

SLSL

OFFICIAL RULEBOOK



REVISED
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I. LEAGUE

A. ADMISSION

All managers are admitted by mutual acceptance of the league. All teams are the possession of the league, shall number twelve (12) and be divided into two separate divisions, the Aaron Division and the Mays Division. Team assignment to divisions shall be by mutual acceptance of the league. The Commissioner is appointed by the mutual acceptance of the league. All petitions for admission must be directed to the Commissioner and conferred by the league. Withdrawal from the league will be freely accepted and should be presented to the Commissioner.

B. DUES

There shall be no dues imposed on any member of the league.

C. RIGHTS OF MEMBERSHIP

All managers are entitled to equal representation within the league. No rule or activity shall be established to intentionally discriminate against a manager. All managers are allowed to promote the league in the way they most see fit. This can include newsletters, personal correspondence or oral communiqué. Individual team notes, progress reports, anecdotes or other displays of raconteur behavior are encouraged.

D. RULE CHANGES

Changes of league or game rules will be decided by league majority vote. All changes of league or game rules shall precede the season. Interpretations of rules may be made throughout the season on a case by case basis. Interpretations are to be made by the Commissioner and uniformly enforced.

E. APPEALS

Appeals of censure by the Commissioner shall be directed to the league as a whole. The league then shall vote; a majority of which is needed to overturn any punishment.

F. YEARLY SCHEDULE

The Commissioner shall supply a yearly schedule which shall include all dates of drafts, deadlines and other important deadlines and dates at least one week before the January Free Agent Draft.

G. YEARBOOK

The Commissioner shall supply a yearbook based on the previous years games, playoffs, awards and any other information deemed to be importance to the league in documenting the season. The yearbook shall be issued before the close of December of that season.

H. GAME SOFTWARE

All managers shall purchase the appropriate software version being used for that year from the Strat-O-Matic Game Company and have it installed on their choice of personal computer before the start of games (usually by the end of March of each season). If a manager wishes not to purchase the software, said manager shall make appropriate arrangements with another manager to use their computer for playing of games. No games shall be played by card and dice.

II. TEAMS

A. TEAM NAME

All teams shall carry the name of a City, State or Province and a nickname. If a manager desires to have a team name that does not comply, an appeal should be made to the league for a vote; upon majority vote of which the non-conforming name shall be approved. Any names that are in place as of the date of acceptance of these rules shall be grandfathered.

B. ROSTER SIZE

Each team shall begin each season (defined as the date of roster cut-down each March) with a maximum of forty (40) players on their roster with exception being the period from the date of the annual January Free Agent Draft to the date of roster cut-down in March when there is no limit to the roster size. An exception also exists for the period from the date playoff rosters are due to the date of the January free agent draft where the roster size shall be a maximum of twenty-five (25) players. During the regular season, the size of the major league roster shall be twenty-five (25) players with a maximum of fifteen (15) players constituting the minor league roster.

C. TEAM RESPONSIBILITY

Each team shall be treated as a separate entity. The manager of each team is responsible for meeting league standards and deadlines. Home teams are responsible for playing all games by the deadline dates each season and for submitting game results to visiting teams and the Commissioner for league statistical computations. Visiting teams are responsible for submitting a computer manager to the home teams prior to deadline dates. Fair play and good judgment shall be used during games and over the season. Questions or disputes should be directed to the Commissioner.

D. FORFEITURE OF TEAM

The Commissioner shall review all grounds for forfeiture. The Commissioner may request forfeiture of a team provided reasonable investigation has been made. The Commissioner may only act with the mutual acceptance of the league members. Reason for forfeiture shall include, but not be limited to: (1) cheating; or (2) disregard for rules and standards.

E. PARK NUMBERS

Because park numbers are used in the play of games, each manager shall submit to the Commissioner the park numbers for their home field by the roster cut-down date in March each year. This shall include home-run and single numbers for both left and right handed hitters. The park numbers may only change +/- 4 for home runs and +/- 3 for singles on a year over year basis.

