

# STRIKE UNO BASEBALL (Dynasty)

## 2022

(updated 03/27/23)

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## Official Constitution

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### **I. Object:**

To assemble a lineup of 23 Major League baseball players whose cumulative statistics during the regular season, compiled and measured by the methods described in these rules, exceed those of all other teams in the League.

### **II. Teams:**

#### A. ***American League:***

There are 12 teams in Strike Uno's American Rotisserie League composed of American League players, plus the rosters of the Milwaukee Brewers and the Atlanta Braves.

#### B. ***National League:***

There are 11 teams in Strike Uno's National Rotisserie League composed of National League only players plus the rosters of the Houston Astros.

#### C. ***DOS League:***

There are 11 teams in the Strike Uno's DOS league comprised of all American League teams plus the rosters of the Cardinals and Phillies.

### **III. Auction Draft Day:**

- A. As a rule, the Strike Uno Auction Draft is held on the weekend just prior to MLB's "Opening Day". Owners should make this notation and plan accordingly.
- B. If there is a change necessitated, this information will be communicated with ample notice.

### **IV. Prize Money:**

First Place	- 50%
Second Place	- 25%
Third Place	- 15%
Fourth Place	- 10%
Category Winner	- \$25/Category (added 2001)

## **V. Standings:**

### **A. Categories:**

Teams are ranked from first to last in each of the ten categories above and given points for each place. For example, in a twelve-team league, the first place team in each category receives 12 points, the second place team receives 11, and so on down to one point for the last place team.

- On Base Percentage **(OBP)** (2023)
  - Total Home Runs **(HR)**
  - Total Runs Scored **(R)**
  - Total Runs Batted In **(RBI)**
  - Total Stolen Bases **(SB)**
  - Composite Earned Run Average **(ERA)**
  - Total Wins **(W)**
  - Total Holds & Saves **(SOLDS)** (2023)
  - Total Strike Outs **(KO)**
  - Composite Ratio **(Whip)**:  $[\text{Base on Balls}(\text{BB}) + \text{Hits}(\text{H}) / \text{Innings Pitched}(\text{IP})]$
2. At the end of the season, the team with the highest number of points in all ten categories combined wins the pennant.

### **B. Penalties:**

1. A team that fails to pitch a total of 1000 innings for the season shall automatically be awarded last place in the ERA and WHIP categories. (Will be adjusted for shortened seasons)

### **C. Ties:**

1. In case of ties in an individual category, the tied teams are assigned points by totaling points for the rankings at issue and dividing the total by the number of teams tied.
2. In cases of ties in total points, final standings are determined by comparing placement of teams in each of the individual categories "Head-to-Head". The team who wins the most categories of the ten would be declared the winner.
3. Should the points totals still be equal as a result of the tied teams splitting the 10 categories 5-5, the tie is broken by adding each team's total at bats at season's end, plus triple the number of its innings pitched. The team that scores the higher total by this measure wins the pennant.

## **VI. Fees:**

### **A. Entry Fee:**

1. Each team is responsible for a \$150 entry fee
  - a. This includes \$75 league fee and first \$75 of transactions
2. Entry fees and any balance from the prior year need to be paid in full no later than at the draft.

**B. Transaction Fee:**

1. Each team will be allowed a Free Agent Acquisition Budget (FABR) of up to \$100.
2. If you spend over the first \$75, you will be billed the difference between \$75 and \$100.
3. If you don't spend the full \$75, that money is forfeited to the league.
4. There are no charges for waiver moves

**C. September Roster Expansion Fee:**

1. Over and above your entry and transaction fees
2. Fee is assessed for any action you take on those three roster spots, so if you replace an expansion player you pay the fee again.
3. Amounts
  - a. Free Agents – Actual bid amount
  - b. Activated from IR - \$5/activation
  - c. Activated from Taxi - \$5/activation

**VII. Other:**

**A. Stats:**

1. Stats are provided by CBSSportline.
2. Stats are available to us on a daily basis and are posted on the CBSSportline site.

