

My Dream League Baseball

League Constitution & Rules - 2018

FOUNDER STATEMENT: I have been playing fantasy sports since the mid 1980's and over the past decade I have played in multiple leagues every single season. For the most part all of the leagues completely start from scratch every year and in every case my teams have been selected by a draft. In recent seasons I have gotten a bit burned out. The game seemingly has not matched my passion for fantasy sports. I have often envisioned a "dream league" that would challenge even the most experienced of players and deliver the hardcore element that every other league has failed to deliver. With that the **My Dream League** concept was born. In 2008 it was first introduced with My Dream League Football. Five years later the My Dream League Baseball was born. – *Dan Clasgens*

MISSION: To create a fantasy league for hardcore and dedicated owners that best simulates the experience of an MLB general manager while incorporating both traditional and innovative fantasy strategies. The object is to build not just a fantasy team, but an organization that is built to win both today and in the future.

LEAGUE OFFICERS

Dream League was built from a democratic process over the years, where each franchise had a voice in the guidance of the league and how it moved forward. However, now that the league is established only major changes will be brought to vote. Minor changes will be made as needed by the commissioner from season to season. All owners are expected to conduct themselves with high integrity and solid sportsmanship at all times.

The league's officers will oversee the direction of the league and settle any league disputes when necessary.

The current league officers include:

Commissioner – Dan Clasgens (2013 – present)

Assistant Commissioner / Historian – Jim Humbert (2014 – present)

The league officers are responsible for maintaining the integrity of the league and its rules, both written and applied, at all times. The officers maintain the right at any time if it deems necessary to change/amend the rules to suit the best interest of the league.

The league officers will be responsible for organizing league events, maintaining the league's websites and record books, and handling all of the league's finances, including the payment and collection of league funds in a timely manner. ALL OWNERS ARE EXPECTED TO HELP POLICE THE LEAGUE AND SHOULD REPORT ANY ILLEGAL ACTIVITY.

LEAGUE OVERVIEW

The dynasty league features a weekly head-to-head, Roto 6x6 (see SCORING) format with 12-teams playing a 20-week regular season. Six teams make the playoffs and compete for the Dream Series (championship) over a three-week, single-elimination format. The league incorporates both "Major League", "Minor League", and "Rookie" spots on its rosters as well as the traditional offensive fantasy starting line-up. Players will be purchased/acquired through an auction and free agent bidding (during the season) and via "Minor League" (late March) and "Rookie" (early February) draft process. All owners will have to build a team staying within the league mandated salary cap (see 2018 SALARY CAP). Players are assigned contracts based off of the amount in which an owner bids for them.

2018 CALENDAR

January 15 – \$100 or more deposit on league due

January 16 – 2017 Season Begins

February 5 – 2017 Rookie Draft begins via message board

February 19 - Deadline for extensions

February 26 - Deadline for keepers

March 1 – Any remaining 2018 balances are due

March 4 - Free agent auction (4:00 pm Eastern online via CBSSports)

March 14 – Annual Minor League Draft (7 Rounds) begins via message board

March 29 – DLB Regular Season Begins

I. ROSTER MANAGEMENT

SALARY CAP

The salary cap will serve as the league's equalizer. How an owner spends their money is entirely up to them. From the completion of auction night through the annual Dream League Championship a team must stay underneath the league's cap. It will be highly recommended to leave a little cap space to give you flexibility in roster movement. If you don't have the cap space to add a player you would have to drop one or more players to create the space needed to satisfy the bid. During the off-season the cap may be exceeded without penalty. The **overall cap for the 2018 season is \$330** (including Minor League / Rookie contracts). These numbers will adjust slightly from year to year.

ROSTER LIMITS

Owners have to carry a minimum of 26 players on its active roster and 40 players on their overall roster (14 minor league / rookie spots) at all times during the course of the My Dream League regular season and postseason. Owners must maintain a full roster as it is defined at all times during the season. Any violation of this rule will result in a potential league fine and the possibility of a team receiving a suspended transaction penalty. Roster limits are not enforced during the offseason.