III. PLAYERS

A. DRAFTS

Each January, on or before the last day of the month, the Commissioner shall conduct a free agent draft and allow each team eight (8) draft picks. The order of draft will be in reverse order of the previous season standings based on winning percentage then adjusted based on trades from the previous season. In case of ties, the tiebreakers used for draft order shall be:

- 1) Head-to-head record;
- 2) Divisional record;
- 3) Total team runs scored in the previous season; and
- 4) If not yet broken, a coin flip.

The free agent draft shall be conducted via telephone and internet communications as appropriate to the location of the managers. The draft will be blind (in that no cards have been issued by the game company or reviewed by any manager). Players protected on any team's twenty-five (25) man roster are excluded from the draft. All other players with any major league experience the previous major league season are eligible to be drafted (including unprotected players). There is no requirement that a player have a card issued by the game company to be eligible for the free agent draft.

In addition, the Commissioner shall conduct three supplemental drafts each year in March, June and August, unless the league, by majority vote, decides to change the date for convenience of the league members. Supplemental draft orders will be determined by using the reverse order of teams in the standings by winning percentage on the day of the draft. Tiebreakers shall be the same as for the Free Agent Draft. Only players not on a forty (40) man roster and which have a card issued by the game company are eligible for supplemental drafts. For each player drafted another player on the forty (40) man roster shall be released to make room for the newly drafted player unless the team has open roster spots due to trades or previous releases. Players released during a supplemental draft are not eligible for drafting until the next scheduled draft.

B. TRADES

Trades can be freely executed between teams not controlled by the same manager. Trading can take place from the opening of trading on December 1 each year until the trading deadline the following season. Trades are not allowed between teams with the same manager. Multi-team deals are allowed provided no direct exchange is made between teams with the same manager. Trades must be registered with the Commissioner to be final. Trades or any roster changes become effective the calendar day they are registered by the time stamp of the email to the Commissioner or web posting on the website blog or message board. The traded player may only be used for scheduled games subsequent to the date of registration of the trade.

C. WITH OR WITHOUT CARDS

All forty (40) and twenty-five (25) man rosters can contain players with or without cards. Only players with cards are eligible to be used in regular season and playoff games. Players without cards can be drafted in the January free agent draft but cannot be drafted in supplemental drafts. Players on a forty (40) man roster that were not protected and which have a player card for the current season and are not drafted are returned to their original team. Any player from a forty (40) man roster that was not protected on a twenty-five (25) man roster and who is not drafted and who has no player card issued by the game company for the current season shall not be returned to the original team.

D. TWO CARDS

Players with two cards, who played in both leagues in the previous real-life major league season are eligible to be used in playoff and regular season games. A combined player card issued by the game company shall be used for these players.

E. EXTRAS

Of players with cards, some may be classified as extras. All relief pitchers with forty (40) or less innings, all starting pitchers with less than 81 innings and batters with less than 162 at bats are considered extras for purposes of regular season and playoff games. A pitcher who can both start and relieve shall have his status determined by usage. If he starts at least one game in league play and has less than 81 innings pitched, he becomes an extra. All extras are restricted to the actual innings pitched or at bats on their cards. Extras are not eligible to be used in the playoffs.

F. OTHER RESTRICTIONS ON USE

If a starting pitcher has less than 200 innings pitched on his card, then he may only start a maximum of 33 games during a season. If a starting pitcher has more than 200 innings on his card, he may only start a maximum of 41 games during a season. A pitcher who can both start and relieve may only start a maximum of 15 games. Any reliever, regardless of the number of innings pitched on his card, may only be used in two of every three games in any one series. Minor leaguers can be called up to the major league team at any time, except during a game in progress. However, there must be a position for them on the major league roster. Therefore, a player must be injured, released, sent to the minors or traded to open a position.