**B. League Officers:**

1. Commissioners
  - Scott Wilson
  - Matt Wilson
  - Duane Godfrey
2. This team shall have the authority to rule on players' transactions and rules interpretations.

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# Official League Rules

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## **I. ROSTER:**

A. Rosters must consist of **23 players** from the following positions:

- Catchers – 2
- First baseman -1
- Second Baseman -1
- Shortstop -1
- Third Baseman -1
- Corner Infielder -1
- Middle Infielder -1
- Designated hitter -1 (**NL Changed UT to DH only in 2023**)
- Outfielder -5
- Pitchers -9

## **B. Player Eligibility**

1. To be eligible, a player must be a bona fide major leaguer; i.e. he must appear on the official twenty-five man roster for your league.
  - American League: AL teams, Milwaukee and Atlanta
  - National League: NL teams and Houston
  - DOS League: AL Teams plus St Louis and Philadelphia
2. To be eligible to play a particular position, a player must have played at least twenty (20) games at that position during the previous season.
3. To be eligible to play at DH, you must have 15 games during the prior season.  
(Changed from 17 2023)
4. Eligibility will be determined by the using the combined games played between the major or minor league. (<https://www.baseball-reference.com/players/>)
5. If a player did not play enough games to qualify for eligibility the prior year, the combined games played in the pre-prior year will be used to determine eligibility.
6. The commissioners reserve the right to assign additional positional qualifications to players who will clearly be assigned to a new position during the upcoming season.
7. A players status (Majors or Minors) is determined by his status on opening day, if he is on the DL his status is determined by what happened when he is activated.

## **C. Tony Phillips Rule**

1. At any time during the season, if a player plays 10 games at a position he is then eligible to play that position as well as any positions where he qualifies for from the previous season.
2. Because of the scarcity of DH's, we now allow their qualification when they have played that position for 7 games. This only effects the current season.
3. Positional qualification is still based on 20 games for the following season.

D. **Roster Vacancies**

1. Following the annual draft, a team is not required to fill in vacancies on its twenty-three man rosters (vacancies as a result of a player's is disabled or traded out of the league).
2. If a team does wish to fill in disabled players at the draft, the players will be bid upon on at a date determined at the draft using the same bidding process.

E. **September Roster Expansion** .

1. If it chooses, a team may expand its roster for the pennant drive by calling up as many as three additional players with no positional requirements.
2. The order of selection is determined by the most recent week's standings, with the lowest ranking team selecting first and so on to the highest ranked team. The second round reverses, with the highest ranked team selecting first and so on.
3. On or about September 1<sup>st</sup>, this draft will be conducted via email. Participating teams need not make their decisions at this time; however, these picks are also first come/ first served basis should you elect to forego the draft process.
4. The fee for expanding the roster in September is the amount of the winning bid for each player player or \$5 if activating a player already on your roster.
5. The salary for any players added from the Free Agent pool will be the bid amount.
6. Players from a team's taxi squad can be activated during this phase without affecting their salaries. However, any taxi squad players activated will lose a year of service at the Major League level. This activations' cost is also \$5.00. Each activation counts as one slot from the three that you are allowed.
7. A player, who is activated from the disabled list within two weeks of the September expansion, can be reactivated by his team while maintaining the service of the player who had replaced him during his absence. This would count as one of the three moves that each owner can exercise and will also cost \$5.00
8. Entry players bid amounts must be within your FABR and you owe the bid amount in a fee.

**II. DRAFT/AUCTION RULES**

A. **Starting Payroll:**

1. Each team, upon paying his entry fee, will be staked to \$260.00 with which to select his team.

B. **Bidding Order:**

1. The opening bid of our draft is traditionally awarded to the previous year's champion, any then follows around the room until each owner has had the opportunity to introduce a player to be bid upon. This cycle is followed until all rosters are filled.
2. Bidding on each player proceeds until there is only one bidder left. The amount of the last bid is the player's salary.

