

THE PFBL-A BY-LAWS

(Last revision made March 2022)

The PFBL-A is a member of the Pure Fun Baseball Leagues (PFBL). There are currently two leagues within the PFBL, the PFBL-A and PFBL-B. While the leagues share similar rules and processes, there are distinct differences between the leagues with respect to the list below. Should a manager participate in both leagues they should make themselves aware of these differences.

- Monetary System (II-J)
- Player Overuse Penalties (III-D)
- Starting Pitcher Limits (III-D)
- Free Agent Status for Veterans (IV-D)
- Mid-season trades involving first round picks (IV-E)

Contents:

I. League Requirements

II. PFBL-B Structure

III. Managerial Duties

IV. General Manager Duties

V. Post Season

VI. PFBL Administration

VII. Fines

VIII. Schedule of Activities

I. LEAGUE REQUIREMENTS

A. Owner Requirements: (a) A computer compatible to support the Diamond Mind (DMB) game; (b) Latest DMB game version (as of the start of the current play season); (c) the current season disk; (d) internet access with an email account.

B. League Dues: At this time the PFBL-A is not charging dues for participation in the league. However, the Commissioner has the right to charge dues should a reason for such a charge be required.

II. PFBL-A STRUCTURE

A. Teams: The PFBL-A has 30 teams. PFBL-A will follow the alignment of Major League Baseball. Each PFBL-A team will be aligned to the equivalent MLB division based on their home stadium. I.E. The PFBL-A team which plays its home games in Camden Yards will reside in the AL East. Note: Should MLB expand beyond 30 teams PFBL-A will also consider expanding, and at that time will determine the process by which the league will expand.

B. Nicknames: No two PFBL-A teams can have the same nickname. The PFBL-A has the right to reject any nickname which it deems offensive.

C. Schedule: The schedule will consist of a 162-game season, beginning in late March or early April and ending in late September or early October. Each team will play the schedule that the corresponding MLB team follows, to be based on their home stadium.

D. Games: Each manager will play his 81 regular season home games versus the Computer Manager programmed by his opponent. The games will be played in six monthly Play Periods. Note: Managers can choose to use DMB's Netplay feature for their regular season games if both managers so desire.

E. Parks: Each PFBL-A team must play their home games in an assigned unique real-life major league park with AC teams in AL parks and NC teams in NL parks. Managers must receive permission from the Commissioner to exchange their park.

F. Designated Hitter: PFBL-A will follow the DH rules utilized by MLB.

G. PFBL-A Player Pool: All players who played in MLB in the past season are in the player pool. A manager may retain non-Player Pool players as members of his roster by informing the Commissioner of such players by the cut down deadline.

H. Team Rosters: PFBL team rosters will be limited to a maximum of 36 players. The monthly active roster total will be set by the Commissioner, and will likely follow the guidelines set by MLB.

I. Team Roster Cap Limits:

1. All PFBL pool players are assigned points based on the WAR (Wins Above Replacement) as listed on the FanGraphs website. Our system uses a three-year weighted average, as follows:

- Most recent completed season - 50.00%
- Most recent completed season plus 1 - 33.33%
- Most recent completed season plus 2 - 16.67%

2. All players are ranked together regardless of position assignment, and are assigned cap points as follows:

- 5 points - top 8 percent
- 4 points - 8+ percent to 20 percent
- 3 points - 20+ percent to 40 percent
- 2 points - 40+ percent to 65 percent
- 1 point - 65+ percent to 100 percent
- 1 point – Any player not included in the above calculation, usually due to not being rated in the previous year.

The base for the calculation will be the count of all players with a 3-year weighted average WAR of zero and above, who also have played at least one of the 3 years in the current model.

3. Each team is limited to 95 points without any penalty assessment. Below are the penalties if your team is over the 95-point limit at 1) the beginning of the season following the final preseason cuts to a max of 36 players or 2) after the mid-season trading period.

- 96-100 points: Penalty of \$125,000 per point over 95 and forfeiture of 4th Round Pick.
- 101-105 points: Penalty of \$250,000 per point over 100 and forfeiture of 3rd Round Pick.

