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Updated 7/12/12

THE M.L.B.A.: An Ideology

The Micro League Baseball Association was conceived to promote friendly competition between people who enjoy baseball. The friendships developed over the years are as or more important than a team's win/loss record. As such, there is a "spirit" of the league that goes beyond the rules contained in this Constitution. A bending of the rules or acting in a manner to gain advantage because something is not specifically outlawed in the Constitution will not be tolerated. This does not mean that a manager cannot use the present rules to his best advantage in an honest fashion.

The rules contained in this Constitution have been developed to enable managers to compete for the pennant, build for the future, and/or undertake a combination of both. We will continue to follow this Constitution unless the Strat-O-Matic game company;

Institutes changes to the game which are viewed to be beneficial to the league as a whole, or
Institutes changes to the game, which force the league to adopt the change.

We will not change a rule that would benefit a particular team or teams at the expense of the others. When and if Strat-O-Matic introduces new game features or options, we will discuss their merits and determine if they add to the enjoyment of the game and the league. If so, we will incorporate the changes into the Constitution.

This league is currently governed by the Advanced Game Rules; utilizing the advanced Right/Left split side of the cards, the advanced fielding chart, advanced strategy chart, super-advanced ballpark, advanced base-stealing rules and clutch hitting rules.

Statistics are an important tool and we are interested in how all players perform, not just a few. Up to date stats and league record holders will be distributed weekly to all teams via the league web site, to provide a standard against which each manager can gauge their team and individual players performance.

This league embraces a commitment to maximize the enjoyment of the members and we expect that the member managers will act in a "good for the league" manner.

The structure of this league has evolved over the years, laying the foundation for the building of strong competitive teams through honest effort, and will not be changed except for unusual or unforeseen circumstances.

1.00 - MICRO LEAGUE CONSTITUTION

- 1.01 All rules and regulations pertaining to the league must be voted on by league managers, except in an instance of emergency, at which time it may be necessary for the league managers present at the game site to make an emergency ruling. Definition: An emergency exists when an immediate decision is necessary pertaining to a current, or eminently impending game.
- 1.02 The passage of any motion (that does not entail a constitutional amendment) presented from the floor, requires a minimum 2/3 vote of all league managers.
- 1.03 The number of votes needed to pass any constitutional amendment is determined by the formula:
$$(\text{all league managers}) - 2 = (\text{number of votes needed to pass constitutional amendment}).$$
- 1.04 Any rule change which affects roster size or classifications must be passed on or before the designated mid-season break, in order to be effective beginning on the day of the next season's draft. This will include any changes regarding the draft, player eligibility, the player pool, and free agency.
- 1.05 Any item in the rulebook may be appealed by a league manager/owner by a motion appeal to the league for a vote. All appeals need to be in writing.

2.00 - LEAGUE FACILITATIVE COMMITTEE - (currently Jeff, Scott & Tom)

- 2.01 The league facilitative committee organizes, oversees, and executes the business of the league. The committee can also assist in formulating new rules, rule interpretations, and medium to long-range goals for the league. The facilitative committee positions are voluntary, with the consent of other League owners.
- 2.02 List of Duties
 - (a) Keep accurate updated records of rosters of all league teams and traded draft picks.
 - (b) Keep accurate updated records of all trades.
 - (c) Keep accurate updated records of the Player Pool, Player Pool Transactions and Waiver Order.
 - (d) Keep an accurate league rulebook and edit rules that are approved by the league.
 - (e) Keep accurate notes pertaining to league business at council and league meetings.
 - (f) Publish and distribute league notifications and information (except rulebook).
 - (g) Organize and store league statistical information consisting of Micro League stats and rating info.
 - (h) Keep accurate records of all league monetary transactions.
 - (i) Publish and distribute an official schedule to include game dates and times, and also special dates, such as league elections, the draft day, etc.
 - (j) Organize and oversee the draft.
 - (k) Update, publish and distribute official league standings, during the season.
 - (l) Oversee the playing of the League games on the computer (and training others to play) and transferring players to proper teams due to transactions.

3.00 - OWNER/ MANAGER RESPONSIBILITIES

3.01 - Owner/GM Responsibilities

The owner is the person that officially runs the operations of the team owner is responsible for locating a team and stadium, naming the team, and meeting any other league related duties and obligations. The other league owners must approve all of these owner decisions.

3.02 General Manager Responsibilities

The general manager usually handles the day-to-day business of the team. Generally, he may draft players, manage the team roster, and trade and choose players on waivers.

Specific duties of the GM are:

- (a) Keep an accurate record of the current team roster and draft picks.
- (b) Inform the League of the starting pitching rotation, starting lineup, and other game preferences for your team(s).
- (c) Coordinate player transactions for your team(s) with the League Facilitative Committee.
- (d) Keep an eligible lineup entered on the team disk.