**C. Player Contracts/Long Term Salary Extensions:**

1. Any player selected in this year's draft is property of the drafting team for two years (barring trade to another team or out of the league).
2. His salary in the second year is equal to that which he was drafted at the first year. Should you retain a player, his salary will be deducted from your \$260.00 opening bankroll at next year's draft.
3. After two years, you may release the player, retain the player for one more year at his original salary, or tender a long-term contract (2,3 or 4 years) at an increased salary of \$5.00 per year added.
4. Here's how it works. You drafted "**Shoeless**" Joe Jackson two years ago for \$20.00.

Prior to this season, you would have to make a decision to:

- A. Keep him one more year @ \$20.00 (at the end of this season he would become a free agent)
- B. You can tender the player their first long-term contract of 2,3, or 4 years

**Here's how the contract extension works:**

"Shoeless" Joe Jackson

Original Drafted Contract is listed in Blue.

1998 - \$20.00	1998 - \$20.00	1998 - \$20.00
1999 - \$20.00	1999 - \$20.00	1999 - \$20.00
<b><u>TWO Year Extension</u></b>	<b><u>THREE Year Extension</u></b>	<b><u>FOUR Year Extension</u></b>
2000 - \$25.00	2000 - \$30.00	2000 - \$35.00
2001 - \$30.00	2001 - \$35.00	2001 - \$40.00
2002 - \$30.00	2002 - \$35.00	2002 - \$40.00
	2003 - \$35.00	2003 - \$40.00
		2004 - \$40.00

5. If the contract length was for less than 4 years, you have the option to tender a second contract of up to 2 years at \$10 per year to bring the total to 4 years.
6. If you must extend the player to the fourth year (1 or 2 depending on what is left) or release him to waivers.

Here's how the second contract extension works:

"Shoeless" Joe Jackson

Coming off a 2 year contract

1998 - \$20  
 1999 - \$20  
 2000 - \$25  
 2001 - \$30  
 2002 - \$30

**Second Extension**

2003 - \$40  
 2004 - \$50

Coming off a 3 year contract

1998 - \$20  
 1999 - \$20  
 2000 - \$30  
 2001 - \$35  
 2002 - \$35  
 2003 - \$35

**Second Extension**

2004 - \$45

7. Players that did not get a contract extension are not eligible for an extension when their draft contract runs out
8. You are responsible for the contract for the length of the term. **Should the player become injured, you still are responsible for the salary.**

9. You can ***waive a player under contract***, but you must deduct from your \$260 salary cap the entire years salary plus 50% of what is left on the contract in the year that you cut him..
10. The player's contract can be negated only in the event that said player is traded out of the league, unsigned, retired or on a minor league roster.
11. In the event that you released the player and ate the salary, you are still responsible for that salary even if the player was released.
12. A player under contract can be traded with the understanding that his new team accepts responsibility for the term/length of his current contract.
13. After a player has been extended 4 years, you are able to go year to year with \$5 increments each year

D. **Spending Limit:**

1. Each team must fill his roster by using no more than \$260.00.
2. After a team has filled his twenty-three man roster, it no longer participates in the auction.
3. If it is determined that a player spent over their limit after the draft, that team will be fined double the amount of the discrepancy at the following years draft.

E. **Roster Protection:**

1. At the start of each season, each team is allowed to protect any number of players as they choose while remaining within the \$260 cap.
2. Protected rosters must be turned into the statistician at the predetermined date requested by the statistician based on the league draft day.
3. Please read about players added to the league due to Contraction or [realignment](#).

F. **Ramon Ortiz Rule:**

1. If a player on your Taxi Squad is placed on the Major League disabled list at the start of the season, he must be double protected if you want to retain on your major and taxi roster once his status is determined.

