

ICBL Constitution

I. Rosters and Trades

- A. Team rosters have a limit of 31 eligible players**—26 active and 5 in the minors per game. Eligible players in the ICBL are position players with **50+ plate appearances** and pitchers with **25+ innings pitched** in the current MLB season. TLO may alter these numbers to fill rosters.
- B. Additionally, two ineligible players may be kept** (or more by subtracting an eligible roster spot, e.g. 30 eligible/3 ineligible, 29/4, and so on, provided the team fulfills Rule 3i requirements). Eligible players may not occupy the ineligible list.
- C. Unlimited promotion and demotion of players** between active and minors is allowed during the regular season. Exception: Teams may not put starting pitchers (SPs) in the minors between starts ten or fewer days apart. Example: SP starts Day 100, is sent to the minors on Days 101-110, then is called up and may start again on Day 111.
- D. New managers' inaugural team-owned first-round pick is frozen** and may not be traded.
- E. Not allowed:** Trades involving unpossessed picks/players or assets other than picks and players, loaning a player to another team, or multiple waiver pickups in a single transaction. TLO may void trades, waiver activity, RL requests, etc., deemed contrary to the spirit of the rules.
- F. Teams cut players to 25 actives by October 15th** (or fewer due to 3+ ineligibles and penalties). Teams remaining over this limit will have players cut by TLO. Eligible cuts enter the upcoming draft pool. New and remaining ineligibles appear on the IL list on each roster page after the MLB season ends. Transactions will be allowed once all cuts are completed.
- G. Trading season opens on October 15th and ends on March 15th.** Unlimited trading is allowed for each team during the off-season, consisting of players and/or draft picks from the current and next year's first six rounds. Team rosters may expand during the trading season through trades but must return to 31 or fewer by March 15th.

II. Draft/Waiver List

- A. The American and National League drafts** occur on the date of the NFL conference championships at noon CST.
- B. TLO will publish the draft lists**, consisting of undrafted and cut eligibles, after the end of the regular season. If a player played in both leagues during the MLB season, he will list where he completed his final PA or pitch.
- C. A transaction freeze** begins 24 hours before the draft and ends upon post-draft TLO announcement. Roster size may not exceed 31 during the draft, so managers must ensure their total number of draft picks is the same as or fewer than the number of available roster spots to avoid losing them.
- D. In the first 6 rounds of the draft**, the AL and NL draft orders reverse the previous season's win-loss record (regardless of titles). After the 6th round, all remaining draft list players combine for a final **7th round**. The draft order remains, but each league's eligible teams shall alternate picks. The AL will pick first in the 7th in even-numbered years, and the NL odd.
- E. The tiebreakers for draft order** (worse records draft earlier):
- 1) head-to-head (HTH) record
 - 2) record vs. team's division
 - 3) record vs. the other 2 divisions in the team's league
 - 4) coin flip
- 3-way Ties:** If a 3-way tie occurs, determine the HTH records. If that is a 3-way tie, go to Tiebreakers 2, 3, and 4 if needed.
IF: Team X has the worst HTH records vs. Teams Y and Z, Team X drafts first of the three, the worst record HTH Y vs. Z next, then the remaining team. If Y and Z HTH record is a tie go to Tiebreakers 2, 3, and 4 to decide their spot.
IF: Teams X and Y have a tied worse HTH record vs. Team Z, Team X and Y go to Tiebreakers 2, 3, and 4 to decide their spot, and Team Z drafts immediately after them.
- 4-way ties** or beyond are resolved with the same formula, using the next tiebreaker for each X, Y, and Z group.
- F. The Waiver List** opens at a TLO-directed time once the draft is completed, consisting of undrafted eligible players and eligibles released after the draft. Managers with a roster size of 30 or fewer may make unlimited selections from these players once TLO opens the waiver wire until the trade deadline of March 15th. Managers may choose one player only per waiver wire transaction.

III. Players

A. Hitters are position players, designated hitters (**DH**), and pitchers who qualify as hitters in ICBL. They are eligible to start the number of games found using one of the following formulas as indicated.