4.00 - THE ROSTER

4.01 Definitions

- (a) Roster- the roster refers to the 40-player team roster consisting of its 25 active roster players and 15 minor league players. The roster should also include a list of any players picked to replace injured players during the course of the season. (NOTE: the number 40 does not take into account any of players placed on the disabled list during the season.)
- (b) Active Roster- the active roster consists of the 25 players entered on the league team disk, for each team. (See Player Eligibility 5.00.)
- (c) 25-Man Roster. Each team's active roster will consist of 25 players. There is no minimum for pitchers/batters other than those defined by the game that requires a minimum of 10 pitchers.
- (d) Each team must carry 2 eligible catchers on its active roster and a total of 3 eligible catchers during the MLBA Season.

4.03 Minor Leagues

- (a) Each team is allowed a "minor league" roster, which consists of 15 player slots, which may or may not be occupied. Each slot can contain either a "pitcher" or a "batter". These players need not be eligible according to the specified M.L.B.A. eligibility rules.
- (b) A player may be "activated" from a minor league slot (i.e. added to the active roster) at any game pause designated by the League schedule. Game pause = break between game sets (currently approx. 7 games).
- (c) An "activated" minor league player must remain on the active roster until the next scheduled game pause. However, a player's time in the minor league is not restricted (i.e. there is no minimum or maximum length of time he must remain in the minor leagues.)

4.04 The Disabled List

- (a) The disabled list is designed specifically for eligible players who, during the course of play during the season, are injured. You may retain the rights to more than 40 players if you add a player to replace an injured player. Any additional players beyond 40 must be placed on the disabled list.
- (b) Disabled List Revised--for use in current SOM based season format:
An owner may place an injured player on the Disabled List for the minimum amount of one "play set" (currently approx. 7 games). A player must be activated once the injury has cleared AND the "play set" has completed. Once the player is taken off the Disabled List any roster adjustments will have to be made to keep the roster within the required player limits.

4.05 Season Rosters

- (a) Preseason Rosters- Approximately 2 weeks following the draft team rosters must be finalized to the maximum 40 players, in the proper classifications (i.e. 25 Active-15 Minors)
- (b) Before the Roster Finalization Deadline, each manager must submit a Complete, Legal, Team Roster to the League Representative in Charge of Rosters. A complete team roster consists of ALL players previously carried on the team before roster finalization, WITH notation indicating WHICH players are to be released.
- (c) Turn in rosters with players sorted alphabetically and numbered in two groups
Hitters and Pitchers.

- (d) September Call-ups - the prior to the first weekend game scheduled in the month of September, teams may call up any/all player in that teams minor leagues as long as the total number of pitchers on the active roster does not exceed 15 (strat game limitation)
 - 1. the active roster may not exceed 40 players total.
- (e) Pennant Stretch Rosters- A team must own all players that will make up their post-season roster prior to the scheduled start of the 32nd game before the end of a 162 game season (for seasons of different length, the game cutoff will be adjusted proportionally).
- (f) Any players acquired during the last 32 games of the regular season will be ineligible for post-season play.
- (g) Off Season Roster- Teams may not carry more than the allotted 40 players on their roster during the off-season.

4.06 Miscellaneous

- (a) Death of a Player- Upon the death of a major league player, M.L.B.A. teams will have full use of the player following the same guidelines as other players. He will be eligible for use as long as he meets the eligibility requirements for the M.L.B.A

5.00 - PLAYER ELIGIBILITY

- 5.01 Starting Pitchers - All pitchers with a starter fatigue rating may be used as a starter at the judgment of the computer manager.
- 5.02 Relief Pitchers - Each team will also be expected, on their own merit, to use 1300 Innings pitched as a guideline for their entire pitching staff, including starters and relievers.
- 5.03 Any pitcher with innings pitched in the previous season may be used in relief at one-half their starter rating. (rounded down)
- 5.04 Position players - Each team is also expected, on their own merit, to use 1300 innings played as a guideline for each fielding position.
 - (a) Designated Hitters - Team's starting DH can be anyone who qualifies under the above eligibility qualifications at any position.
- 5.05 Rating The fielding ratings used will be the defensive ratings provided by the game manufacturer.