CONTRACTS

Owners have the option of keeping whatever players they wish from season to season. However, owners can only keep players that remain under contract. Contract years are assigned during the player acquisition process and stay with a player until the contract expires or the player is released.

This league features four types of contract statuses, "**Big League**" (**B**), "**Minor League**" (**M**), "**Rookie**" (**R**) and "**Promoted**" (**P**). We highlight what distinguishes each type below.

Big League Contract (B)

If you BID on a player in either the annual Free Agent Auction or during the season via Free Agent Auction Bidding (FAAB) it is Big League Contract.

Contract years are set up based the price of the Big League contract (B) used during **Free Agent Auction** or **FAAB process**:

Amount Paid/Contract Years	
\$30 or over	4 Years
\$16-\$29	3 Years
\$6-15	2 Years
\$1-5	1 Year

Minor League Contract (M)

Minor League contracts are assigned to any player taken during the league's seven-round annual **Minor League Draft** in late-March:

- All players selected have a \$1/1-year contract. All Minor League contracts will lose a year, just like the Big League contracts whether a player has been called up or not.
- A player will maintain the contract status of "M" if drafted in a Minor League draft for the course of an entire season, even if they are moved to the Big League roster. During the flip to the next year during the season all of these are changed to "B" (Big League) status. This is merely for bookkeeping purposes.
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Rookie Contract (R)

Rookie contracts are assigned to any player taken during the league's three-round annual **Rookie Draft** in February:

Each franchise can carry a maximum of seven Rookie (R) contract at any one time on its roster. Each team will receive three picks annually in the Rookie Draft.

Players with Rookie (R) contract statuses are not permitted to be traded, promoted or cut until the annual Free Agent Auction and Minor League Drafts in March are completed. Once the season begins all rookies are eligible to be promoted to the Big Leagues. At that time their contract status will be changed from "Rookie" (R) to "**Promoted**" status (**P**). Once promoted, a player is eligible to be traded or released at any time and without penalty.

Each type of contract has a tiered structure to it in regards to dollars and years. All Big League and Minor League contracts lose one year at the end of each season. Rookie contracts DO NOT lose any years from season-to-season unless the player is moved to a "Promoted" status (P). In that case the player is promoted during the season and the end of that season his contract type is switched from (P) to (B for Big League contract). That player does not start losing years from their contract until the following season.

EXAMPLE: Joe Smith is a Rookie (R) entering the 2018 season with a \$1 / 3-year rookie contract. In May he's Promoted (P) to Big League roster. He will get the contract type (P) and keep until 2018 is over. Before the 2019 season starts Joe Smith will have the status changed to Big League (B). He will not lose a year of his 3-years entering the 2019 season, but will go to 2 years left in 2020 and then just one year in 2021.

Prior to the Rookie Draft owners will determine which players from their previous rookies and the three new ones go into the maximum seven slots. They can promote players at that time or simply choose not keep any of their "rookies". Any owner with less than seven rookies entering auction will get a compensatory Minor League pick in the Minor League Draft (to maintain 40-man roster requirements). These picks will be granted at the end of the 7-Round Rookie Draft.

Rookie Draft Salaries going forward:

- Round 1 = \$3 / 3 years
- Round 2 = \$2 / 3 years
- Round 3 = \$1 / 3 years

Owners are not penalized for breaking a contract unless the contract is extended (See CONTRACT EXTENSIONS) when the original contract runs out. This allows owners to lock a player in at a determined value for the contract length.

EXAMPLE: If you keep three players that collectively have \$82 in value, you will lose that amount from the allotted cap the following season.

In the event of a trade, the contract (and all of its elements) transfers to the new team as it exists.

CONTRACT EXTENSIONS

Once a player's original contract runs out an owner has an option to extend the contract. However, once a contract is extended it becomes GUARANTEED. That means owners are penalized if they release that player early.