There must be a minimum of four starting pitchers on a major league roster at all times with no fewer than three games between starts. There are no off days in the game schedule for pitching purposes. Pitchers shall be tired if the computer game determines as such based on the mandatory game rules and settings as described below. Starter/Relievers and Reliever/Starters may relieve in games between starts but only once per three game series in which they are not a starter.

If a pitcher becomes tired according to the game software in the 9th inning or later, the manager of the tired pitcher may leave the pitcher in to finish the inning. All starting pitchers become tired if they give up 5 runs in one inning, 6 runs in two innings or 7 runs in three innings and must be removed from the game, except when a team has run out of eligible relievers in a game, in which case the last reliever may pitch until the game ends but said pitcher will pitch tired once that game threshold has been crossed. This rule overrides any decision that the computer manager in the game may make.

G. PLAYERS OUT OF POSITION

A manager may play any player on his 25 man roster at any position in the field he desires regardless of the defensive ratings on the player card. The game software will determine the fielding range, error rating and throwing arm of each player as they have been placed by the manager. No manager shall override the game software decisions on player defensive ratings.

IV. REGULAR SEASON

A. SCHEDULE

The Commissioner shall prepare a 162 game schedule for league play with each team playing the others in their same division ninety (90) games and teams in the opposite division seventy-two (72) games. Each team shall play the teams in its own division eighteen (18) games in six (6) three games series and teams in the opposite division twelve (12) games in four (4) three game series. All teams shall play an equal number of road and home games.

B. DEADLINE DATES

As part of the yearly schedule prepared by the Commissioner the following season deadlines and events shall be included:

January

Free Agent Draft

Action: 8 round draft of free agents

Penalty: Do not show, do not draft.

March

Action: 40 man rosters cut-down

Penalty: Cannot participate in the March Supplemental Draft

Action: Park Numbers due

Penalty: Numbers remain the same as the previous year.

Action: Supplemental Draft

Penalty: None - optional participation

Action: Season Begins

Penalty: None at this time

June

Action: 60 games played deadline

Penalty: Cannot participate in June supplemental draft and un-played games will be auto-played.

Action: Supplemental Draft

Penalty: None - optional participation

August

Action: 120 Game Deadline

Penalty: Cannot participate in August supplemental draft and un-played games will be auto-played.

Action: Supplemental Draft

Penalty: None - optional participation

Action: Trading Deadline

Penalty: Loss of one 25 man protected regular season and playoff roster spot if trade occurs

September

Action: 25 man protection/playoff roster due

Penalty: Loss of one 25 man protected regular season and playoff roster spot

October

Action: 162 game deadline

Penalty: Loss of one 25 man protected regular season and playoff roster spot and un-played games will be auto-played.

October/November

Action: Playoffs completed

Penalty: Loss of one 25 man protected regular season and playoff roster spot for all teams still competing.

December

Action: Trading ban lifted

Penalty: None

Action: Rule changes and other ideas posted for winter meetings

Penalty: None

If a manager has not played sufficient games and the manager has not provided the game file results to the Commissioner by any of the games-played deadlines throughout the year, the missing games (sufficient to bring the team into compliance based on the number of games in the deadline) will be auto-played by the Commissioner upon the deadline passing. The Commissioner will prepare the computer managers for the missing games using his best knowledge and information about the team and its manager's preferences.

The Commissioner will select the games to be auto-played to reach the minimum games played in the following priority order:

1. Earliest scheduled games not played (excepting games involving a home game of a compliant team);
2. All games (including home and visiting) against another non-compliant team;
3. Home games of a non-compliant team with a compliant team; then
4. Visiting games of a non-compliant team with a compliant team.

Once the minimum games played deadline is reached, no more games will be auto-played until such time as the manager once again becomes non-compliant.

If playing a home game of a non-compliant team against a visiting compliant team is required, the Commissioner will request a computer manager from the compliant team that is the visitor. The compliant team must deliver a computer manager to the Commissioner within one week of receiving the request so that the games can be played ASAP.

