

# **PARADISE CANYON LEAGUE**

## **FOR STRAT-O-MATIC BASEBALL**

### **RULES AND BYLAWS**

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## 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 draft (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.
- 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. In general, rules that would impact current roster players are implemented a year in advance of becoming active.
- 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 draft (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

<u>Teams/Divisions:</u>		
<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)	Oxnard (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 rights to a player who is named to a roster until such time as that player is waived, left unprotected, or lost to free agency.

2.2 **Seniority and Free Agency.** Each player obtained through the draft will be assigned a contract term of 4 years. A player becomes a Free Agent after the final season of his contract.

2.3 **Number of Roster Players.** Each team shall be required to maintain a 25 player major league roster and a 5 player minor league roster (injured reserve players are part of the minor league roster).

2.4 a) **Eligibility for Rosters.** All players from the prior year roster are eligible provided they a) did not graduate, b) meet the Minimum Playing Time Criteria (see subsection 2.7), and c) remained on the roster or were added to the roster via the WWW process. Any player without a Strat-O-Matic card is deemed ineligible for the PCL unless he has been placed on injured reserve as defined later in this Section.

2.4 b) **Eligibility for the Draft.** Eligibility includes 1) All players not already on PCL teams that have a Team or Interleague\* card from a "Feeder Team". Feeder Teams are the 15 National League teams plus the Mariners and Angels; and 2) all players that graduated from a PCL team the prior year. \*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 draft 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 a draft-eligible player has two cards but no IL card, only the Feeder Team card will be eligible to be drafted 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 Pitcher and Hitter Cards – The “Shohei Ohtani Rule”** A player that is issued both a pitching card and a hitting card by SOM shall be eligible for the draft, 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, 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, or 4- he is pinch hitting for a batter that has already batted 3 times.

2.12 **Injured Reserve.** A player who was on a PCL roster in the previous year but does not have a card that meets the Minimum Playing Time requirement must be cut or placed into the minors.

2.13 **Minor League Players.** Each team will have five players on its minor league roster at the conclusion of the draft and again at the close of the Waiver Wire. A minor league player, once the waiver wire has closed, may not be promoted to the active roster during that season. A player designated to the Injured Reserve counts as one of the minor league spots.

2.14 **Players By Position.** All teams must use an active 25 man roster which contains at least two players who can play at each position.

2.15 **Trades.** Trades are not allowed.

### *3.0 - The WWW and Annual Draft*

3.1 **Date/Location.** The annual draft shall be held in March, prior to the beginning of the season, at a site and time selected by the commissioner.

3.2 **Players Eligible.** Only those players eligible, as set forth in the Section on Rosters above, shall be eligible for the draft.

3.3 **Protected Players and Cuts.** After card values are released by SOM and time has passed for analysis of the cards, each team shall protect 13 players on its roster. The unprotected players will be available for the WWW process. After conclusion of the WWW process the remaining unprotected players will be considered to be cut.

3.4 **Winter Waiver Wire Process:**

- a) The commissioner will determine how many rounds will be included in the WWW based on the strength of the player pool, each team will select one player in each round
- b) Selection order shall be based on the same formulas used in the main draft and will use the 13 cards on the roster at the beginning of the WWW. As in the main draft the two prior year world series teams cannot pick before 7<sup>th</sup>.
- c) All rounds of the WWW will use the same draft order
- d) A player that is not eligible for the major league roster cannot be taken in the WWW (he is cut if not protected).

- e) 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 to make up for the pass as soon as they are ready. For players selected in the WWW that are in the last year of their contract, the contract will be extended for one additional year.

3.5 **Automatic Eligibility Players.** All players that graduated from a team in the prior year are eligible for the draft.

3.6 **Main Draft Format.** Before the first round of picks, the teams will be sorted into order based on the highest 13 point-values from the pre-WWW rosters (adjusted if needed such that the two championship series contenders from the prior year cannot pick before 7<sup>th</sup> in the first round). The Commissioner will approve the formulas used for the objective assessment. The teams will be re-ordered after every round until each team has 18 players, and then every other round for the remainder of the draft. The reordering will be based on the then-current strength of the teams. 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. Player acquisition shall continue until each team has 30 players on its roster.

3.7 **PCL Roster Committee.** At a time to be specified by the Commissioner, which must be after the end of the draft 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. 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.

3.8 **Post Draft Waivers.** At the conclusion of the draft, the teams will again be put in worst-to-best order one more time with teams being allowed to select any remaining eligible player as they announce the player to be cut. 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.

3.9 **The "Richard Hidalgo" Rule.** A waived player is not eligible until the following year's draft.

**4.0 – Player Contracts**

4.1 **Player Contracts.** Each player drafted will be assigned a contract of four years.

4.2 **Release of Previously Rostered Players – At Waiver Wire.** Any player may be cut during the post draft Waiver Wire process and replaced by the waiver selection.

4.3 **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 minor league slots allocated to each team.

## **5.0 - The Games**

- 5.1 **Designated Hitter.** Beginning in 2023 we will use the designated hitter.
- 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.
- 5.6 **Instructions Deadline.** All instructions must be sent by the date set by the Commissioner.
- 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 penalties as determined by the commissioner, which could include ineligibility for the playoffs.
- 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.
- 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 Draft 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. 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) Starting Pitcher endurance ratings of 4 or 5 shall be increased by 1. Those with a rating of 6 and 180 or more innings pitched shall be changed to a 7.

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.

6.16 **No Injuries for Pitchers.** Pitcher injury ratings shall all be set to zero.

## *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). The defensive rating assigned by SOM will apply. *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. Prior to the 2024 draft all ballpark numbers can be reset by the managers, but there will be no "revert back" process after the 2024 draft.