G. **Brian Simmons Rule**

1. If a Taxi Squad player was activated by an Strike Uno team during the year and the player no longer qualifies for the Rookie of Year award (130 at-bats or less, 50 innings pitched or less, or anyone with 45 days or less on any Major League roster, not to include service time after September 1<sup>st</sup> roster expansion.) he can not be listed as a taxi squad keeper prior to the draft. (Modified in 2007 to clarify language)
2. These players are eligible to be drafted during the upcoming tax draft.
3. If a player was never activated from the taxi squad, he can be a taxi squad keeper regardless of the amount of service
4. The rosters will be reviewed every year to see if which players fall under this rule and you will be notified.

H. **Double Protection**

1. If a player on your taxi squad has not been sent down prior to the keeper list deadline, you can protect that player on both your Major league and Taxi keeper list.
  - a. If you protect only on your Major league roster, he can be drafted in the minor league draft, including by the Major league owner

- b. If you protect only on your Taxi roster, he can be drafted in the auction including by the Minor league owner
- 2. The start of that teams season determines the status of the player
  - a. If you double protected the player you have two weeks to take action
    - 1. If he is sent down, you can replace him on your active roster
    - 2. If he is retained, you will retain a player market on your Taxi roster
  - b. If you did not double protect that player
    - 1. If he is sent down
      - 1. The team that drafted him as a Taxi player retains his rights
      - 2. The team that won him in the Auction, will need to replace him
    - 2. If he makes the opening day roster
      - 1. The team that won him in the auction retains his rights
      - 2. The team that drafted him as a taxi player will retain a player marker

### **III: Taxi Squad**

#### **A. Draft:**

1. Prior to the "main event", a ten round draft will be held in order to fill out a 25 player taxi squad.
2. AL/NL entry players are not allowed to be retained from year to year. They can be redrafted, but not listed as a taxi squad keeper
3. The draft order is determined by last years finish. The first round is different from all others, please see list below.

#### **First Round**

First Pick - 5th place  
 Second Pick - 6th place  
 Third Pick - 7th place  
 Fourth Pick - 8th place  
 Fifth Pick - 9th place  
 Sixth Pick - 10th place  
 Seventh Pick - 11th place  
 Eighth Pick - 12th place  
 Ninth Pick - 4th place  
 Tenth Pick - 3rd place  
 11th Pick - 2nd place  
 12th Pick - 1st place

#### **Each subsequent round**

First Pick - 12th place  
 Second Pick - 11th place  
 Third Pick - 10th place  
 Fourth Pick - 9th place  
 Fifth Pick - 8th place  
 Sixth Pick - 7th place  
 Seventh Pick - 6th place  
 Eighth Pick - 5th place  
 Ninth Pick - 4th place  
 Tenth Pick - 3rd place  
 11th Pick - 2nd place  
 12th Pick - 1st place

*If the league contains few then 12 teams, drop the last team and the 11th place team get the first pick after round one, etc.*

4. A team that loses any "star" player to the other league during the off-season will receive a compensation pick. If the player is traded out during the season and does not come back during the off season, you are entitled to a compensation pick as well. The compensation is outlined below.
  - 5 Star Player - First Round Pick
  - 4 Star Player - Second Round Pick
  - 3 Star Player - Third Round Pick
  - 2 Star Player - Fifth Round Pick
5. If you have multiple compensation for the same round you can use all of those picks in that round. If you want to defer your compensation pick to another round you can also, but you pick based on the order for that round.



6. If you lose a taxi squad player to the other league and that player is in the Baseball America top 100 published in the spring, you will be awarded a compensation pick based on their rank.