1. If they had **50-151** MLB PAs = $((0.00026402*PA*PA) + (0.162583*PA)+4.8633)$
2. If they had **152+** MLB PAs = $((0.00026402*PA*PA) + (0.162583*PA)+4.8633)*1.1)$

B. All teams employ the DH in their lineups. Pitchers who don't meet ICBL hitter requirements may not DH. The DH slot in the batting order is permanent throughout the game. Hitters that pinch hit for the DH become the DH.

C. Switch hitters bat righty vs. lefty pitchers and lefty vs. righties.

D. Starting pitchers (SPs) are MLB pitchers given an SP(4) rating or higher by SOM in their January ratings release. TLO estimates SP ratings in October, considers manager requests, and adjusts to reflect the January SOM rating. SOM-rated SPs are often pitchers with 2+ starts and primary pitchers (bulk inning pitchers who follow openers). Most openers (RPs that make brief starts) do not receive an SP rating. The number of regular season games an SP may start in the ICBL is $(GP*0.32)+(GS*0.83)$, capped at 38 starts.

E. SPs must have 4+ days rest between starts, but teams may start an SP on **3 days rest** twice in each half of the season. The first half is Blocks 1-9, the second blocks 10-18. The short-rest start is the second of two, four days apart. E.g. if a pitcher starts on days 94 and 98, Day 98 is the short-rest start. Day 98 falls in Block 10, so it is a second-half start.

F. Removal of an SP may only occur after allowing three runs, if listed as fatigued during a mound visit, or upon reaching his Strat-rated fatigue (dot) inning. SPs must be removed after **135 pitches** unless he has an intact no-hitter, shutout, or two outs in the 9th. CMs must include this designation.

G. SPs with a Strat relief rating may be used in relief and are allowed three relief appearances per unused start, maxed at 84. Managers wishing to use **unrated SPs in relief** may request a 4/N reliever rating from TLO before **March 25th**. SPs must have 3 days' rest before and after a start to appear in relief.

H. Relief pitchers (RPs) are pitchers without an SP rating from Strat and SPs under Rule **3G**. The number of regular season games that an RP can pitch in ICBL is $(GP*1.1)$, capped at 84 games or MLB appearances, whichever is greater. RPs must pitch to 3 batters or the end of a half-inning. RPs are limited to the following number of pitches per game:

1. Relief rating (1) = **50**
2. Relief rating (2) = **70**
3. Relief rating (3) = **90**
4. Relief rating (4) = **110**

I. Teams must have enough position player/DH appearances to cover 162 at each, totaling **1458+**. Each team must have 162+ starts from SPs and 250+ RP appearances. RP appearances may come from RPs, SPs rated by ICBL to relieve under rule **3G**, or SPs with starts still available upon completion of rotations. Overusage of players is penalized.

J. Batters and pitchers may only start a game at a rated position. Exception: outfielders may start a game at **any** OF position, subject to Strat's out-of-position penalties. Active bench batters and pitchers become eligible to hit and field any position at the beginning of the 7th inning, with the same OOP penalty. Position players may be brought in to pitch by either team if there is an 8-run+ scoring margin or the game is in extra innings.

K. The Interleague card is assigned to players who played in both leagues.

L. Injury blocks are a number in parentheses (any combination of 1-18) following players' names representing a block in the schedule when he must be moved to the minors and cannot play due to a corresponding MLB injury or suspension. Each block indicated removes nine games (counting down from 162 for batters) or two starts (counting down from 38 for pitchers).

M. RL status may be requested by managers for up to three of their players **starting March 16th and closing March 25th** to fill their roster. TLO will grant these requests if that team does not have 162+ starts at every position/DH/SP and 250+ relief appearances, using all possible position variations; they will disallow requests that include high-quality players with many appearances to move up in the next draft or other abuses of the privilege. RL hitters will be assigned a generic subpar card and are available for 162 injury-free games at any non-pitching position. RL SPs are assigned a generic subpar card with 38 injury-free starts, and RPs, 84 relief appearances.

Teams utilizing RL players are not eligible for the playoffs.

IV. Regular Season

A. Rotations must be error-free and posted by managers to the league website by **March 25th**.

B. Team schedules are posted on the site once rotations are complete. Schedules consist of 18 alternating 10- or 11-day blocks totaling 189 days. Each team will have 27 off days during the season, including the AS break. TLO will then announce **Opening Day**. Managers are responsible for completing all home games by **September 15** and are encouraged to play as many face-to-face or via interactive media as possible.