- No team can go over 105 cap points.

Note – these penalties are cumulative, and are assessed at both the start of the regular season and at mid-season post the trade deadline. Example: If a team has 101 points, they lose their 3rd and 4th round picks, and pay a fine of \$875K (5x\$125K + 1x\$250K).

J. PFBL-A Monetary System:

1. Franchises will accumulate PFBL-A dollars to be used for free agent bidding, league mandated fines and penalties, or as a tradable commodity. Unused PFBL-A dollars will carry forward each year. A team cannot trade, bid or spend any PFBL-A Dollars, that they do not have, in expectation of earning money at the end of the year. Example: At Mid-Season, if a team does not own \$1,000,000 dollars, they cannot pick up a free agent If the roster moves mandate that they cut a player, which costs \$1,000,000 dollars.

2. Franchises will be awarded \$2.5 Million PFBL-A dollars annually at the beginning of Month #1.

(a.) New teams will be awarded \$3 Million PFBL-A dollars. If a new team starts during a season, they will have their beginning dollars prorated at an amount of \$.500 Million per month left in the season.

(b.) Teams joining the league after the completion of one season but before the beginning of Month #1 for the next season are to be awarded \$500,000. This is to allow these teams some ability to bid on Free Agents. They in turn will receive \$2.5 Million at the beginning of Month #1. Combined these amounts equal the \$3 Million awarded to new teams.

3. Teams will annually earn or lose PFBL-A dollars based on the two tables below. These PFBL-A dollars will be awarded at the end of the season.

(a.) Team Overall Record:

=>102 Wins	97-101 Wins	92-96 Wins	87-91 Wins	76-86 Wins	71-75 Wins	66-70 Wins	61-65 Wins	<=60 Wins
\$1.000M	\$.750M	\$.500M	\$.250M	\$0.000M	-\$.250M	-\$.500M	-\$.750M	-\$1.000M

(b.) Road Wins Minus Home Wins:

=> +6 Wins	+4 or +5 Wins	+2 or +3 Wins	-1 Loss to +1 Win	-2 or -3 Losses	-4 or -5 Losses	6- or -7 Losses	>= 8 Losses
\$1.000M	\$.875M	\$.750M	\$500M	\$.375M	\$.250M	\$.125M	\$0.000M

K. Vacancy: Should a team lose its manager and a replacement cannot immediately be found, the Commissioner has the right to declare that team a vacant franchise and all of its home games will be played by an appointed league member using the computer manager until a new manager takes over.

L. Franchise Rights: An owner has the right to keep his franchise as long as he is in good standing (team's PFBL-A dollars show a positive balance; his duties are performed in a timely and consciences manner; and his actions do not pose a threat to the future success of the PFBL-A).

An owner does NOT have the right to sell his franchise. No one person is permitted to participate in the operations or management of more than one team. PFBL-A managers may not "drop" their original PFBL-A team to pick up a new team, unless approved by the Commissioner.

Note - The Commissioner may appoint another member of the league to control player decisions temporarily for an open team if it is deemed to be in the best interest of the league.

III. MANAGERIAL DUTIES

A. Preseason Disk Submissions:

1. Computer Managerial Profile: All managers are required to submit a disk containing a transfer of their team's managerial profile prior to the start of the season and then again monthly if changes are needed. The Managerial Profile must contain a minimum of: lineups versus left- and right-handed pitching; a rotation with a minimum of a five-man rotation to be set as strict; and bullpen setup. Depth charts and manager/player tendencies are highly recommended.

2. Team Information File: All managers are required to submit a file containing your pitching rotation for the entire season; your inactive players for each month; and your players with limitations. Managers may revise your rotation and/or your inactive players at mid-season as long as the Commissioner and your affected opponents receive the revision prior to the beginning play date of the play period in question.

B. At the start of the season you will receive e-mail files containing: (A) The PFBL Master disk (which will contain each team's roster; manager profile; schedule; etc.); and (B) The league info disk containing the limitations and for each of your opponents, their pitching rotations and their list of inactive players for each month. The aforementioned information, along with the league Bylaws, will be available via the PFBL-A web page.