6.00 PLAYING THE GAME

- 6.01 All games will be played with computer-managed teams, except on designated play dates including the last 10 games of the season. Once a game has been started it cannot be aborted.
- 6.02 In the event of Rain outs, Lockups, Power Outages the following condition will determine the fate of the game:
 - (a) If the game displays and allows compiling of stats (and the game is official by Major League rules) then the results of the game stand.
 - (b) All other outcomes, then the game is replayed.
- 6.03 Injuries - Replacement of Injured Player- Should a player be injured (or ejected) during a game, the computer will choose a replacement. If a player's injury extends into the next series of games, the GM must designate which player will replace the injured player in the starting lineup.
- 6.04 Pitching rules
 - (a) Starters- Current M.L.B.A. rules require a minimum four-man starting rotation. (See Also Pitching Eligibility 5.01)

- (b) Relievers- there is no minimum or maximum number of innings a relief pitcher may pitch. (See Also Pitching Eligibility 5.02)

6.05 Computer Rules - The Following is a list of options we use for M.L.B.A.:

- (a) Maximum Rules.
- (b) Super advanced steal system.
- (c) Use miscellaneous Rules
- (d) Use daily injuries.
- (e) Allow GBA on pitcher cards.
- (f) Ballpark (yes) Clutch (yes) Weather (yes)
- (g) Super advanced strategy charts.
- (h) Use closer rule.
- (i) Use SADV pitcher fatigue and pitch count rules.
- (j) Improve statistical accuracy
- (k) Bunt for a base hit
- (l) Improve out distribution
- (m) Improve base running realism
- (n) Home Field Advantage
- (o) Starting pitcher clutch
- (p) More base running decisions
- (q) Double/Triple options
- (r) Minor leaguers ineligible.
- (s) Fully control over usage.
- (t) Super HAL Computer Manager (optional)

6.06 Posting of Line-ups - Line-ups for all game sets (1 week) shall be posted (emailed to the game running group) on-line no later than Friday 9:00pm Pacific.

7.00 - THE DRAFT - The Current Micro-League draft consists of Five rounds.

- (a) Teams that do not win their respective divisions will draft in the reverse order of their Win-Loss records the previous year.
- (b) In the event of a tie, a roll of the die will determine the draft slots of the teams with identical records.
- (c) Teams that lose their league playoff series will receive the 4th and 3rd to last draft slots in each round by reverse order of their Win-Loss record for the previous season.
- (d) If playoff teams sport identical records, their slots will be determined by a toss of a die.
- (e) The World Series loser will receive the 2nd to last slot
- (f) The World Series winner will receive the last slot.

7.01 Draft Time - Each team will have Five (5) minutes to make their pick, with the penalty being forfeiture of the pick if time is exceeded.

- (a) Each team will be allowed One (1) time-out of Ten (10) minutes. If the original time has expired, then that time will be charged as part of the time-out.
- (b) The date of the draft should be decided and announced by February 1.

8.00 - TRADING

8.01 Trade Deadline - A trade is official when posted on-line with the trade book transaction number. All trades are subject to review as to the fairness of the deal towards both teams, and to the competitive balance in the League. Trades that take place during the current Micro League season must be announced to the League by 9p.m., 2 days prior to game day.

8.02 Trade Eligibility - Any player or players, draft choice(s), or waiver picks can be traded to another team, in return for a player or players, draft choice(s), or waiver picks. Draft choices can be traded for up to a period of three years in the future. Trades can also be made for future considerations, such as players to be named later (P.T.B.N.L.).

- 8.03 Future Considerations - If a trade is made that includes a P.T.B.N.L., the trading teams must give notice as to when they will complete the deal, and the deal must be completed before the next season's draft day. No more than 2 P.T.B.N.L.'s can be traded from a team concurrently. P.T.B.N.L.'s must be disclosed to the League before the next scheduled playing date. That future player can also be traded, much like an account receivable.
- 8.04 Player Movement - A player traded cannot return to a team owned by his previous owner for a period of one full calendar year, unless he is procured from the player pool or in the Free Agent draft.
- 8.05 Draft Picks - Draft picks must be specified by round, team, and year when traded, e.g. 2B087. A team may not trade a draft pick that is not in its possession, or a draft pick more than three (3) seasons in the future.
- (a) Trading of draft picks - Multiple-team owners may not trade draft picks from one of their teams to another through a second party in order to improve their position in a current draft.
- 8.06 Post Season Eligibility - Approximately 130 games into the season shall be scheduled the post-season trade deadline, at which point a player traded from one team to another or any player acquired from the player pool becomes ineligible for post season play.