C. Submission of all unplayed game visitor computer managers (CMs) by managers not attending the GT must be to the ICBL site by the Sunday before the GT. Managers who attend the GT must submit all remaining visitor CMs to the ICBL site by the Sunday one week after the GT or May 31st, whichever is later. No other CM arrangements comply.

D. After the CM deadline, managers may play home games vs. teams that haven't posted a CM. Any game not played face-to-face or via interactive media with the opposing manager must be played with integrity regarding the visiting team.

E. Game files and box scores are reported to opponents and the league stat keeper promptly by the home team manager. Teams must report 41+ home game results by **July 15**, 61+ by **August 15**, and 81 by **September 15**.

V. Playoffs

A. Playoff teams are the 3 division winners and three wild cards in each league. Wild cards are the three non-division-winning teams in each league with the best records. Playoff seeding 1-3 goes to the best-to-worst record division winners. Seeds 4-6 go to the best-to-worst record wild cards. The **tiebreakers** for playoff seeding are:

- 1) head-to-head record
- 2) record vs. team's division
- 3) record vs. the other 2 divisions in the team's league
- 4) coin flip

3-way Ties: If a 3-way tie occurs, seed by HTH record. If **that** is a 3-way tie, go to Tiebreakers 2, 3, and 4 if needed.

IF: Team X has a better HTH record vs. Teams Y **and** Z, Team X is seeded first, then the better HTH record Y vs. Z, then the remaining team. If Y and Z HTH record is a tie they go to Tiebreakers 2, 3, and 4 to decide their seed if needed.

IF: Teams X and Y are tied with a better HTH record vs. Team Z, they go to Tiebreakers 2, 3, and 4 to decide their seeds, and Team Z seeds after them if needed.

4-way ties or beyond are resolved with the same formula, using the next tiebreaker for each X, Y, and Z group.

B. The playoffs consist of the Wild Card Series, Division Series, League Championship Series, and World Series, in MLB format. All playoff series have a 3-week time limit for completion, starting after the previous round (or regular season end for WCS) for all teams involved. Untimely teams may be penalized by losing roster spots and TLO playing those games.

C. TLO will create the playoff schedule following the regular season. SPs must have 3 days of rest to pitch without fatigue in the WCS. There is 1 day of rest between the regular season and the **Wild Card Series**, so the SP of regular season Game 188 may not start Game 1 of the WCS, and the SP of Game 189 may not start Game 1 or 2.

During the Division, Championship, and World Series, SPs may pitch on 3 days' rest, but with Strat fatigue limitations, unless asterisked by SOM. Any series that ends early will replace its remaining games with off days. All regular season player usage rules apply to the postseason except where indicated in the Playoffs section.

D. The Playoff Charts at the end of this section determine the number of games available for each postseason series based on ICBL regular season games allowed. All regular-season disabled slots are ignored during the playoffs. Anyone using an SP in relief in the postseason must multiply the SP REG starts by 3 to find the total available RP REG games, using the PO ELIG number per the series being played. SPs may not relieve in the 3 games before or after a start. Player usage during a playoff series does not affect availability for subsequent series except that SPs must have at least three days' rest before starting again.

E. The Wild Card Series is three games with no days off, with the No. 6 seed playing at the No. 3 seed and the No. 5 seed playing at the No. 4 seed. The 1 and 2 seeds receive byes and advance directly to the Division Series.

F. The Division Series is a best-of-five in a 2-2-1 format. The series consists of two in the home park, then a day off, two in the visiting park, another day off, and one more in the home park. The No. 1 seed will host the winner of the Nos. 4/5 WCS, while the No. 2 seed will host the winner of the Nos. 3/6 WCS. There is a day off between the Division Series Game Five and the League Championship Series.

G. The League Championship Series is the matchup of the Division Series winners, the teams with the best records having home-field advantage unless one is a Wild Card team, then the division winner is the home team. It is a best-of-seven in a 2-3-2 format with two games in the home team's park, a day off, three in the visitor's park, a day off, and two more in the home park. There is a day off between Game 7 of the LCS and Game 1 of the World Series.