C. Playing the Games: You must wait until the beginning play date before playing your games for that play period. Up until the beginning play date your opponent has the right to send out changes to his profile. You should play the games in your homestands for the play period in chronological order, in order for relief pitcher usage to carry over from series to series. Inactive players for each team should be "farmed". The pitching rotation for the visiting team for that series should be set in the text manager profile. Home managers should: (a) Use the computer manager to manage their opponents; (b) Use the schedule on the disk to play their games; (c) adhere to the PFBL rules and their conscience. Note: there is no rest between series or months except for built-in off days.

D. Player Use Restrictions:

1. Roster: Managers will be able to play who they want to play as much as they want to play them, which is what managing is all about. There are four restrictions: (a) Fatigue: A uniform maximum number of games played based on a player's position with exceptions for those who exceed the restrictions in real life; (b) limitations to prevent unrealistic play; (c) Injury limitations, and (d) limited use players.

(a) Fatigue Restrictions:

1. Starting Pitchers must be rated as a starter by DMB. Starting Pitchers must have at least four days rest between starts. Starters may relieve between starts if they have at least three days' rest after their last start. Then after their last relief appearance, they must have at least three additional days rest before their next start. Starting pitchers are defined as pitchers who start as many or more PFBL games than they appear in as relievers.
2. Starting Pitchers can start a maximum of 3 Times their real-life Pitching Starts, no more than 35 total starts.
3. Relief Pitchers having ten PFBL saves or more for the season are limited to 80 games and 100 innings pitched. Pitchers with less than ten PFBL saves are limited to 80 games and 120 innings pitched. Relief pitchers are defined as pitchers who relieve in more PFBL games than they start.
4. All Non-pitchers: Are limited to the greater of 150 games or their real-life MLB games.
5. Catchers: May only catch in the greater of 130 PFBL games or their real-life MLB games, and are limited to 150 total games or their real-life MLB games.

(b) Unrealistic Play Limitations: Players who performed unrealistically will receive playing time limitations based on the below constraints. The Commissioner retains the right to limit a player as needed if he feels it is for the good of the league.

1. September Call-up Limited: September call-up limited players may only play in Month 6 and are NOT eligible for the playoffs.
2. Secondary Side Limitation: Players falling under the secondary side limitations will be limited in one of two ways. The owner of a secondary side limited player may choose (i.) season long side limit for the player which will also be enforced in the playoffs, or (ii.) an unrestricted mid-season recall of the player; this will allow the player to be unlimited in the playoffs. Note 1: This choice must be made by the team prior to the beginning of play in month #1. Note 2: The unrestricted recall protects a 5 year plus MLB player from demotion free agency if he is farmed in the first half of the season under the constraints of this player limitation. Note 3: If a player is limited by injury month(s) the AB's in #1 & #2 above will be reduced by 7 AB's per month vs LHP and by 20 AB's per month vs RHP.
3. Side Limitations: Any hitter receiving a side limitation may not start or enter the game as a hitter versus that side pitcher. However, they can be put in the managerial profile as a defensive replacement against the side in question.

Position Player Limits:

Limits	September Limitation	Side Limitation	Secondary Side Limitation
Vs. LHP	< 21 AB's	21 – 35 AB's	36 – 50 AB's
Vs. RHP	< 60 AB's	60 – 100 AB's	61 – 140 AB's
Condition	OPS > 100% of position average	OPS > 100% of position average	OPS > 120% of position average

Notes: (i) September Limitations take precedent over Lefty and Righty Limitations. However, batters receive both a September and a side limitation if he has less than 20 AB's against the side in question; (ii) A player's position is his first position listed on the Baseball Reference website; (iii) If a hitter qualifies

for both a lefty and a righty limitation, he will only be limited on his platoon disadvantage side (right if right-handed and left if left-handed.); and (iv) Position Averages are as follows:

C	1B	2B	3B	SS	LF	CF	RF	DH
.720	.825	.735	.780	.735	.770	.760	.780	.745

Position Averages are updated as needed. Most recent update made: December 2017.

