***NORWOOD ROTISERRIE BASEBALL LEAGUE***

***OFFICIAL RULES AND CONSTITUTION***

***LAST MODIFIED: 1/15/17***

1. ***OBJECT***

To assemble a lineup of 25 National League baseball players whose cumulative statistics during the regular season, compiled and measured by the methods described in these rules, exceed those of all other teams in the league.

1. ***TEAMS***

There are twelve teams that comprise the Norwood Rotisserie Baseball League. Current owners in 2017:

Bill Allen

Sean Cannon

Rodney Elliott

Mark Finley

Phil Huey

Aaron Leckinger

Brian Lewis

David Miller

Micah Owens

Dwayne Roy

Chris Smith

George Zahn

1. ***ROSTER***

Each team's active roster consists of 25 players, plus a reserve roster of from 0 to 6 players. The active roster consists of 1 catcher, 1 first baseman, 1 second baseman, 1 shortstop, 1 third baseman, 1 corner man (either a first baseman or a third baseman), 1 middle infielder (either a second baseman or shortstop), 4 outfielders, 1 c/of (either a catcher or outfielder), 1 utility player (any non-pitcher), and 12 pitchers. Players on the reserve roster may be of any position.

1. Beginning in 2018, the C/OF slot will remain a C/OF slot for the teams that finished in the top 8 standings positions in the previous season. For the bottom 4 teams, the slot will instead be a second C spot only.
2. ***AUCTION DRAFT DAY***

A Major League player auction is conducted at a mutually agreed upon time, usually the Saturday immediately following Opening Day. Each team must acquire its roster of 25 players at a total cost not to exceed $275. A team need not spend the maximum. The process for the auction is as follows:

1. A player is nominated for bidding.
2. This player must be currently the property of a National League team (either on the active roster or the Disabled List, with two exceptions, see below) to be eligible for the Auction Draft.
3. Before the auction, two players currently in an NL minor league system will be added to the eligible pool by owner vote. That procedure is detailed in the following section.
4. Each owner not eligible for a minor league draft selection (usually the bottom 6 finishing owners from the previous season) will vote on which minor league players to include. Those owners will list three players, in preferred order of inclusion. The first choices will be given 5 points, 2nd choices 3 points and 3rd choices 1 point each. The top two point totals in this vote will be added to the list of players eligible for the auction.
5. This process of voting may be done before the date of the Auction Draft itself, once final MLB Opening Day rosters are set.
6. The order of nominating players for auction is the order of the previous year's standings, first place team nominating the first player, and proceeding in order until all rosters are filled.
7. No team may nominate a player they are unable to roster due to position requirements.
8. No team may nominate a player after that team's roster is full.
9. The nominating team opens bidding on the player.
10. The opening bid may be any amount, with a minimum of $1 and a maximum of the number of dollars a team may bid on one player and still fill out its roster with $1 players. For example, a team with two open roster spots and $3 remaining may bid no more than $2 on any player.
11. Both the opening bid and succeeding bids must be in integer dollar amounts.
12. Bidding proceeds among all teams until only one bidder remains.
13. Bidding is open auction style … there is no set order to the bidding, and each team that is capable of bidding on a player may do so at any time until bidding is closed.
14. That winning bidder acquires the player for the bid amount and announces the roster position that player will fill. That player has a salary equal to the bid amount and a contract status of Y1.
15. As with the opening bid, the subsequent bids may be any integer amount, with a minimum of $1 greater than the previous bid, and the maximum of the number of dollars a team may bid on one player and still fill out its roster with $1 players.
16. Players with multiple position eligibility may be shifted during the draft.
17. Players on the National League disabled list are eligible to be drafted. Players not on any National League roster are not eligible to be drafted (with the exception of the two players named in IV.1.b).
18. There will also be a minor league draft. Only owners who won their Division, the Wild Card, and/or finished in the top six in the overall standings will participate in this draft. This draft will consist of one round of straight picks, and will take place either preceding or following the Auction. The order of the minor league draft will be as follows:
19. Divisonal Winners/Wild Card Winners who are not the League Champion will select first, second and third, in the order of overall standings, with the best finish selecting first.
20. Top six finishers who are not Divisional Winners/Wild Card Winners will select fourth and fifth (and sixth, if there is a Divisional Winner who did not finish in the top six), in the order of overall standings, with the best finish selecting first.
21. The League Champion will select last (either sixth or seventh, depending on whether a Divisional Winner did not finish in the top six).
22. The players selected in this draft must be in the minor leagues at the time of the draft, and must be owned by a National League franchise. These players must also be considered a rookie by MLB (thus, no player who is on a rehab assignment is eligible to be selected). They will have a contract status of M, and a salary of $10. They will be initially placed on the reserve roster of the drafting team.
23. ***POSITION ELIGIBILITY***