- 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.
- 8.5 **Pitcher Hitting Cards.** Pitcher hitting cards shall be used only when the pitcher is batting for himself in lieu of a DH being in the game. This precludes pitcher hitting cards being used to pinch hit. A pitcher can be used to pinch run.

#### *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 **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.
- 9.4 **Extra Innings start with man on second.** The PCL has adopted the MLB rule that a player is to be placed on second base to start each extra inning.

#### *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.** The 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.

### *12.0 – Appendix: Formula Notes*

- Basic card formulas are documented in the Draft file.
- Maximum score of 150, minimum score of 50.
- All players that have Minors Only eligibility are 50 points.
- Hitter adjustments include plus Speed and minus 12.
- Pitchers are converted from 'low is good' to 'high is good' using the following:
  - Righty Starter variable
  - Righty Reliever variable
  - Pitcher Spread variable
  - Leftys are minus 20
  - Variables for the season are selected all pitchers eligible for the PCL. Objective is to find variables that will cause us to be as close as possible to the following:
    - Best Starter approximately equal to the best hitter
    - Best Reliever is about equal to the 10<sup>th</sup> best starter and the 10<sup>th</sup> best hitter.
  - Operations Director will produce combinations of the variables for the league to review on a no name basis. Commissioner will settle on a set of variables for the season, and then they will be applied to the players and teams for draft order purposes.

## **RULE CHANGES FOR 2025 Season**

Outcome	Who	Proposal
Approved	GW	Eliminate Asterisks. All players who graduate will be eligible for the following year draft.
Vote No	SG	Discussed allowing players waived after the draft to be picked up by other teams.
Agreed	GW	Commissioner can oversee continued find-tuning of the formulas we use specifically to try to have the best RH Starters be roughly even with the best hitters. Any changes to be blessed by the commissioner and to be completed before card data is available next year.

Discussion in Oxnard, August 2024 This is a continuation of the above "Commissioner overseeing continued refinement..."

Modification adopted	Group	Proposed that the first round of the draft would be determined prior to the WWW, based on the best 13 card point values of each roster. This would preclude a team selecting poor cards in the WWW to try to advance in the first round of the draft.
Adopted	Group	Proposed that we reset the draft order after each round until each team has 18 players, then after every other round.
Not adopted for 2025	Ken	Proposed that we remove the cap on high quality hitters cards (there are 4 in the 2024 set that have more than 150 points yet they are capped at 150). General support for this but it makes the below work harder to accomplish.
Agreed in principle but need to see if we can pull it off.		Leave card value calculations alone, but refine the method for aligning pitchers to hitters. GW to provide data to further assess and refine this. Goal would be for the best starter card value to be equal to the best hitter card value, the 10 <sup>th</sup> best starter to be equal to about the 10 <sup>th</sup> best hitter card, and the best reliever value also equal to about the 10 <sup>th</sup> best hitter card. Much formula work in process to see if we can accomplish this.
Agreed via emails in December 2024	GW	<p>Proposed solution to the pitcher cards settling aligning to the hitter cards:</p> <p>Each year, Commissioner will oversee a process where SOM data is used (without names) to establish "an acceptable" combination of three variables to align pitcher cards to hitter cards for the coming year. The three variables are 1-flip starting pitchers to make large values good, 2-flip relievers, and 3-spread the pitchers out as needed. Goal will be to have #1 starting pitcher = 150 points or equal to the highest hitter whichever is lower, #1 reliever roughly equal to #10 starter and #10 hitter. Ops director will produce combinations of the variables for the league to review. Commissioner will settle on a set of variables for the season, and then they will be applied to the players and teams for draft order purposes.</p>

## **Rule Change Discussion for March 2025**

Outcome	Who	Proposal
Approved	Gordon	Change WWW draft methodology to Weakest to Strongest or keep randomizing with 3 year non-playoff teams first.
No	Eric	Reorder during WWW?
Approved	Gordon	Minors Only eligible players (includes IR guys) are not eligible to change teams during WWW
No	Eric	Change number protected before WWW from 13 to some lower number? Or not?
Approved	Eric	Continue Commissioner flexibility for length of WWW?
No	Eric	Concept of Snake in the WWW?
Previously Agreed	Eric	Minors Only players to have maximum of 50 points
No Chg.		Championship series teams can't go before 7 <sup>th</sup> in Round 1 of main draft

**3.4 Winter Waiver Wire Process:**

- a) The commissioner will determine how many rounds will be included in the WWW based on the strength of the player pool, each team will select one player in each round
- b) Each team will select 3 players in the WWW. Selection order shall be based on the same formulas used in the main draft and will use the 13 cards on the roster at the beginning of the WWW. As in the main draft the two prior year world series teams cannot pick before 7<sup>th</sup>.
- c) All rounds of the WWW will use the same draft order
- d) Selection order shall be: 1) randomize all teams that have not made the playoffs in the last three years, then 2) randomize all remaining teams that were not in the prior year championship series, then 3) the championship series loser and lastly the champion. A player that is not eligible for the major league roster cannot be taken in the WWW (he is cut if not protected).
- e) 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 to make up for the pass as soon as they are ready. For players selected in the WWW that are in the last year of their contract, the contract will be extended for one additional year.

**3.6 Main Draft Format.** Before the first round of picks, the teams will be sorted into order based on the highest 13 point-values from the pre-WWW rosters, from the strength of the 16 man rosters, weakest to strongest (adjusted if needed such that the two championship series contenders from the prior year cannot pick before 7<sup>th</sup> in the first round). This order will be used for two rounds. The Commissioner will approve the formulas used for the objective assessment. The teams will be re-ordered after every two rounds until each team has 18 players, and then every other round for the remainder of the draft. The reordering will be based on the then-current strength of the teams. 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. Player acquisition shall continue until each team has 30 players on its roster.