Unrealistic Pitcher Restrictions:

1. Pitchers appearing in less than 10 games are September Limited. *Exceptions* Usage: If any pitcher has 30 or more IP's then the September Limitation is waived. Performance: If any pitcher has an ERA of 5.00 or higher and a WHIP ratio of 1.60 or higher, then the September Limitation is waived.
2. Pitcher Secondary Limitations: A pitcher with less than 25 MLB Games, with less than 50 MLB Inning Pitched, and has a real-life MLB WHIP of 1.20 or less is limited to 2nd Half.

(c) Injury Limitations: The DM injury rating will be set to "none". Any player listed on the DMB disk is being injured 80% or more will be out with an injury for 4 PFBL months; 60% or more will be out with an injury for 3 PFBL months; 40% or more will be out with an injury for two PFBL months; 20% or more will be out for one PFBL month. Each manager must decide which month(s) his injured player(s) will be out of action and on the PFBL injured list (IL).

Injury Months reduce the number of AB's needed to qualify for a side limitation.

(d) Limited Use Players: Batters with fewer than 38 AB's in the most recent MLB season, and Pitchers with fewer than 18 MLB innings in the most recent MLB season are considered Limited Use Players. These players will be farmed for the entire season, and will be noted with an X in the DMB database.

2. Defense: Managers may only play their players at the positions where the players have a DM rating, with the following exceptions: (i) starting pitchers may relieve; (ii) any non-pitcher may play first base; (iii) centerfielders may play any outfield position; (iv) left fielders may play right field and vice versa; (v) shortstops may play any position with the exception of pitcher and catcher; and (vi) second basemen can play the outfield or third base. These defensive allowances are based in part on Bill James' defensive spectrum. Team must have a minimum of 2 players rated at catcher, 2 players rated at shortstop, and 10 pitchers on their active roster at all times.

3. Pitchers Hitting: (i) Only a pitcher having 50 or more at-bats in his previous real-life season may be used as a pinch hitter. (ii) Pitchers may not be used as a DH, unless in MLB they do function as a DH.

4. Overuse Penalties: Teams with over used players will be fined based on the following per player:

- a) Position Players: \$50K fine, plus \$10K for every game over the 130/150 limit.
- b) Starting Pitchers: \$50K fine, plus an additional \$50K for each start over his 3X Real Life Start maximum allowance.
- c) Relief Pitchers: \$50K fine, \$10K per game per appearance over allowed.
- d) Relief Pitchers: \$50K fine, \$10K per inning pitched over allowed, fractional innings apply.
- e) Note: Both fines c) and d) will be applied to a reliever if he goes over both the IP and games limits.

Overuse penalties are determined and assigned at the close of the season.

Note: If a team's failure to follow road instructions costs his opponent PFBL-A dollars in regard to an overused player fine, then that team will be required to reimburse the affected team for the PFBL-A dollars cost by their carelessness.

Gross over usage can be punished with the loss of team playoff eligibility, if deemed by the Commissioner.

IV. GENERAL MANAGER DUTIES

A. Team Rosters:

1. Major League Roster Limits: From April through August the roster size will be limited based on direction from the league Commissioner, following MLB practice (currently 26 players). In September the maximum limit is 36. Major league rosters may be changed between months, but are frozen once play begins each month. Each team must carry the minimum active roster size at all times, including accounting for injuries. Note – for each player under 26 active there is a \$100K per month fine.

2. Total Rosters: (Which include the following type players: injured; minor league; retained non-computer file; and major league players) must total no more than 36 players from March 1st through October 1st. From October to March there is no limit.

3. Roster Cuts: Teams must cut their roster to 36 players by the winter deadline date set by the Commissioner. Any cut made after the cut down date will cost \$1,000,000. Therefore, if you are planning on selecting an unemployment pick or two, you may want to trim your roster at the cut down date to below 36. Failure to submit your cuts on time will result in the cuts being made for you at a cost of \$1,000,000 apiece.

B. The Preseason FA Bidding:

1. The preseason FA Bidding will occur at the beginning of the preseason process, following the completion of the prior year's activities. The specific timing will be dictated by the Commissioner.

2. The players eligible for the preseason FA bidding will be those players who participated in MLB the previous season, and were (1) not on any PFBL roster at season end, and (2) are not defined as rookies as noted in C3 below.