<b>Rank Top 10</b>	<b>Rank 11-25</b>	<b>Rank 26-50</b>	<b>Rank 51-75</b>	<b>Rank 76-100</b>
1 <sup>st</sup> Round Pick	2 <sup>nd</sup> Round Pick	2 <sup>nd</sup> Round Pick	2 <sup>nd</sup> Round Pick	2 <sup>nd</sup> Round Pick

7. All compensation picks are done at the end of each round in reverse order of the prior years finish, major league compensation picks are slotted before minor league compensation picks.
8. All teams that have a **compensation pick** in a given round must pick or defer their pick prior to a team using a second pick in that round. *For example, if team A has two picks, team B must pick or defer their pick prior to team A making a second pick in that round.*
9. Each team will be allowed to maintain a taxi squad of **seventeen players**. It is conceivable that a team may have more than one pick in a round as a result of a trade with another owner.
10. However, at no time can a team exceed the seventeen player limit. Once this number is met, the owner's participation in this phase of the draft is ended.
11. These players are typically minor leaguers, but can also be NL/AL players that you anticipate may be traded into the league, or even top-flight college players.
12. **Major league players not drafted in the auction portion of their given league's draft are not allowed to be selected for the taxi draft.**
13. If a taxi player makes the opening day active roster, you have two weeks to activate or release the player.
14. The salary of these players, the first round players are \$10, this follows down to the 10<sup>th</sup> round where players are \$1.
  - a. Minor League Players from your league
    - i. Salary is based on round selected follow the round they are drafted
    - ii. Can be retained for 5 years on the taxi square after being drafted
  - b. Professional Baseball Players who may be playing elsewhere such as Japan or Cuba (International)
    - i. Will have a salary of the round they were drafted
    - ii. Must be signed by a team in your league by the following draft otherwise they are released
    - iii. Can be retained for 5 years if signed by draft day
  - c. Players from the other league players can be drafted
    - i. A limit of no more than two per UNO team.
    - ii. Salaries of these players will be determined by what is posted in the current year's Sporting News Fantasy Baseball Magazine.
    - iii. They must be in the appropriate league at the time of the following draft or they are free agents.
    - iv. Normal contract rules apply once he is activated
  - d. College players, who have not been drafted yet,
    - i. Salary is based on round selected follow the round they are drafted
    - ii. Can be retained for 5 years on the taxi square after being drafted

**B. Supplemental Taxi Squad Draft:**

1. Taxi squad players can no longer be added throughout the season. There will be a draft at the mid season meeting to allow people to replace taxi players that they no longer want.

2. If you cannot attend the mid season meeting, you must email your picks to Scott Wilson or an owner in another league that is attending the meeting with the round that you bid.
3. All teams interested in participating must submit a bid of one of their draft picks for the coming year. If a team does not have a certain pick, due to trades, that pick can not be bid.
4. You will forfeit the pick that you bid if you win the bid.
5. In the event that there is a tie, the player will be awarded to the team with the lower place in the standings for that week.
- ~~6. You must be able to release a player or have a player marker to redraft someone.~~  
(Removed 2023)
7. The salary of the player will be the round bid and he will carry the month that the supplemental meeting was held for contract purposes.
8. This player must have been on a minor league team for your league, at the time of the initial draft or he can not be picked up. Players from the other league, foreign players, collegiate players and **any player drafted during the current year are not eligible** to be picked up.
9. There is no waiver period on the release players, these players are unable to be picked again until the following April draft.
10. You are allowed to draft no more than **3** players during this draft, you can not redraft your entire team. (Added 2008)

**C. Contracts/Retention:**

1. Any Taxi Squad player that may make the major league roster prior to the draft must be retained as a protected Major league player or double protected
2. If a Taxi Squad player is on the Major League disabled list, you can double protect him. If activated by Major league team you need to place him on your active roster or place him on waivers, if sent to the minors you can retain him on the Taxi and replace him on the Major league roster.
3. You are able to draft players from the minors, cross league, foreign leagues, college, high school and middle school.
4. Retention period for players that have not made an eligible league rosters is listed below and their extension options

	<b><u>Minor League</u></b>	<b><u>Cross Over</u></b>	<b><u>Foreign</u></b>	<b><u>Amateur</u></b>
Retained for:	Up to Five Years	One Year	Up to Five Years	Up to Five Years
Extension Eligible	Yes	No	No	Yes

5. You can extend the contract after the 5 years by adding \$5 to current contract for every additional year that you wish to keep him for players that are eligible.

