ICBL Constitution (effective 2/1/23)

**I. Rosters/Trades**

A. All teams have a limit of 31 players on their roster— 26 active, 5 in minors for each game as designated by manager. Roster may expand above 31 players in off-season through trades only. All teams must be down to 31 or less players (eligible plus excess ineligibles beyond the two as stated in 1.E combined) by the trade deadline of March 15th at Midnight Central Time. All players are a teams to keep until the manager decides to cut or trade them.  
  
B. Players are considered eligible for play in the ICBL and for selection in the annual draft if they accumulate at least 50 plate appearances (position player) or 25 innings pitched (pitcher) in MLB that season. Players who do not meet this minimum are considered ineligible. Should there be a situation in which there are not enough players to fill 30 teams based on this criteria, the eligibility requirements may be reduced.   
  
C. Unlimited roster moves (between majors and minors) are allowed during the season, but starting pitchers cannot be placed in the minors between starts ten or fewer days apart (two starts must be 11 days apart to demote to minors between starts. i.e. Start Day 100, sent to minors Days 101-110, called up and can start again Day 111.  
  
D. A cut-down to 25 or less players (eligible plus excess ineligibles beyond the two as stated in 1.E combined, plus penalties per penalty chart in section VI) is required by October 15th. Eligible players who are cut are put in the upcoming draft pool. All teams must make the cut deadline. Transactions will be allowed once ALL teams have completed cuts. Any team that fails to make this deadline will be subject to roster penalties AND TLO will make appropriate roster cuts  
  
E. In addition to the 31-man roster, each team is allowed to keep up to 2 ineligible (see 1.B) players. A team may keep additional ineligible players as part of the “eligible” roster, but eligible players may not be kept as ineligibles.  
  
F. Each team is limited to 60 trades during the off-season. Waiver wire acquisitions shall not count towards the 60-trade cap, but TLO reserves the right to review waiver transactions to ensure waiver activity has not been used to circumvent the trade cap.   
  
G. No trades involving picks or players not possessed by a team, nor trades involving the loaning of a player to another team for any period of time, nor any other trades involving “assets” other than picks and players will be allowed.  
  
H. Teams may trade the current year’s draft picks and those corresponding with the upcoming season, but none beyond that. Only the first six rounds of draft picks are eligible to be involved in a trade.  
  
I. Upon joining the league, new managers will have their first round pick for the following season frozen during their first off-season. The pick will be returned to them at the beginning of the next off-season.  
  
J. The league office reserves the right to void any trade deemed to be unfair or not in the spirit of the rules.

**II. Draft/Waiver List**

A. The AL and NL drafts (and combined seventh round) will take place on the date of the NFL’s conference championships.  
  
B. Players eligible to be drafted will be published by the league office as soon as practical after the end of the regular season. If a player played in both leagues during the MLB season, said player will be placed in the league in which he finished the MLB season.  
  
C. The draft concludes at the end of the seventh round. The waiver wire will open at a time dictated by TLO after the draft has completed and all rosters (and waivers) have been verified.  
  
D. A trade freeze will be implemented 24 hours before the beginning of the draft and until all team rosters have been populated with the drafted players and a waiver/free agent list has been established by TLO (time TBD).  
  
E. For the first six rounds, draft order for both the American League and National League portion of the draft is the reverse of the previous season’s win-loss record. For the purpose of settling ties, the team with the better winning percentage in a head to head match-up with the other tied team shall select after the team with the worse winning percentage. If that still results in a tie, then intra-divisional records will be used.  If that still results in a tie, then run differential will be used. After the 6th round, the remaining draft-eligible players are pooled together, draft order remains the reverse of the previous season’s win-loss record, but that each league shall alternate picks with teams eligible to participate each round. The American League will pick first in years where the January draft date is an even-number year (2018, 2020, 2022, 2024, etc.), while the National League will pick first in odd-numbered years (2019, 2021, 2023, 2025 etc).  
  
F.      The waiver list consists of draft eligible players not selected in the draft, and eligible players released after the draft. Waiver list transactions are permitted once TLO opens the waiver wire up until the trade deadline March 15th.   
  
G. Players can be selected from active waiver lists on the league roster website only during the waiver period that begins after the draft has been completed and before waivers close. Only one player can be selected per transaction.  
  