Each franchise can extend a max of 6 contract extensions annually. Contract extensions are only for "0-year players". A contract extension can only be granted one time to a player. Then they become a free agent. A player's contract (extensions included) remains the same if traded.

Owners can extend players for one, two or three. Here's how the extension works with the contract.

- 1-Year Extension adds \$3 to existing annual salary
- 2-Year Extension adds \$5 to existing annual salary
- 3-Year Extension adds \$10 to existing annual salary

As mentioned previously, all contract extensions are GUARANTEED contracts. Therefore, if you extend a player three years and drop him with two years left you're penalized that contract amount against your in-season FAAB budget for the life of the contract (not salary cap). We take half of the salary annually (maximum of \$10) per year, per player. If the player is dropped before the first game is played the Year 1 of the FAAB penalty is that current season. After the first game is played Year 1 of the FAAB penalty is the following the season.

EXAMPLES: A guy has a \$37 salary and two years left you would lose \$10 per season for two years (proceeding years only). If an owner cuts a \$6 player a year early and he only takes a \$3 hit on the following season's FAAB.

Players with 0-year contracts cannot be traded until after current owner extends them. Each owner gets six annual extensions so therefore the owner acquiring this player would have their own six plus get a seventh as the original owner would use their extension before a trade could be executed.

FREE AGENT AUCTION

Every March My Dream League will hold its annual free agent auction. The auction consists of all unprotected veteran players as well as any undrafted rookies. The LIVE online auction requires that every franchise is represented at a specified and agreed upon time and location.

Each franchise must maintain the predetermined salary cap at all times. All player contracts that are protected (SEE KEEPERS) apply towards the cap and will determine the amount of cap space each team will have entering auction.

The auction consists of rounds. Each owner must place a player up for bid each round. Passing is no longer allowed if an owner still has open roster spots. The order of the auction rounds remain the same throughout the auction and based on the final standings from the previous season with the defending champion placing the fourth player up for bid.

The franchise with the highest bid earns the right to the player. Based off what amount salary cap money is allocated on a particular player will determine the length of the player's contract (SEE CONTRACTS). All owners must have their Big League roster filled with 26 players to complete their auction.

MINOR LEAGUE DRAFT

Following the completion of our Free Agent auction we will begin our MINOR LEAGUE DRAFT via the league message board. NO OTHER TRANSACTIONS WILL BE ALLOWED (aside from lineup moves) until Minor League Draft is complete.

This draft consists of seven rounds. Minor League Draft picks cannot be traded. The concept intended here is to create organizational depth. Each franchise can approach with its own strategy. With more restrictions on free agency this season than in previous years (See FAAB) the concept is to simulate an AAA level-type of environment for each team. Players can be any Major or Minor Leaguer that is available at the completion of the Free Agent Auction.

If owners keep players in Minor League slots they will forego the corresponding number of draft picks in the minor league draft. For example, an owner opts to keep three players designated during the KEEPER PROCESS. They would then only need to fill four spots in the draft. Therefore they would forfeit their 5th, 6th and 7th round selections in the Minor League Draft.

It is a slow draft, but owners are expected to make a minimum of one pick daily. After 12 hours if an owner has not picked they will be passed. If passed they can make pick at any time thereafter.

ALL PICKS MUST BE MADE VIA THE LEAGUE MESSAGE BOARD. There are no exceptions. Owners are encouraged to set league settings to have email notifications of all message board posts. Please refer to the CONTRACTS section for more details regarding player contract and salaries.

The Minor League Draft order (snake draft) will be determined via a.

FREE AGENT AUCTION BIDDING (FAAB)

Once the Minor League Draft is complete the FAAB process begins. This year we will have three FAAB runs each week on Sunday, Wednesday, and Friday nights. Owners will bid for potential free agent using our league software. The owner with the highest bid wins and \$0 bids are not allowed. In the event the same amount is bid on a player ties are broken based off a predetermined FAAB order. The initial FAAB order is in reverse standings (order of finish) from the previous season. From that point every time you make a move you move to bottom and all other teams move up.