**D. Pedro Martinez Rule:**

1. If a player from the opposite league that is on your taxi squad comes to your league, you have the player's rights for one year. The following are your options if the player is traded mid season:
  - a. You can activate the player and get the benefits for the rest of the season.
  - b. You can leave him on your reserve roster and retain his rights at his salary for next season at his value from the draft.
  - c. Regular contract rules apply once they are activated to your roster

## IV. Transactions: Trades, Waivers, Free Agent Moves, etc.

### A. Mid Week Picks up

1. You are allowed to pick up a player for injury or free agent move any day of the week.
2. Players are awarded on a first come first serve basis prior Sunday night.
3. Salary for that player is set at \$1 unless there is a bid submitted on Sunday night.

### B. Bid Night

1. To retain that players rights, you must either increase your bid or hope that nobody bid more than \$1.
2. In the event of a tie bid, it will go to the person whose roster the player is on or to the lowest seeded team in the tie.
3. If you don't include the name of a player to be replaced or dl'd, your bid will not be consider in good order and your bid will be discarded.
4. If you lose the rebid on the player, the initial \$1 bid comes off your salary cap.
5. If the player bid on was previously on another team: (Added 2023)
  - The players contract status does not reset and stays the same as it was at draft day
  - The players existing salary is carried over unless the bid amount is greater than the existing salary

### C. Trades:

1. There are no charges for trades.
2. Beginning immediately after the draft and until the weekend following the Major League trading deadline (July 31<sup>st</sup>) league wide trading is allowed.
3. Trades must be made so as to keep all roster positions filled (i.e., you can trade a pitcher and a catcher to another team, but you must receives a pitcher and catcher in return).
4. Trades must also conform to the salary cap. More details on these issues are to follow.
5. You can trade for players that are injured as long as your roster is whole after the trade.
6. You do not need to activate an injured player in order to trade him.
7. "Player-to-be-named-Later" trades are prohibited.
8. You cannot trade any player who is on the Major League DL or did not play in his teams last game if he has a status of **Free Agent**.
9. You cannot trade a player who was traded out of your league
10. A team may not reacquire a player it has traded away from the same team in the same season.
11. Trades after the ML trading deadline and prior to September 1<sup>st</sup>, may take place only between teams either contiguous in the previous week's standings, or within 5 points (+/-). No in-season trades will occur after September 1<sup>st</sup>.
12. Trade of Taxi Squad picks for the following season plus **2 years only will be allowed, but no further.**
13. At no time can a team's in-season salary cap exceed \$350. **If you do exceed the salary cap because of a trade and the trade has been confirmed by both parties the trade will be voided and the offending team will have the amount exceed deducted (\$1 for \$1) from their \$260 at the draft the following year.**

14. If you make a trade in one league where this is a difference in salary of over \$20, you can not trade with the same person in the other league for a period of 30 days if before July 1st. After July 1st, you can not trade with that team until the end of the season.

#### D. **Disabled List:**

1. There are no charges to DL a player or to activate player, however if you bid on a free agent you will be charged the bid amount.
2. Suspended or bereavement players can be placed on the DL.
3. A team may place a player on it's twenty-23 man roster on the disabled list who is:
  - Placed on the Major League Disabled List
  - Released
  - Traded to another league
  - Sent down to the minors
  - Suspended ([Added 2013](#))
2. A team disables a player by notifying the league
3. You can trade a player on the major league disabled list.
4. A player placed on the Disabled List must the positional requirements necessary to balance the team selecting him.
5. There is no limit to the number of players that you may have on the DL at any given time.
6. Disabling a player protects a team's rights to that player.
7. When a player on the UNO DL is reactivated by his Major League team, the UNO team owner will have two weeks to either waive the replacement player or the original player himself.
8. A taxi squad player who is activated after the beginning of the season can also be used to replace a disabled player (assuming the positional requirements are met). When the original player is reactivated by his Major League team, he must be waived or reactivated as in #7 above. In this case, the taxi squad player can be returned to the taxi squad, however a year of his service to his fantasy team is forfeited once said player is activated.
9. When a player on your roster is injured after September 1<sup>st</sup>, it's not unusual that his ML team doesn't place him on the DL. If it can be determined that said player is "out for the season" (as reported by a viable source like USA TODAY or ESPN), he may be disabled by his fantasy team and replaced from the free agent pool.
10. Players in the Free Agent pool who are also on the DL cannot be selected to replace injured players on your roster. This is "piggy-backing" and isn't allowed.

