the final season of his contract.
- 2.12 **Injured Reserve.** A player qualifies for Injured Reserve status if he 1) was on a PCL roster during the previous year, 2) is not in the last year of his contract, and 3) was not awarded a card for the current year or does not qualify for the Active Roster based on Minimum Playing Time Criteria. IR status must designated at the cut date. A player on IR who is waived after the auction is effectively cut at the full price, which requires sufficient cap space for the current year payment.
- 2.13 **Minor League Players.** Each team may assign up to five players to its minor league roster prior to the close of the Waiver Wire, provided they meet the eligibility requirements set forth above (note that this changes to a maximum of four starting in 2023). Players placed into the Minor Leagues prior to the close of the waiver wire have no seniority assigned for the first year (he will have M as a graduation date). They will be assigned a graduation date when cuts are made for the following season. A minor league player, once the waiver wire has closed, may not be promoted to the active roster of any team during that season. A player designated to the Injured Reserve counts as one of the minor league spots.
- 2.14 b) **Minor League Limitations.** A player who is eligible to start a PCL game, and whose contract price is \$15 or more may not be designated as M class. He may be placed in the minors, but must be assigned a contract expiration date as in rule 3.3 Player Contracts.
- 2.17 **Winter Waiver Wire (WWW).** During the time period after card values are released and the cut lists are due, the Commissioner shall convene a WWW process. During this process teams may choose to make one or more of their players available for the WWW. Once the list of players on the WWW is published, the teams will take turns selecting a player or passing. The order for this process shall be determined as follows: First) randomize all teams that have not made the playoffs in the last three years, Next) randomize all remaining

~~teams that were not in the prior year championship series. Finally the championship series loser and lastly the champion, by unweighted lotteries, as follows: The worst 4 records (and ties if applicable) shall be in the first lottery pool, the remaining non-playoff teams in the second pool, and the playoff teams in the final pool). Each team has as long as 24 hours to select a player or pass (or be deemed to have passed), although it is hoped that the process will move much more quickly than that. A team that passes can select a player for up to 24 hours after the time they passed, at which point their pass becomes permanent. The process shall last for an unlimited number of rounds.~~

- 2.19 **Michael Pineda Rule.** A player who has had his contract reduced by 50% by the WWW process are subject to the following: a) may not be placed on IR status for the upcoming season, b) may be placed in the minors at full price but may not receive the 75% salary reimbursement, c) can be waived after the auction but any future payments will be based on the original contract value.
- 2.22N **Too Good for WWW Rule.** Some players may be deemed to be too good to be in the WWW. Such players will be placed into the auction instead of the WWW (even if the card would otherwise be ineligible for the auction). The owner placing the player into the WWW process will receive the same treatment whether or not the player is deemed to be too good. To determine if a player is too good, they will be compared to the pre-cut available players list, using the formulas that are used to create the top 60 list. Those that are too good would be position players that would be in the top three at their position and have at least 200 AB including DHs (OF will compare to top 3 CF or top 6 corner OF); RHSP with 90 IP in the top 10; LHSP with 90 IP in the top 4; RHRP with 40 IP in the top 16 and LHRP with 40 IP in the top 4.
- 3.3 **Player Contracts.** Prior to the closing of the waiver wire each team must assign its newly acquired players a contract term of three or four years or designate that player as a Minor Leaguer. Minor Leaguers will have M Class and will be assigned a contract of 1 to 3 years during the following year Cut Date Process. All player contracts held as of the close of the Post-Auction Waiver process are guaranteed for the remaining life of the contract at the assigned salary cap value.
- 3.7 **Cutting of M Class Players.** At the time that roster cuts are due, a player that was in the minor leagues and has a contract term of M may be cut with no charge to the salary cap.

Restated, a) is unchanged, b) is a new rule.

- 6.5 **Minimum Endurance Rating for a Starter.**
- c) A pitcher with a Starting Endurance rating of less than 4 may not start a game. If such pitcher is a Starter Only, he shall be assigned a Reliever rating equal to the Starter Rating on the card.
  - d) All Starting Pitcher endurance ratings of 4 or more shall be increased by one from what SOM has published.
- 2.12 **Injured Reserve.** A player qualifies for Injured Reserve status if he 1) was on a PCL roster during the previous year, 2) is not in the last year of his contract, and 3) was not awarded a card for the current year or does not qualify for the Active Roster based on Minimum Playing Time Criteria. IR players must be placed in the minors prior to the close of the Waiver Wire.
- ~~4.4 **Priority Order.** Priority order is used during the waiver process and to settle ties during the auction process, and shall be in reverse order of the final season records from the previous year (worst record shall have 1<sup>st</sup> priority, second worst shall have 2<sup>nd</sup> priority, etc.). The priority order of two or more teams with identical records shall be decided by a coin toss by the commissioner. The world series winner shall have 12<sup>th</sup> priority, the world series loser 11<sup>th</sup> priority, semi final losers 9<sup>th</sup> and 10<sup>th</sup> based on regular season records, and the other playoff team 8<sup>th</sup>.~~