All contract rules apply when bidding in terms of years and salary. That means that however much a player is won during FAAB that amount will become that player's salary and the corresponding contract will apply. All players are acquired via a Major League Contract.

Roster limits are in effect at all times: 26-man active/*40-man organizational. Owners that add a player must make a corresponding move (drop or DL) within 24 hours or the next scoring period whichever comes first. Failure to do so can result in a suspension of FAAB and/or a FAAB budget penalty based off the severity of the intent and as subject to the commissioner.

DROPS

Owners can drop a player from their roster at any time from the time the free auction ends until the completion of the My Dream League regular season. Once a player is released from the roster their existing

contract is erased and the player is placed back into the free-agent pool for bidding on the next scheduled FAAB period.

If a franchise releases a player and reacquires them through a bidding process in the next period, the new contract coinciding with the move cannot have an increase in years from the original contract. In addition if an owner does a salary dump – dropping a player and then reacquiring immediately on the next FAAB period – off a player with a guaranteed contract they will take a FAAB hit on the release and the contract will once again become guaranteed on the new, reacquired rate and that player is eligible to receive an additional contract extension in the offseason.

Like with FAAB, all contract rules apply. Roster limits are in effect at all times: 26-man active/*40-man organizational.

KEEPERS

Franchises must determine their keepers no later than the assigned date annually (one week prior to Free Agent Auction). This year we will transition this to a manual process. Owners must post keepers to message board (SINGLE POST), email or submit to commissioner by phone. Not selecting players as a keeper during this process is the only way players are dropped from rosters during the offseason. All players designated a keeper must be included on roster for Free Agent Auction aside from players traded to other teams. Owners cannot keep more than 40 players and cannot be over the salary cap once the keeper process is completed. All rookie contracts must be kept. NO EXCEPTIONS. There are no minimums in terms of number of keepers allowed.

TRADES

Trades are permitted in the league from the time of the Annual Offseason Owners Meeting through the Trade Deadline (8/13/17 this year). Owners can trade players at any time with the exception of those with a Rookie status. Minor League Draft and Rookie Draft picks are not tradable. A player maintains his contract (years remaining/salary) throughout the trade. Owners must maintain the league salary cap at all times. Owners are not permitted to trade players that have been designated as "0 Year" players at the completion of the season. All trades are subject to a 24-hour voting period. If seven or more of the 12 franchises (one vote per team) object to a trade after it is executed the deal will be vetoed and all accumulated stats reversed. All objections MUST BE made on league message board and include owner name. The trade voting on CBS software will be deemed invalid. All trades will become official after 24-hour voting deadline passes. Trades are NOT permitted during the online Free Agent Auction.

ROOKIE DRAFT

An annual rookie draft is held via e-mail starting annually the day after the NFL's Super Bowl (Feb 5th this season) in which owners participate in a three-round draft of players that have never played a MLB game. See CONTRACT section for details for tiered salary and contract year info. The draft is set-up as a snake-draft and is based off order of finish from previous season ALL PICKS MUST BE MADE VIA THE LEAGUE MESSAGE BOARD. There are no exceptions. Please refer to the CONTRACTS section for more details regarding player contract and salaries. ONLY PLAYERS THAT HAVE NEVER PLAYED IN A MLB GAME AND HAVE NOT BEEN ON ANY DREAM LEAGUE TEAM ROSTER DURING THE COURSE OF THE CURRENT SEASON ARE ELIGIBLE TO BE SELECTED IN THE ROOKIE DRAFT. INTERNATIONAL PLAYERS SIGNED BY A MLB FREE AGENT DURING THE CURRENT OFFSEASON ARE ALSO NOT ELIGIBLE. THOSE PLAYERS WILL BE INCLUDED IN FREE AGENT AUCTION AND FAAB (IN-SEASON).