H. The World Series consists of the matchup of the two LCS winners, the team with the better record after tiebreakers having the home-field advantage. Otherwise, the format is the same as the LCS.

I. The visiting team manager announces his starting pitcher before the home team manager for each playoff game.

J. Rosters are frozen during each series but may be changed between series. **Scheduled days off between series games are assigned in the TLO playoff schedule and are not entered by managers.**

K. Teams must have enough games available to cover a complete series. If a team fails to manage its regular-season roster in that they do not have an eligible player to pitch and play every position plus DH in all possible series games within ICBL rules it will forfeit the series. There is no RL usage or other way to circumvent this rule in the playoffs. Position players not starting a game may only enter in the 7th inning or later.

The opposing player must report this before the end of the series to claim a forfeit victory. The series will not be replayed once finished, but if brought to TLO's attention afterward, the following series for the offending team will be forfeited.

PLAYOFF PLAYER USAGE CHARTS

WC 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	63-78	4	78-98	4
					99-119	5
					120-140	6
	33+	3	79+	5	141+	7

VI. Penalties

A. Teams failing to meet deadlines, overusing players, or acting in a manner detrimental to ICBL will accrue penalties meted out by TLO, including loss of postseason spot or expulsion. Penalized teams must cut their eligible roster size to the lower specified limit by the October 15th deadline.
If a penalized team changes managers, TLO may lift penalties.

B. Penalty Points -

20	Missed rotation entry, CM upload, cuts, or games-played date
2	Batter per game overage
1	Pitcher per game overage

ICBL Penalty Chart Guidelines (TLO has the right to increase or decrease penalties)		
Missed Deadline (Rotation Entry, CM upload, cuts, games played dates)	=	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 <i>possible</i> loss of draft pick/s TBD)
66+	=	Four extra cuts (plus loss of draft pick/s as set forth below)
66-80 points	=	4 th round draft pick
81-95 points	=	3 rd round draft pick
96-110 points	=	3 rd and 4 th round draft picks
111-125 points	=	2 nd round draft pick
126-140 points	=	2 nd and 4 th round draft picks
141-155 points	=	2 nd and 3 rd round draft picks
156-170 points	=	2 nd , 3 rd , and 4 th round draft picks
171-185 points	=	1 st round draft pick
186-200 points	=	1 st and 4 th round draft picks
201-215 points	=	1 st and 3 rd round draft picks
216-230 points	=	1 st , 3 rd , and 4 th round draft picks
231-245 points	=	1 st and 2 nd round draft picks (also what are you doing?)

VII. Rules

- A.** The current version of the SOM computer game must be used. All super-advanced and ballpark/weather rules apply except injuries. All Maximum rules apply except home-field advantage, force daily injuries, defensive shifts, prorated injuries, injury limits to the current game, throttle back monster cards, normalize error ratings, and player matchups. SOM or MLB rules shall apply to situations not covered by these rules.
- B.** TLO will call for a league vote on any rule or decision deemed in ICBL interests. 16 Yea votes are needed to pass a new rule and 20 to change an existing rule. TLO reserves the right to adjudicate minor matters requiring immediate attention.

VIII. The League Convention (GT)

- A.** The league will convene in the spring or summer at a predetermined location for face-to-face gameplay. The GT is not mandatory but strongly encouraged.

IX. Important 2025 ICBL Dates

January 25	Transactions Frozen 24 Hours Before The Draft
January 26	Draft/Transactions Reactivated/Waiver Wire Opens
February	Team Schedules Posted
March 15	Trade Deadline/ Waivers Closed/RL, and SP Relief Ratings Open
March 25	Rotations Complete; Schedules, RL Players, and SP Relief Ratings Close
April 1	League File Created/ Games Begin
June	Managers Not Attending GT Upload All CMs By This Date (pending)
June	GT (pending)
June	Managers Attending GT Upload All CMs By This Date (pending)
July 15	41 Home Games Reported
August 15	61 Home Games Reported
Sept 15	All Games Reported
October	Playoff Schedule Created/WCS, DS, CS, And WS Played; SP(4) Requests Made
October 1-10	Draft List and Injury Blocks Posted
October 15	Cuts Made/ Transactions Open

All ICBL deadlines occur at 11:59 pm Central Time on the stated day.