H.     Only teams with a roster size less than 31 can select players from the waiver list until their roster is back to the max ~~30~~31.

**III. Players**

A.     The number of regular season games that a batter can start in the ICBL is calculated by utilizing the following formulas: 50-151 MLB PAs = ((0.00026402\*PA\*PA) + (0.162583\*PA)+4.8633),  
152+ MLB PAs = (((0.00026402\*PA\*PA) + (0.162583\*PA)+4.8633)\*1.1)  
  
B.     Teams are required to have enough position player/DH starts on their roster at the beginning of the season to cover each position for the entire season. For both AL and NL teams this number is 1448, since the NL adopted the DH rule. Further, for each fielding position teams must have a player or players rated at that position equal to 162 game starts. Finally, each team must have 162 game starts from pitchers and 250 relief appearances available, whether those appearances come from relievers, starters converted to relief, or starters who have not used their full number of starts.  
  
C.     Batters and pitchers can only play a game at a position they are rated, except that any outfielder may play an outfield position they are not rated, subject to SOM’s outfield defense penalty. Exception to this rule in III. D.  
  
D. Batters and pitchers on the active roster who do not start a game can appear in that game at the beginning of the 7th inning or thereafter in any capacity, including a pitcher in the field. Batters who did not start cannot appear before the 7th inning.  
  
E.     The DH rule is used in both American League and National League parks. A pitcher may **not** DH.  
  
F. Switch hitters must bat right-handed against left-handed pitchers and left-handed against right-handed pitchers.  
  
G. The number of regular season games that a starting pitcher (pitchers who made at least two starts in MLB AND are rated as a SP by Strat-O-Matic) can start in the ICBL is calculated utilizing the following formula: (GP\*0.32)+(GS\*0.83) CAPPED at 38 starts.  
 1. “Openers” (relievers who start games) will be treated as relievers.  
 2. “Primary” pitchers (ones who follow openers) will be reviewed for starting ratings by manager request sent to TLO.  
 3. Only pitchers that receive (or are assigned by III.G.2) a starting rating of four (4) will be eligible to be classified as a starter.  
  
H.      Starters may also be used in relief, and are allowed 3 relief appearances per unused start (to a maximum of 84 RP appearances). Starters used in relief without a relief rating from SOM on their card are treated as (4/N) four dot relievers with no closer rating. Requests for the (4/N) relief rating must be forwarded to TLO prior to March 25th, so that the rating can be added to the player card prior to the beginning of the season.  
  
I. A starting pitcher can only be removed from a game after allowing 3 runs, reaching his POW (fatigue level 8 or less), or reaching his “dot” inning. He may be pinch-hit for if the following inning would be his dot inning, but it must be the beginning of a starting pitchers “dot” inning prior to relieving him if the first two requirements are not met and the SP has not been PH for. Starting pitchers MUST be removed after 135 pitches unless;  
 1. The starting pitcher has an intact no-hitter or shutout  
 2. There are two outs in the 9th once the pitcher reached 135 pitches  
 3. Penalties for overuse of a starting pitcher will be the same as overuse of position players starts  
  
J. Each team may have a starting pitcher/s start a game on 3 days rest twice each half of the season (per team, not per pitcher); otherwise, all starting pitchers must have at least 4 days rest (Not Games) between starts. Each half of season is defined as Blocks 1-9 (First Half) and blocks 10-18 (Second Half). The short rest start is always the second of two starts that are only 4 days apart (3 days rest). i.e. A pitcher starts on day 94 and 98, Day 98 is the short rest start. That start falls in Block 10, so it is a Second Half start.  
  
K.     Starters can pitch in relief on three days rest, and may start a game on three days rest following a relief appearance.  
  
L. The number of regular season games that a relief pitcher (pitchers who had one or no starts in MLB or wasn’t carded as a SP by Strat) can pitch in ICBL and their games are calculated utilizing the following formula: (GP\*1.1) CAPPED at 84 Games, unless the reliever actually appeared in more than 84 games, in which he would then be allotted his actual number of appearances. Relief pitchers will be limited to the following number of pitches per appearance  
 1. Relief rating (1) = 50 pitches  
 2. Relief rating (2) = 70 pitches  
 3. Relief rating (3) = 90 pitches  
 4. Relief rating (4+) = 110 pitches  
  
M. Players who are placed on the disabled list or suspended at some point during the actual baseball season will have a number in parenthesis following their names. This number, which can be any combination of 1-18, represents a 10 or 11 day block in the schedule, in which that player cannot be used in any capacity. Each block indicated will remove 9 games (counting down from 162 for batters) or 2 starts (counting down from 38 for pitchers).  
  