#### E. **Waivers:**

1. There is no charge for waivers.
2. The waiver period begins at **7:00 PM on the Sunday** following a player's release as reported in the week's transactions on the web page.
3. Players on waivers are available to any teams in the league (**except the team who waived the player to begin with**) and will be awarded to the lowest ranking team seeking said player's services. To make room on its roster, the team awarded the waiver claim must release a player at the same position.
4. Waiver claims take precedence over the replacement of an injured, released or demoted player. That is, a player on waivers must clear waivers (go unclaimed by any fantasy owners) before he can be signed as a free agent to replace an injured, released or demoted player.

5. A team may acquire no more than **one player** per week via waivers.
6. A player who clears waivers is returned to the free agent pool.
7. A player claimed via waivers maintains his original salary from draft day. If he clears waivers, his salary upon being selected as a free agent will be determined by the amount of the winning bid for said player
8. A player, who is placed on the DL the week he is on waivers, will go on waivers the week that he is activated from the DL. You cannot claim a player on the DL, you must wait until he has come back. **You need to monitor this yourself, the league will not notify you of these players.**

F. **Replacement Moves:**

1. There is no charge for replacement moves other than the cost of the bid amount being subtracted from your FABR
2. Waiver move claims are based on the highest bid winning the player.
3. Players on "waivers" must clear waivers before they are eligible to be bid on.
4. Taxi Squad Players cannot be replaced outside of the midseason taxi draft.

**V. NL/AL Entry Bids:**

A. **Bidding Process**

1. Any player that is on the free agent list can be bid upon by UNO teams as long as they have an injury replacement or a player to cut.
2. Each team will use the same FABR for drafting these entry players.
3. You are allowed to bid any part of this amount on players coming into the League.
4. Players will be bid on by sending an e-mail to the statistician (**subject line, for example, should read Entry Bid”, seeing this, the bid won’t be opened until the deadline.**)
5. Any player is traded into the league on a between Sunday 7:00 PM and the following Sunday 6:59 PM is available to be bid on and awarded to the highest bidder
6. **IT WILL BE UP TO YOU TO KNOW WHEN A PLAYER HAS BEEN TRADED. THE LEAGUE OFFICERS WILL NOT TELL YOU.** In other words, if you snooze, you lose!
7. If you win such a player, you must release an existing player on your roster at the same position played by the NL/AL Entry player.
8. You can use the entry player as an expansion player, but you are debited from your FABR and will need to cover the cost of the bid in real money.
9. If there is a tie the first tie breaker is current owner, with the second tie breaker being position in the standings.

B. **Andre Galarraga Rule (added in 2002)**

1. For AL/NL Entry players, their status is determined as of the day of the draft.
2. Any AL/NL Entry player that is still under a minor league contract, sent to extended spring training, not listed on the active 25 man roster, or listed on the Major League Disabled list will be considered in the **minor league** for retention purposes.

**C. Compensation Picks**

1. If you lose a player to the other league you may be eligible for a compensation pick based on the following:

Star qualifications for positional players

<u>Date Range</u>	<u>Avg: w/Plate Appearances</u>	<u>Combination of: HRs/SBs</u>		<u>Combination of: RBIs and Runs</u>
	<u>1 Star</u>	<u>1 Star</u>	<u>2 Star</u>	<u>2 Star</u>
<u>Player's Value</u>				
May 1	84	4	6	27
June 1	168	8	12	54
July 1	252	12	18	81
August 1	336	16	24	108
End of season	502	24	36	162

Batting average calculated each year

Star qualifications for pitchers

A pitcher needs to hold an era equal to or less then the league average and one of the following:

If a pitcher achieves two of these levels, they are a 2 star player.