If playing a visiting game of a non-compliant team is required, the home team that is in compliance will have the option of choosing to: (1) play the games from a Commissioner supplied computer manager of the non-compliant team within one week of receiving the computer manager; or (2) allowing the Commissioner to auto-play the game using a manager supplied by the compliant team manager within one week from receiving the computer manager from the home compliant team. If a home manager fails to respond to the Commissioners request to choose within one week of the request, the Commissioner has the express power to play the games as he sees fit using his best knowledge and information about the teams and their manager's preferences to create the computer managers.

C. SOFTWARE SETUP

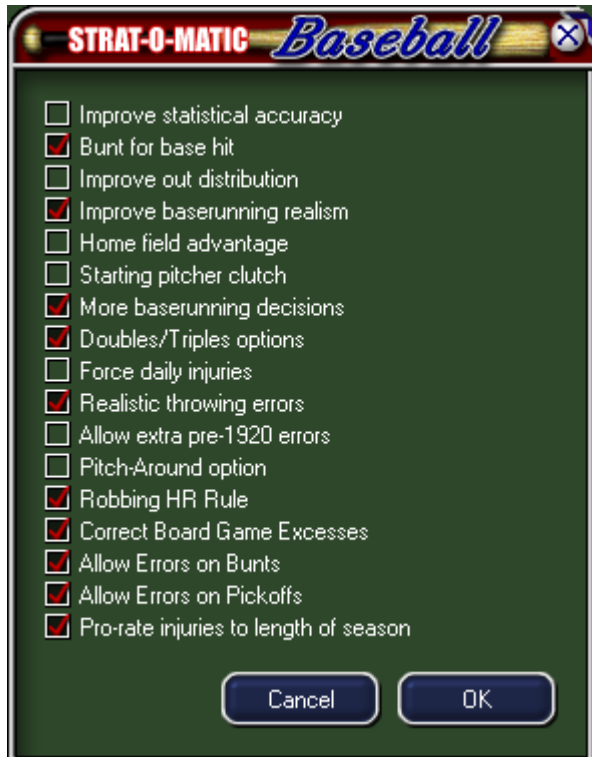
All managers, prior to any game play, shall set-up the game company software rules and game play settings in an identical manner so that results of games are not skewed. In the game software toolbar, there is an Options selection. Under Options there are selections for Rules, Lineups and Usage, Game Preferences, and Autoplay/Boxscore in which there are mandatory settings for each computer being used

to play league games. The following provides the screen shots of each of these as to how the setting should be completed:

Rules



Max Rules



Line-ups and Usage

STRAT-O-MATIC Baseball Lineups and Usage Options for 2010SL

Visiting Team Lineup

- Primary With Rest
- Primary
- Secondary
- Manual Mode
- Automatic Lineups
- Draft League Mode With Rest
- Draft League Mode No Rest

Home Team Lineup

- Primary With Rest
- Primary
- Secondary
- Manual Mode
- Automatic Lineups
- Draft League Mode With Rest
- Draft League Mode No Rest

Scheduled Days Off

- No Scheduled Days Off
- Give Scheduled Days Off

Auto Swap

- No Auto Swap-D-Matic
- Use Auto Swap-D-Matic

Minor Leaguers

- Minor Leaguers - Eligible
- Minor Leaguers - 40/25 Method
- Minor Leaguers - INELIGIBLE
- Automatic Transactions

Overusage

- Fully Control Overusage
- Try To Limit Overusage
- Ignore Overusage

Use 'Super Hal' Bullpen

Use 'Super Hal' Lineup Subs

Allow Extra GS For Certain Pitchers

Use Actual Pitcher Batting Cards

Default Cancel OK

Game Preferences - Only the Entry Mode and Computer Manager sections are mandatory settings

STRAT-O-MATIC Baseball Game Preferences for 2010 Salt Lake Strat-o

Entry Mode

- Manual Entry
- Dice Mode
- Regulator
- Preswing Play by Play
- None

Play by Play Level

- No Play by Play
- Minimal Play by Play
- Normal Play by Play
- Detailed Play by Play