DISABLED LIST

Any player that is on the official MLB disabled list is eligible to be disabled for the duration in My Dream League. Once that player is activated from the MLB disable list owners will have 24 hours to activate them or the player is subject to be automatically released from roster. Repeat offenses will result in franchises losing ability to DL players and potential FAAB suspensions/penalties. Minor League players and Minor League Disabled Lists do not qualify and no longer eligible for this rule. Disabled players entire salary will still apply to the teams over salary cap even when on the DL, but their spot on the active roster opens up. Owners with cap space may choose to add another player or call someone up from minors. A player must be added when a player is disabled to maintain the mandatory roster max. Players may not be traded while disabled. Owners can trade a player on the MLB DL, but would need to put them on their active roster to trade them.

POSITION ELIGIBILITY

Position eligibility is something that fluctuates constantly. Players can gain eligibility at any point of the season. We will go with only the position eligibility that CBS determines. Here are the setting the league's current parameters are based off of:

- CBS Primary Position +
- Hitters: 20 games last year or 5 games this year
- SP: 5 games last year or 5 games this year
- RP: 10 games last year or 10 games this year

II. GAME PLAY

LINEUPS

My Dream League allows for daily lineup changes. CBS Sports policy of having lineup set by the time of the first game of each day remains intact. An officially starting lineup consists of:

1 – C
 1 – 1B
 1 – 2B
 1 – 3B
 1 – SS
 1 – RF
 1 – CF
 1 – LF
 2 – Utility (can be any hitter)
 1 – SP
 1 – RP
 3 – Pitchers (can be either SP or RP)

Legal lineups consist of a total of 15 active players. Teams must maintain a legal lineup on the roster at all times. For instance, you must carry a catcher on your team.

Each owner is expected to protect the integrity of the league by setting their starting lineups on a regular basis to ensure that every team faces a formidable opponent.

Line-ups must be set by the owner and will not be altered by any of the league's officers unless directly asked to by the owner due to technical problems under the discretion of the commissioner.

Any franchise that fails to set an active lineup multiple times per season is subject to termination from the league and potential league fines/penalties. Illegal rosters are subject of the loss transaction restrictions (aside for lineup) for 7 days and the loss of playoff eligibility if repeated more than one time.

Lineups are set only via the league software. The commish and league officers will not be available to set lineups except in cases of emergency. The league software allows lineups to be set for future dates. Lineups lock once the first game of the day begins.

SCORING

My Dream League Baseball uses a head-to-head, 6x6 Roto-style system. Franchises compete weekly versus another franchise in the following 12 categories:

HITTING	PITCHING
Home Runs	Earned Run Average
On Base Percentage	Strikeouts per 9 Innings
Runs	Quality Starts
Runs Batted In	Saves
Stolen Bases	Wins - Losses
Total Bases	Walks + Hits/Innings Pitched (WHIP)

A win, loss, or tie is rewarded in the matchup each week in each of the 12 categories. The best an owner could go in a matchup is 12-0-0.

REGULAR SEASON PLAY

(Weeks 1 thru 20)

The league is divided into three divisions (Red, White and Blue) of four teams each. Owners face the other three teams inside their divisions in four weekly matchups and all owners outside their division in one weekly matchup.

PLAYOFFS

(Weeks 21 thru 23)

At the conclusion of the 20-week regular season, six of our 12 teams make it to the playoffs. Each of our three division winners earns a playoff spot. In addition, three wildcard teams will be chosen off the best winning percentage from the remaining nine teams. The division champs with the two best winning percentages each get first-round byes and will be seeded #1 and #2 respectively. The remaining four teams are seeded #3 through #6 based on their winning percentage. Matchups will adjust weekly based off seeding.

SCHEDULE FORMAT

Week 21 – #6 at #3 and #5 at #4

Week 22 – #1 vs. lowest remaining seed; #2 vs. remaining team

Week 23 – Dream League Series; 3rd Place Game

In the event a tied playoff matchup, the higher seed advances except in the Dream League Series where a second week (Week 24) would be played. After two weeks if ties still exists the team with better overall record wins the title.