Average ERA will be calculated each year

<u>Date</u>	<u>Wins/Saves</u>		<u>Strikeouts</u>		<u># Starts * (Starter)</u>	<u># of Innings* (Reliever)</u>
	<u>1 Star</u>	<u>2 Star</u>	<u>1 Star</u>	<u>2 Star</u>	<u>1 Star</u>	<u>1 Star</u>
May 1	2	4	20	30	4	12
June 1	4	6	40	60	9	24
July 1	6	9	60	90	13	36
August 1	8	12	80	120	17	48
End of season	12	18	120	180	26	72

\* Must have an era at least one run under avg and not qualify for any other star.

### **VIII. Realignment Provisions (Updated 2002)**

This provision is being put into place due to the expected change in leagues of the Tampa Bay Devil Rays and Arizona Diamondbacks.

- A. Any NL/AL player that is on a taxi squad, must be traded to the a team that is currently in the league in order to be retained on your team.
- B. Any Minor League player that is on your [taxi-squad](#) can remain property of your team if he is not on the major league roster.
- C. Any Player that is lost due to realignment is treated the same as a player traded out of the league.
- D. All Major League players on a team that is added to the league due to realignment are automatically free agents.

### **IX. Contraction (Added 2002)**

If Major League baseball decides to contract teams, the following rules will go into effect the year in which the teams are [contracted](#), not the year that it is announced.

- A. To replace the contracted team(s), there will be a drawing from the teams with the 6 most wins who are not already in the league. The team that is drawn will be added to our league.
- B. Any contracted player who is drafted back into his original league will be treated as if he never left the league.
- C. Any contracted major league player that is on a team that is contracted out of the league, is treated the same as a player that is traded out of the league.
- D. AL/NL entry players that are added to our league due to contraction are automatically free agents.
- E. AL/NL entry players from the Major League team that was added to our league due to contraction are automatically free agents.
  - **For example:** You have Vladimir Guerrero on your Taxi List and the Expos are contracted and Guerrero ends up the Yankees, you do not retain his rights. If the Expos are added to the league due to being selected as a replacement team, you also lose the rights to Guerrero.

## **XI. Ignorance Rule(Added 2007)**

It is not the commissioner's responsibility to cut slack to owners in the league due to their ignorance. Everyone has access to the rules and everyone needs to ensure that they are complying with them. We have had several situations come up during the past year that UNO teams came to the commissioner looking for leniency. It is not fair to the other owners in the league to continue to allow ignorance to be an excuse for not following the rules.

- A. If there is a mistake made on a contract or a salary with regards to your team prior to the draft and you do not bring it to the attention of the commissioner, then you are stuck with the results unless that would have put you over the salary maximum at which point you will be fined as laid out in the prior rules.
- B. If you claimed to have given a contract to a player in your keeper list and it is not reflected in your team's salary and it is not addressed prior to the start of the draft, that player is not under contract.
- C. If you trade a draft pick to another team and it is later determined that you don't have that pick you need to trade for a pick in the same round or you will forfeit your next highest pick and the pick from that round to the owner who you traded the pick to second. Wording is confusing
- D. If you bid a pick on a minor leaguer during the midseason meeting and it is later determined that you don't have that pick, you will forfeit your next highest pick and the pick from that round to the league.
- E. If you select a player that is already on someone's roster, even if they don't tell you during the draft, you either need to work a deal out with the other team or you will forfeit that pick. It is your responsibility to know who the available players are.
- F. In the event that an issue of ignorance comes up during the season, the commissioners and the ignorance committee will make a ruling to resolve the issue and the ruling will be added to the rules for future ignorance issues.
- G. The committee will be made up of Scott Wilson, Matt Wilson and Duane Godfrey.