3. Managers may submit a closed bid on the free agents with their PFBL dollars by providing a SINGLE list with the players they want listed in order of the dollar amount bid on each player. Manager should make a note at the bottom of the list specifying how many players at each position they want and how much money they want to spend. Bids must be made to the nearest 100th (\$.11 for example) to avoid ties. No bids in any other form will be accepted. The manager who makes the highest offer on a free agent receives the free agent for the amount he bid. Bid Notes: (i) Minimum acceptable bid is .01 million; (ii) Ties for winning bids will be broken based on the earliest postmark.

C. The Rookie Draft:

1. Method: The draft will be completed via email with the 18 non-playoff teams drafting first followed by the 12 playoff teams. Each team will follow the schedule set forth by the league Commissioner. The schedule will be available after the new DMB player disk is released. The number of rounds in the rookie draft shall be determined by dividing the number of rookies available by the number of teams in the league and throwing out the remainder, with a maximum of 6 rounds.

2. The Draft Order: (i) for the 18 non-playoff teams: reverse order of team's real life power ratings (RC/27 outs - ERA) as found in the team reports on the previous season's, start of the season, league master disk. For the 12 playoff teams, the order is dependent on when they exit the playoffs and the power ratings at the beginning of the season, with the World Series Champion drafting last in each round.

Tie Breaker: (a) worst road record; (b) worst overall record; (c) head to head; and (d) coin toss.

If you miss your scheduled time to pick in the Rookie Draft, your pick may be skipped to keep the draft moving. You can jump back and select at any point afterwards if this were to occur.

3. The Players: All players that are rookies on the DMB player disk, are eligible for the draft. Rookies are defined as those players who had their first MLB appearance the previous MLB regular season.

D. Free Agents: There are three types of a free agents - (a) "Underutilized"; (b) "Demotion"; and (c) Non-Roster Veterans:

1. Underutilized: Any player who has appeared in 5 or more major league seasons (as listed in Baseball Reference.com) becomes a free agent if: (i) Non-Pitchers if the player had 360 or more official at bats in that real life season and in the PFBL he has less than 50% of the number of official at bats he had in his real life season; or (ii) Pitchers- if the player appeared in at least 20 games started, or 40 games relieved, or his games started plus 1/2 games relieved equals or exceeds 20 in that real life season and in the PFBL his number of games started plus 1/2 number of games relieved is less than 50% of his real life number of games started plus 1/2 games relieved. Exception: Mid-season unemployment selections cannot become free agents.

2. Demotion: Any player who has appeared in 5 or more major league seasons (as listed in Baseball Reference.com) becomes a free agent: if he is placed on his PFBL teams' minor league roster during the season. Such eligible players placed on their team's minor league roster in Month #1, #2 or #3 become free agents and go in the mid-season unemployment pool selection process. This also has a penalty of 1 million dollars, as it is considered the same as cutting the player. Players being sent down in Month 4, Month 5 or Month 6 become free agents after the end of the season.

Exceptions: (1) Mid-season unemployment selections cannot become free agents; (2) Players removed from the active roster due to injury limitation or September limitation are also exempt for the month(s) with the limitation(s).

3. Non-Roster Veterans: All Player Pool players, who are not currently on a PFBL team and who are not eligible for the rookie draft.

E. Trading: Trades can only be reported (and updated on the league's master disk) during our two trading periods: typically, early December through Mid-February; and a couple weeks in Late June to Mid-July – actual dates will be defined yearly by the Commissioner.

For a trade to be official: (i) both managers must contact the Trade Commissioner, in writing, during the trading period; (ii) if applicable, the trade must be approved by the Fair Trade Committee; (iii) and for trades involving draft choices the following rules apply: DRAFT CHOICE TRADES ARE ONLY PERMITTED (a) during the Winter Trading period only for that season's draft with no restrictions; (b) during the summer trading period only for picks in the upcoming Rookie Draft. Note: if a team trades a 1st round pick in the upcoming draft at mid-season, they must receive back a pick in the 1st, 2nd or 3rd rounds.