Tiebreaker(s) to determine playoff seeding:

1. Overall Record
2. Head to Head
3. Division Record (if divisional tie needed to be broken only, not wildcards)
4. Total # of Wins vs. All in Standings Breakdown Tab
5. Total # of Losses vs. All in Standings Breakdown Tab
6. Coin Flip

OFFICIAL SCORING

My Dream League is played on CBSSportsLine.com. The official position eligibility, stats and scoring from our league will be based off that which is provided by CBSSportsLine.com. No other statistics will be used in determining player scoring. We will rely strictly on the stats as they are recorded by CBSSportsLine.com. In the event any disputes are made the league officers will rule solely in the best interest of the league.

III. FEES/PRIZES

LEAGUE FEES

The annual entry fee to enter My Dream League is \$150 and is required to be paid no later than league's annual off-season owners meeting each year to secure the spot for the upcoming season. Owners are not permitted to make any moves until the deposit is paid. In the event of exemptions, any franchise with open balances following auction night will not be eligible to participate in the FAAB process.

Here is a breakdown of the league fee usage:

PRIZES

Here is the money breakdown for prizes:

\$175 x 12 owners = \$2100 total

- \$175 CBS Sports
- \$75 League Fee

Total prize money = \$1850

BREAKDOWN:

- Division Champs = \$150 each (\$450 total)

Playoff pot \$1400

- 1st Place = \$750
- 2nd Place = \$375
- 3rd Place = \$175
- 4th Place = \$100

**Prize money will be paid with 7-10 days from the completion of the season with the first \$75 won being applied to the following year's deposit unless owner wants to be permanently removed from league.*

IV. MISCELLANEOUS

OWNER CHANGE

In the event a new owner enters the league they will assume the roster of the departing owners as is. In the case of multiple new owners entering the league in the same year we will draw to see what roster they inherit. New owners will not inherit any existing penalties, roster restrictions, or fees compiled during previous ownerships. Any league member can nominate a new owner to join the league, but the commissioner will make final decisions.

FRANCHISE CITIES

Each franchise will pick a real and current Minor League city and nickname. Initially, there is nothing in place for franchise elements, but we want to set it up to where it could grow into things that include stadium, attendance, revenue, and other "franchise elements". For now, it's just a city with a nickname. Owners must be a majority approval from the league before changing a city and a team name Changes must be approved annually at the league's offseason owners meeting and cannot be made at any other time during the year.

DIVISION REALIGNMENT

Dream League Baseball will realign its three divisions annually. Divisions are determined off a three-year history of combined winning percentage which ranks teams 1 through 12. From there teams are group on the following balanced table:

FORMULA				
#1	#6	#9	#10	Sum = 26
#2	#5	#7	#12	Sum = 26
#3	#4	#8	#11	Sum = 26

SPORTSMANSHIP

Good sportsmanship is a must to participate in My Dream League. While we strive to have ultra-competitive franchises any owner that repeatedly tries to stretch or break the rules deliberately or that actively defames or questions the character of other owners in the league on a regular basis will be subject to removal.

ROSTER OVERSIGHT

In order to ensure our league has a solid foundation for checks and balances our league officers will maintain offline record of all team management data. These Excel files will be provided to owners after the deadline for extensions have passed.

LEAGUE RULE CHANGES

League officers can tweak rules at any time during the season when new issues arise or to protect the integrity of the league. In addition, they can make minor adjustments during the offseason without notice. Major rule changes will be put up to league vote when deemed necessary.

Other owners have a one-week period annually starting with the start of the league new year (January 16-January 22 in 2018) to propose a new rule change. They must post this via league message board and write out the new rule as it will be added to the existing league rules. If two other franchises indicate they are in favor of the rule, the commissioner will then move to put the issue up for a league vote. The original owner and two in favor will be assumed as a YES vote by bringing up and backing rule to begin with. It requires 8 of 12 owners in the league to vote YES or APPROVE the requested change for it to be passed, meaning five additional owners need to vote in favor or proposed rule for it to pass. Any voting needs to be concluded by the end of the one-week period (January 22 in 2018).