N. Players who play in both leagues must use the Inter-League card.  
  
O. A team may request RL status for any player beginning on March 16th. Upon the close of the off-season, TLO will grant such a request as long as that team does not have at least 162 starts at every position and 250 relief appearances. TLO reserves the right to deny any RL requests it deems detrimental to the integrity of the ICBL when a more logical solution to covering games presents itself. In determining whether a team does not have at least 162 games at every position, the League Office will presume that players who are rated by Strat-O-Matic to play multiple positions shall be used if necessary at all such positions. Each team may request RL status for up to three players if they are needed to meet the minimums. When RL status is granted for a player, that player’s card will be adjusted according to League Office guidelines, will be eligible to play all 162 games, will have all their injury slots removed and for position players, will be rated to play all positions except pitcher.  
  
P. Teams utilizing RL player/s are *NOT eligible for the playoffs*.  
 **IV. Regular Season**  
  
A. The league/team schedules, which will be published and posted on the website ASAP after the game is released (usually early February), will consist of eighteen (18) 10 or 11-day blocks totaling 189 days. Each team will have 27 off days during the season including a two day All-Star break. The start date will change each year, but the blocks will alternate 11 and 10 days.  
  
B.     Managers play their home games and submit CMs for road games. Rotation entry, CM creation and game playing are subject to deadlines as stated below.  
  
C. Managers are responsible for filling out their team’s entire season rotation on the league website with no errors by the March 25th deadline.  
  
D.     Managers who DO NOT attend the GT are responsible for submitting computer managers for their road games to all their road opponents by the Sunday before the GT. Managers who do attend the GT are responsible for submitting computer managers for their road games to all their road opponents by the Sunday of the week after the GT or May 31st, whichever is later.  Missed CM deadlines are subject to the penalty chart in section VI of the constitution. Managers who do not receive instructions from an opponent by the deadline and all means of contacting the opposing manager have failed, may play that team without the CM by choosing lineups as accurately as possible and assessing game strategy in a fair and realistic manner. Pre-GT and Post-GT CMs must be posted to the league’s current file-sharing website with a time+date stamp meeting required deadlines to be considered in compliance. Additionally, there needs to be a CM for every opponent not played by the deadline to be considered in compliance. Any other forms of CM submission (e-mail, “plan to F2F”) are invalid and will not be considered for CM posting compliance.   
  
E. Managers must report their game results, including game files, box scores, and pbp account to their opponents and the league stat keeper in a timely manner. At least half of a manager’s home games (41) must be reported by 7/15, 3/4 of the games (61) by 8/15, and all home games by 9/15. A manager who fails to meet these important deadlines will be subject to the penalty chart in section VI of the constitution. In addition, a manager who misses the 3/4 or end of season deadline may be subject to forfeiture of their team as TLO may find suitable means of completion.  
  
**V. Playoffs**A. The playoffs consist of the Wild Card Game, Divisional Series, League Championship Series and World Series, consistent with the format of the actual MLB playoffs. All playoff series have a time limit for completion, based upon their “start time.”  The start time of a series is the conclusion of the previous round (or regular season, if it is the first playoff round) for all teams involved. Teams must contact the league office prior to the deadline if they are unable to meet it.  Penalties for failure to complete a series can include a loss of roster spots and TLO making arrangements to play your games.  
  
B. All 3 division winners, plus the 3 non-division-winning teams with the best record in each league make the playoffs.  The three non-division-winning teams are the wild card teams. Playoff seeding is as follows: No. 1 seed (best league record), No. 2 seed (second-best division winner), No. 3 seed (third-best division winner), No. 4 seed (best record among wild card teams), No. 5 seed (second-best record among wild card teams), and No. 6 seed (third-best record among wild card teams).  
  