WARNING: Mid-season trades of 1st/2nd round draft choices may be reverted, if the manager trading the draft choice drops out before the draft in question and the Commissioner believes the reversion of the trade is needed to enlist a manager for the vacant team. Also, the Commissioner reserves the right to award a vacant team "supplemental" draft choice at the end of the 2nd-5th rounds, if necessary, to fill the vacancy.

Clarification Note: The earliest Future Draft Picks (i.e., next year's Draft Picks) can be traded is during the Summer Trading period (not a full year in advance).

F. Unemployment Pool: The Unemployment Pool consists of Player Pool players not listed on any team's roster after the February cut down date. Managers can claim these players at two times: on the unemployment pool claim date after the Winter Trading Period and during the mid-season FA period following the first 3 rounds of play. Unemployment pool claims are awarded based on the Rookie Draft Order in Pre-season, and the reverse order of current won/lost record at Mid-Season. Each team has the option of selecting 1 Player per Round for 3 Rounds. All managers must supply a list to the Commissioner in advance indicating how many players they want, and the order they are to be picked. If a manager claims a player from the unemployment pool which causes his team to exceed the 36-man roster limit, they must immediately release a player to make room for the claimed player. The release of such a player costs a team \$1,000,000. Unemployment pool spots are NOT tradable.

G. Violations: Include: (i) Tardiness; (ii) Incorrectly submitted Disk; (iii) Failure to follow by-laws; (iv) Failure to follow road Instructions; (v) Failure to perform a league requirement; and (vi) Trade vetoed by the Trade Jury.

The league has taken the position to not be unnecessarily punitive by assessing monetary penalties for violations as defined above, especially for items such as tardiness for submitting monthly transfers timely. As such, fines for violations listed above are very rarely given, but the league retains the right to assess a fine for anything deemed as egregious that compromises the stability or integrity of the league.

V. POST-SEASON

A. Playoff Format: Six teams in each league will make the playoffs. The Three division winners, plus 3 teams with the next best overall records. The six teams will be seeded 1-6.

The 2 Division winners with the best overall records will receive First Round byes.

The 3rd Division Winner is automatically awarded the #3 Seed.

The First Round Matchups will be as follows: 3 vs 6 and 4 vs 5. Then 1 vs 4/5, and 2 vs 3/6. The better seeded team will have the home field advantage.

Ties for playoff positions shall be broken by using the following tie breakers: (i) best road record; (ii) head to head; (iii) best net runs; (iv) coin flip. Ties for home field advantage in the playoffs will be broken by the same tie breaker method. The two Conference Champions will then meet in the PFBL World Series.

Clarification: The Home Team advantage for the World Series will Alternate every year, based on the calendar year, not the PFBL-A MLB season. Even Years - the NC is home games 1,2,6,7. Odd Years - the AC is home games 1,2,6,7.

B. Playoff Games: All playoff series will be seven games with the team with the better seeded team hosting (and playing) games 1, 2, 6 and 7. Note: DMB Netplay is the preferred process for playing playoff games.

Visiting managers have the right to manage their team over the phone at their own expense. An off day shall be taken after game 2 and game 5, and will be built into the playoff schedule. Note (1): When a series shifts location, transfers must be sent from the previous home manager to the new home manager. The transfer should be imported in order for the fatigue and rest days to continue; (2) If during "phone" playoff games, the home manager makes a data entry "mistake" which has or most probably may cause a significant negative impact for the visiting team, the game must be "quit" and replayed unless the visiting manager wants to accept the mistake and continue playing. The determination on whether a game should be replayed is the responsibility of the league president. Thus, if there is a doubt in either managers' mind regarding whether or not a game should be replayed, the president should be called. (3) Between series, there will be at least one-off day for both teams. Teams will also get extra "off-days" if their prior series did not go seven games. (i.e., three bonus days for a 5-game series, one bonus day off for a 6-game series, etc.).

There is no need to manually rest any players during post season play, as the DMB game itself with the playoff scheduler accounts for all days of resting appropriately. **Note: Regular Season usage carries over to the playoffs.**

C. Post-Season Game Settings Rules: Unless both managers consent to "show all pitches", games should be played using "show all plays".