9.00 PLAYER POOL AND WAIVER ORDER

- 9.01 Definition of the Player Pool. - The league keeps a list of the names of all previously drafted and subsequently released players which is called the Player Pool. The players are divided into the two categories called "active" and "inactive". Players may be added to team rosters from the player pool.
- (a) Time period for clearing players from the Player Pool. - players can be taken from the player pool beginning immediately following the Entry draft until the end of the regular season., except during the time a roster freeze is in effect (i.e. between the announced time after the draft and the beginning of the season).
- 9.02 Player Pool Purge - Players that are inactive at the end of each season (Post World Series) will be grouped together and this list will be distributed to all Owners and GM's in the league. Any player without Major League statistics for three (3) consecutive years will be deleted from the League and will have to be re-drafted in order to return.
- 9.03 Definition of Waiver Order - In order for a player in the pool to be added to a team, all the other teams that have rights to the player must turn down that player. In other words, he must "clear waivers". To this end, the league keeps a list of the order of player pool rank for all the league teams, called the Waiver Order.
- (a) If a team successfully clears a player on waivers, that team is automatically dropped to the last position on the waiver order list at the time that the team reports to the league that the player has cleared. This may cause some teams to move up in rank on the waiver order list.
- (b) Each team with a higher waiver order has the opportunity to claim the player on waivers (within a 24 hour period). In both instances, the team clearing the player on waivers would be ranked last on the waiver order list, at the time the player is reported to the league to have cleared waivers.]
- (c) No team can claim more than one player at a time. .
- 9.05 Waiver Timeline
Waiver claims must be posted (e-mailed to all online owners) no later than Tuesday, by 9:00 p.m. Pacific time. All owners have until Thursday at 9:00 p.m. If a player clearing waivers necessitates the release of a rostered player, the name of the player to be released must be reported at the same time that you report the name of the player trying to be cleared on waivers.
- (a) The order of waiver rank is changed only upon notification that a player has cleared waivers.

- (b) Once the waiver process has been initiated for a player (by reporting it to the league representative), it cannot be withdrawn and must be cleared prior to another claim being initiated.

10.00 - MID-SEASON BREAK & POSTSEASON PLAY

10.01 Mid-Season Break

- (a) The Mid-season break entails a 3-day break in the season schedule, for all teams.

10.02 League Championship Series

- (a) The League Championship Series entails one off day upon the conclusion of the regular season.
- (b) If a division playoff game is necessary, it will be played on this off day. Ordinary eligibility rules regarding starting pitchers and relievers are in effect.
- (c) The LCS will consist of a 7 game series. There will be one off day for travel, every time the championship series alternates stadiums.
- (d) The travel-day may affect the status of relief pitchers, but the starting rotation must remain set, if a computer manages a game.
- (e) If a team wins the LCS in less than 7 games, the games that are not played count as off-days.
- (f) The team with the better regular season record (or better head to head record) is the home team for the first 2 games, and game 6 & 7 (if necessary).
- (g) The team with the worst regular season record is home team for games 3, 4 & 5 (if necessary).
- (h) There is 1 off day between the conclusion of LCS and the start of the World Series.

10.03 World Series

- (a) The National League will be the "Home" Team in even numbered years, American League in odd numbered years.
- (b) The team with the home field advantage will be home team for games 1, 2 and 6 & 7 (if necessary).

11.00 - THE SCHEDULE

11.01 The primary goal is that each team in their respective division plays identical schedules. Every team in a given division must play the same number of games against the same opponents.

- (a) Every team in the same League must play the same teams.
- (b) The playing days schedule should be completed, ratified, and announced by the end of the draft.

12.00 - FREE AGENTS

12.01 Choosing free agents:

- (a) Team owner choose 9 players that are protected from free agency.
- (b) Managers number their player roster from 1 - 40, in any order.
- (c) A player recently drafted in the annual spring draft is automatically protected from that season's free agent process, and the following season's free agent process. (2 year guaranteed contract) IF they have remained on the original drafting team
- (d) Managers will roll the famous 20 sided die, or if the free agent roll is done in a room on AOL using `"/roll-dice5-sides20"` (without the quotes) as an equivalent to using the famous 20 sided die.

- (e) Five (5) unprotected players that coincide with the dice roll become free agents at the end of the following season.
- (f) Potential free agents may be traded during the season; however, the players are still free agents at the end of the season.

12.02 Free Agent Draft

- (a) The free agent draft will be held at the winter meeting.
- (b) Each team name will be placed in a hat and will be drawn in order until all teams are pulled. The draft will be 4 rounds and in serpentine order of the draw.
- (c) Picks are an asset and may be traded.
- (d) Teams will have 2 minutes to make a pick or trade it.
- (e) Free Agent drafted players could become free agents again during the next free agent roll.

13.00 - ON-LINE VOTING PROCEDURE

13.01 All voting mail will be named "Vote item #xxx". All motions to be voted on must include the item #, the author(s), the date and the concisely written motion. The manager or league facilitator proposing the motion must send the motion to all league members in this form. The manager or league facilitator proposing the motion must oversee the voting procedure and notify all league members the results of the voting. All votes for or against a motion should make use of the "reply to all" function.

- (a) Example: Vote Item # 96-050 (File name)

Item (or motion) #96-050. Authored by Jeff Hubatka . 1-27-12
I move to expand rosters from 40 to 45.

For: Jeff, Michael
Against: Cliff, Travis, Bob
Abstained: Scott, Tom
Motion Defeated. 2-3-96