C. Tie Breaker and/or Play-in games are needed if there is a tie amongst two or more potential playoff teams and there are not enough playoff spots available for all of those teams; or two or more teams that have qualified for the playoffs are tied for the division title (per MLB rules). Tie Breaker and Play-In games are considered regular season games of Block 18 and are subject to regular season rules (including Block 18 injuries), except that SP may start on three days (not games) rest. If there is the need for one or more play-in games prior to the wild card game, there will be no days of rest in between these games.  Play in games must be completed within 1 week of their start time. See schedule format below.  
  
D. The Nos. 1 and 2 seeds will receive first-round byes and advance directly to the Division Series. For the Wild Card Series, the No. 3 seed will face the No. 6 seed, and the No. 4 seed will face the No. 5 seed. Each Wild Card Series game will be played in the home park of the team with the higher seed (so, the Nos. 3 and 4 seeds will have the hosting duties). The games will be scheduled to take place in a three-day window with no days off between games.  
  
E. The No. 1 seed will face the winner of the Wild Card Series between the Nos. 4/5 seeds, while the No. 2 seed will face the winner of the Nos. 3/6 series. The Division Series is a best-of-five in a 2-2-1 format, with home-field advantage going to the higher seed. Series is 5 games, 2 in the home park, a day off, 2 in the visiting park, a day off, and then 1 more in the home park.  There is a day off between divisional series game 5 and the league championship series. The divisional round of the playoffs must be completed within 3 weeks of its start time. See schedule format below.  
  
F. The championship round consists of the matchups of the divisional round winners, with the teams with the best records having home field advantage, except that a wild card team can never have home field advantage in this series.  The series is 7 games, 2 games in the home team’s park, a day off, 3 games in the visitor’s park, a day off, and two more games in the home park. There is one off day between game 7 of the LCS and game one of the World Series. This round of the playoffs must be completed within 3 weeks of its start time. See schedule format below.  
  
G. The World Series consists of the matchup of the two pennant winners, with the team with the best record having home field advantage (tie breakers; 1) Head-to-head W-L, 2) coin flip). The format is the same as the league championship series. The World Series must be completed within 3 weeks of its start time.  See schedule format below.  
  
H. A playoff schedule will be created by the league office as soon as possible following the conclusion of the regular season. Any series that ends early will replace the rest of the games of that series with off days.

I. The home team’s manager determines whether each game is a day or night game. All games are in October or November. The visiting team manager announces his starting pitcher for each game first.

J. All usage rules from the regular season apply to the playoffs, except that within their game allowance per series, starting pitchers may start on 3 days rest as many times as the manager wishes. In addition, rosters are frozen for each series. Rosters may change in between series, but once said series has started, you cannot make any changes (per MLB rules). Disabled slots of players and starting pitchers from the regular season do not affect playoff eligibility.  
  
K. Usage of players during a playoff series, regardless of length of that series, does not affect their availability for subsequent series except that starting pitchers must have 3 days rest prior to starting again.  Rest for SP does carry over from the regular season into the post season. For example, the starting pitchers of the wild card game are ineligible for game 1 and 2 of the divisional round and a SP who started on days 187, 188, or 189 of the regular season will be tired and ineligible to start a play-in game (SPs who started 187, 188, 189) or the Wild Card game (SPs who started 188, 189).  
  
L. The following charts determine the number of games available for each post season series based on the number of games each player was assigned in the regular season. Teams MUST have enough games available to cover a complete series, including NL teams using the DH in AL parks during the World Series. If a team fails to manage their lineup to the point that they do not have an ELIGIBLE (per ICBL rules) player available to play EVERY position on the field in a game in that series, that team will forfeit any remaining games and the series. Players starting and playing out of position and pitchers starting in the field or being the DH, to circumvent this rule is strictly prohibited. Players will not be made RL-level in order to allow a team to continue a series. It is the sole responsibility of the playoff manager to ensure proper utilization and roster depth for all games or risk series forfeiture.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| PLAY-IN | SP REG | PO ELIG | RP REG | PO ELIG | BAT REG | PO ELIG |
|
| 22+ | 1 | 44+ | 1 | 57+ | 1 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 3-GAME SERIES | SP REG | PO ELIG | RP REG | PO ELIG | BAT REG | PO ELIG |
|
| 18+ | 1 | -53 | 1 | -51 | 1 |
| 54-69 | 2 | 52-110 | 2 |
|  |  | 70+ | 3 | 111+ | 3 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| DIV SERIES | SP REG | PO ELIG | RP REG | PO ELIG | BAT REG | PO ELIG |  |
|  |
| -30 | 1 | -43 | 1 | -47 | 1 |  |
| 44-62 | 2 | 48-78 | 2 |  |
| 31+ | 2 | 63-78 | 3 | 79-109 | 3 |  |
| 79+ | 4 | 110-140 | 4 |  |
|  |  |  |  | 141+ | 5 |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| LCS & WORLD SERIES | SP REG | PO ELIG | RP REG | PO ELIG | BAT REG | PO ELIG |
|
| -21 | 1 | -43 | 2 | -35 | 1 |
| 36-56 | 2 |
| 44-62 | 3 | 57-77 | 3 |
| 22-32 | 2 | 78-98 | 4 |
| 63-78 | 4 | 99-119 | 5 |
| 120-140 | 6 |
| 33+ | 3 | 79+ | 5 | 141+ | 7 |
|  |  |