D. Playoff Completion Deadline: The playoffs must be completed and the PFBL World Champion determined by the free agent bid due date set by the Commissioner.

E. Post-Season Team Eligibility: A team may be deemed NOT eligible for the playoffs if: (A) A team's home percentage is .250 more than a team's road percentage; OR (B) A team overused their players as per section III-D and in the opinion of the Commissioner, the overuse had an impact on the standings. Note: teams prohibited from making the playoffs, will be considered to have forfeited their first playoff series. Note: any team that is substituted into the playoffs does not lose their rookie draft slot.

F. Post-Season Manager Eligibility: Managers ineligible for the playoffs have the right to set their active rosters; pitching rotations; and manager profiles. However, they are NOT permitted to play or participate in any post-season games. Opponents of these teams should play their entire series on their computer and the suspended manager's team should be managed by the computer manager.

G. Post-Season Player Eligibility: To be eligible for post-season play, players MUST appear on their PFBL team's active roster prior to Month #6 of that season. Players overused during the season as per Section III-D are suspended at the start of post-season play based on their regular season over usage. *Note: overused starting pitchers are suspended in the post-season for 4 games for every one they were overused. Relievers are suspended for 2 games for each game overused.

Managers must set their playoff roster prior to the start of each playoff series (i.e., you can make roster changes between series - just not during a series). No roster substitutions are allowed for suspended players.

Special Starting Pitcher Restriction: The following usages in the playoffs will apply:

Real Life Pitcher Starts: Usage Allowance:

- 8 games or more - Unlimited
- 5-7 games - 1 game per series in the playoffs.
- Less than 5 games - Cannot be used as a starter in the playoffs.
- Must have a DMB Starter Rating.

Pitchers that make starts in the post season do not need 4 days rest between starts, and can be used in relief as well if a manager chooses, as DMB pitch tracking / usage will dictate effectiveness.

Starting pitchers must have at least two days rest between starts. Any Starting Pitcher can relieve regardless of days of rest or their fatigue rating.

H. Post-Season Disk Transfer: Once a playoff series is played, the stats must be sent to the Commissioner.

VI. PFBL ADMINISTRATION

A. Commissioner: Duties include: determining limitations; free agents; and rookies; putting together the league master disk; schedule; and managerial rosters; and the collection of annual dues (currently waived). The Commissioner has the right to make PFBL by-law changes when and if: (A) major league baseball makes a rule change; (B) if a "mistake"; "problem" or "weakness" in the by-laws is found. The Commissioner also has the sole right to put rule changes to vote.

B. Disk Commissioner: The Disk Commissioners' duties include: (A) receiving, updating the disks each play period; (B) emailing out the disk to the Commissioner. (C) Informing the Commissioner of potential fines for tardiness per the bylaws.

C. The Trade Commissioner: Is appointed by the League Commissioner, duties include: (A) selecting a trade jury; (B) compiling the list of all trades to send to the trade jury; (C) sending the list of trades to the trade jury for review; (D) serving as the alternate juror on all votes; and (E) Sending the list of approved trades to the Disk Commissioner.

D. Cap Enforcement / Power Ratings: The Commissioner may appoint a deputy to compile team power ratings and track salary cap numbers for the league.

E. The Fair-Trade Jury (FTJ): Three PFBL members will be selected by the Trade Commissioner to serve on the FTJ to review all trades. Each trade must be approved by at least two of the three members to pass. Managers may not serve on a Jury reviewing their own trades. If a tie-breaking decision is needed, the Commissioner will cast the final vote.

F. The Webmaster: Responsible for updating all league information on the Website. Currently: <http://www.locastro.com/pfblb/>).

VII. LEAGUE FINES

The items below can result in fines and or expulsion from the Commissioner:

A. Tardiness – will be reasonably lenient but can result in a fine of \$100K per day at Commissioners discretion if there is no communication with the Commissioner.

B. Incorrect Submitted Transfer Files – will be lenient but this can result in a fine of \$100K if repeated. If more than 3 days late and no communication with Commissioner the Commissioner will play your games at a cost of \$10K per game.