Results & Options

- Show Flight of Ball
- Show Board Game Information
- Display Trivia Questions
- Display Newsworthy Events
- Play by Play Test Mode
- Save Play by Play to file

Computer Manager

- Visitor Team Managed by Computer
- Home Team Managed by Computer

Flight of Ball Animation Speed: 18

Play by Play Speed: 1

Default Cancel OK

Autoplay/Boxscore - All are mandatory except the “View Scores during Autoplay” setting

STRAT-O-MATIC Baseball Autoplay Options for 2010SL

Output - What

- Boxscore Only
- PAC (Play Accounts) Only
- Boxscore and Scoresheet
- Boxscore, PAC and Scoresheet
- Boxscore and PAC

Output - When

- Never
- Only For Event
- Always

Output - Where

- Save To File
- Printer

View Scores During Autoplay

Team vs. Team Subsets

Day vs. Night Subsets

Display Game Story On Boxscore

Create Daily Reporter HTML File

Save For One Team Only: Arizona

Create Game Result Files

Home vs. Road Subsets

Subsets By Month

Default Cancel OK

All other settings not listed as mandatory above may be set at the pleasure of the manager.

D. COMPUTER MANAGERS

Unless superseded by league rules, basic baseball rules shall apply. All managers shall be familiar with the rules of baseball. Questions involving their interpretations pertaining to Strat-O-Matic will be dealt with on a case by case basis and enforced uniformly by the Commissioner.

Computer managers shall be submitted by the visiting team via electronic file as produced by the game software. The computer manager shall include the following minimum information as provided in the software: (1) the specific scheduled games for which the computer manager is to be used; (2) line-ups for both the home team left handed and right handed starting pitchers; (3) the 25 man roster; (4) notation of any injured players; and (5) the pitching rotation to be used for any specific game. The computer manager has additional options to use super-HAL and other usage and strategy settings. These strategy settings are optional.

E. STATISTICS

All home teams have the responsibility to submit all game results in the “Game Files” format to both the visiting team and the league Commissioner. The league Commissioner computer shall be the official repository of all game, player, team and league statistics as provided in the “Game Files”. Subsets and box scores can be provided but are optional. The reason that Game Files are the mandatory format in which game results are reported is threefold: (1) the ease of determining which games have been played; (2) a specific Game File cannot be uploaded twice while subsets can, thereby duplicating game stats; and (3) the Game File format provides much more game play data than a subset which makes the compilation of year end statistics easier with major mitigation of data errors.

V. PLAYOFFS

A. FORMAT

Three teams from each division with the best records will compete in the playoffs. The second and third place teams in each division will compete in a best of seven series. The winner will play the division champion in a best of seven series. The winners of each divisional playoff will compete for the championship in a best of seven series. In the event of similar records by teams, tie-breaking procedures will be the same as identified for draft placement.

All series shall be a 2-3-2 format and one day of rest shall be assumed after the second and fifth game (for pitching rotation purposes). Two days rest will be assumed (for pitching rotation purposes) between each playoff series regardless of the length of the previous series.

B. PLAYER USAGE

Players classified as extras cannot be used in the playoffs. All starting pitchers can start in the playoffs with three days rest between starts. Starting pitchers with more than 200 innings pitched on their player card can pitch with two days rest between starts but lose one inning from their player card regular tiring inning for each game pitched on two days rest. A return to a three day rest restores one original tiring inning. Starting pitchers with less than 200 innings pitched on their player card can pitch only on three days rest during the playoffs. They experience no reduction to their tiring factor. Starter Only pitchers can be used as relievers in the playoffs. Their tiring inning is (2). Relievers cannot exceed the 1+ tiring inning limit. If all relievers and Starter Only pitchers being used in relief on the roster have been used, the final pitcher is permanently tired, once he exceeds the +1 tiring inning limit, for the rest of the game, and must complete the game.

C. INJURIES

All injuries in the playoffs are for the rest of the game only.