**VI. Penalties**A.     Penalties may be assigned to managers who have failed to meet preset league deadlines or committed any other action which is deemed by the league office to be detrimental to the league based on the Penalty Chart (Added 3/30/15):

|  |  |  |
| --- | --- | --- |
| **ICBL Penalty Chart Guidelines (TLO has right to increase or decrease penalties as this is just a guideline)** | | |
| Missed Deadline (Rotation Entry, CM creation, games played etc.) | = | 20 pts. |
| Batter - Per Game Overage | = | 2 pt |
| Pitcher – Starts over 135 pitches | = | 2 pt (starts meeting exceptions in 3.I. will not be penalized) |
| Pitcher – Reliever over 50/70/90/110 | = | 1 pt (relievers only penalized for exceeding their RP pitch count) |
| Pitcher - Per Appearance Overage | = | 1 pt |
| **Penalties** | | |
| 0-19 points | = | Possible penalty based on circumstances and player abused |
| 20-35 points | = | One extra cut |
| 36-50 points | = | Two extra cuts |
| 51-65 points | = | Three extra cuts (plus *possible* loss of draft pick/s TBD) |
| 66+ | = | Four extra cuts (plus loss of draft pick/s as set forth below) |
| 66-80 points | = | 4th round draft pick |
| 81-95 points | = | 3rd round draft pick |
| 96-110 points | = | 3rd and 4th round draft picks |
| 111-125 points | = | 2nd round draft pick |
| 126-140 points | = | 2nd and 4th round draft picks |
| 141-155 points | = | 2nd and 3rd round draft picks |
| 156-170 points | = | 2nd, 3rd, and 4th round draft picks |
| 171-185 points | = | 1st round draft pick |
| 186-200 points | = | 1st and 4th round draft picks |
| 201-215 points | = | 1st and 3rd round draft picks |
| 216-230 points | = | 1st, 3rd, and 4th round draft picks |
| 231-245 points | = | 1st and 2nd round draft picks (also, what are you doing?) |

B. Penalties will consist of a reduced number of protected eligible roster slots at the end of each year per the chart above. A penalized team is required to cut their eligible roster size to the lower specified limit by the October 15th deadline same as the non-penalized teams  
  
C. If a penalized team changes managers, the penalties against that team may be lifted.  
  
D. Managers are responsible for using the players on their roster consistent with the number allocated to them by the League Office.  The League Office shall review each team’s usage at the end of the year and assess penalties per the chart above. In addition, if your team was the reason for another team’s overuse, you will be assessed the points as specified above in the Penalty Chart (IE used wrong opponent CM or lineups).

**VII. Game Rules**A. All games must be played with the current SOM computer version of the game.  
  
B. All super-advanced and ballpark/weather rules except injuries apply. All maximum rules will be used except for home-field advantage, force daily injuries, defensive shifts, and player matchups. In any other game instances not covered by this constitution, the SOM game rules and/or the rules of Major League Baseball shall be followed.

**VIII. League Convention (GT)**A. The league will convene, typically on the 2nd weekend of June at a predetermined location for face to face gameplay. Participation in this event is not mandatory but strongly encouraged, as it strengthens the relationships within the league.  
  
B. Smoking by Jerry (and other scofflaws) at any GT facility shall be strictly monitored to ensure future use of that facility.