C. Failure to adhere to the PFBL-A Bylaws – case by case review but if blatant abuse of rules is found this can lead expulsion

D. Failure to use an opponent's Road MP - if this causes an overuse penalty to your opponent this penalty will be assessed to your team rather than your opponent. Games can be deemed forfeits If blatant abuse is found; this can lead to expulsion.

E. Failure to submit timely MP's and or Team Info Text Files - will be lenient but thus can result in a fine of \$100K if repeated.

F. Overused Players:

1. \$50K per player with any overuse penalty

2. Starting Pitchers: are limited to 3X their MLB starts up to a max of 35 PFBL-A Starts unless they exceeded 35 GS in MLB - \$50K per game in excess of the SP limit

3. Innings Pitched: Pitchers are limited to 120 IP with the exception of Pitchers who had 10 or more PFBL-A saves then the limit is reduced to 100 IP (both the 120 IP and 100 IP limit will be increased to the number IP in MLB by a pitcher if he exceeded the 120 IP or 100 IP) - \$10K per full inning with any fraction of an inning being assessed \$3.33K

4. Position Players (includes DH) exceeding 150 Games appeared unless they exceeded 150 Games in MLB then that is their limit - \$20K per game

5. Catchers are defensively limited to 130 games unless their MLB number of games exceeds 130 then that is their limit - \$20K per game

VIII. SCHEDULE OF ACTIVITIES

The Listing of Activities, due dates to be set by the league Commissioner.

- 1 - Preseason Master Disk-p Mailed (if available from DMB)
- 2 - Newsletter #1: Containing - Free Agent List; Rookie List; and Player Limitations
- 3 – Free Agent Bids Due
- 4 - Winter Trading Period Begins
- 5 - Newsletter #2: Containing - Free Agent Bidding Results; Playoff Results; Rookie Draft order and times
- 6 - Rookie Draft Begins
- 7 - Newsletter #3: Containing - Rookie Draft results; and the list of available Pre-Season Unemployment Pool Players.
- 8 - Cut Rosters to a max of 36 Players
- 9 - Winter Trading Period Ends
- 10 - Pre-Season Unemployment Pool Selections Due
- 11 - Newsletter #4: Containing - List of Trades, the Pre-Season Unemployment Pool Selections, and Roster Cuts
- 12 - Computer Manager Profiles for Months 1-3 & Team Text Files for the complete season Due to Commissioner
- 13 - Master Disk-1 (for months 1, 2 and 3) Mailed
- 14 - Play ball!! (Month 1), Road Instruction Changes Due
- 15 - Month 1 Transfer Disk Due to Commissioner, Game Results Due (box scores, score sheets and series summary to all opponents)
- 16 - Month 1 Results Disk Mailed
- 17 - Play ball!! (Month 2), Road Instructions Changes Due
- 18 - Month 2 Transfer Disk Due to Commissioner
- 19 - Month 2 Results Disk Mailed
- 20 - Play Ball!! (Month 3), Road Instruction Changes Due
- 21 - Month 3 Transfer Disk Due to Commissioner
- 22 – Month 3 Results Disk Mailed
- 23 - Mid-Season Unemployment Pool Selections Due to the Commissioner
- 24 – Mid-Season Trading Period
- 25 - Computer Manager Profiles & Text File Updates for Months 4, 5 & 6 (if necessary) Due to Commissioner
- 26 - Newsletter #5: Containing - Mid-Season Trades & Mid-Season U-Pool Selections
- 27 - Play Ball!! (Month 4), Road Instruction Changes Due
- 28 - Month 4 Transfer Disk Due to Commissioner
- 29 - Month 4 Results Disk Mailed
- 30 - Play Ball!! (Month 5 Games), Road Instruction Changes Due

31 - Month 5 Transfer Disk Due to Commissioner

32 - Month 5 Results Disk Mailed

33 - Play Ball!! (Month 6 Games), Road Instruction Changes Due

34 - Month 6 Transfer Disk Due to Commissioner

35 - Newsletter #6: Containing - Playoff Seeding and Fines for over used players.

36 – Newsletter #7: Playoff results

Note: Emails may cover the items shown as newsletters.