A player is considered eligible at any position at which he appeared in a minimum of 20 games in the preceding Major League baseball season. If a player did not appear in 20 games at any position, he will be eligible at the position(s) at which he appeared most often. If a player did not appear in the Major Leagues in the preceding season, the games played in the last year in which he appeared in the Major Leagues will be used instead. If the player has never appeared in the Major Leagues, most common minor league or foreign league position will be used instead. All games as a DH will be ignored for the purposes of determining position eligibility. After the season begins, a player becomes eligible at a new position once he appears in at least 5 games at the position. All OF positions count as OF (there is no separate ranking or position for LF/CF/RF). This 5 game eligibility for new positions will not apply for purposes of the Auction Draft. For purposes of the Auction Draft, only eligibility from the previous season will be considered.

1. ***OVERALL STANDINGS***

The following criteria are used to determine team performance:

1. Composite Batting Average
2. Total Home Runs
3. Total Runs Batted In
4. Total Stolen Bases
5. Composite Earned Run Average
6. Composite WHIP Ratio (Walks + Hits / Innings Pitched)
7. Total Wins
8. Total Saves

Teams are ranked from first to last in each of the eight categories, and given points for each place. For example, the first place team in a given category receives 12 points, the second place 11, and so on down to the last place team, which receives one point. The sum of these eight point totals is the team's overall score. The team with the highest score is in first place, down to the team with the lowest score, who is in last place. At the end of the season, the team with the highest score wins the NRBL pennant.

1. Each team must attain a minimum of 1200 innings pitched to qualify for the ERA and WHIP categories, and a minimum of 4250 at bats to qualify for the Batting Average category. If a team fails to meet these minimum requirements, that team maintains it placements in the affected categories, but receives zero points toward the final score from that category. In addition, failing to meet the minimum requirements will have the following penalties:
2. For each missed requirement, that team will forfeit 2 keeper slots for the following season. For example, if a team finishes the season with less than 1200 innings or 4250 at bats, that team drops to 8 keeper slots. If that team misses both requirements, it drops to 6 keeper slots.
3. In addition, any team that misses a requirement will lose any minor league draft selection it would otherwise have earned.
4. Pitchers hitting statistics are not counted, nor are the pitching statistics of position players.
5. Performance statistics of a player shall only be assigned to his NRBL team while he is on the active 25 man roster of that team.
6. Performance statistics of a player accumulated while on an active NRBL roster but while the player involved is not on a National League team shall be counted if the player is in the American League. The player’s contract status shall change to “AL”. If such a player is released, he does not go to the free agent pool, but instead is released from the pool entirely.
7. Performance statistics of a player accumulated while on an active NRBL roster but while the player involved is not on a National League team shall not be counted if the player is in any foreign or minor league.
8. In cases of ties in an individual category, the tied teams are assigned points by total points for the rankings at issue and dividing the total by the number of teams tied. For example, if two teams are tied for first in a category, each will receive one half of the points for first (12) plus the points for second (11), which is (12+11=23/2) = 11.5 points per team.
9. In cases of ties in total points at the end of the season, final places in the standings are determined by comparing the placement of the involved teams in each individual category. Respective performances are calculated, and a point given to each team for bettering the other. Therefore, the team that wins the most individual categories among the teams involved is the winner.
10. Should the tiebreaker in VI.7 fail to resolve the tie, the tie shall be broken by totaling each team’s at bats plus three times its innings pitched. The team with the higher total is the winner. Should this method also result in a tie, a coin flip will decide the winner.
11. ***DIVISIONAL ALIGNMENT***

In addition to the overall standings, there are three divisions (Gold, Silver and Bronze), consisting of four teams in each division. These divisions are dynamic in structure, changing composition each year based upon the previous year’s standings. The Gold division will consist of the previous year’s 1st, 6th, 7th, and 12th place teams. The Silver division will consist of the previous year’s 2nd, 5th, 8th and 11th place teams. The Bronze division will consist of the previous year’s 3rd, 4th, 9th and 10th place teams. The standings order will be derived from the Overall Standings points (i.e., the standings points will figured from placement amongst all 12 teams, not just among the teams in the division). The winners of each division will be awarded a Divisional Winner trophy and will have their name placed on the David Pickens Memorial Plaque, which commemorates the Divisional Winners of each season. In addition, the highest ranking owner who is not a Divisional Winner will be considered the Wild Card Winner, and will awarded the Wild Card Winner trophy and will also have their name placed on the David Pickens Memorial Plaque.

1. ***THREE YEAR CHAMPIONSHIP***

There is also be a Three-Year Champion in the NRBL. This will be the team who has accumulated the most standings points in the current season, plus the previous two seasons. This owner will be awarded the Robert Dooley Post-Season Trophy (previously awarded to the winner of the Post-Season Tournament, now defunct).

1. ***TRANSACTIONS***

The effective date of any transaction for purposes of statistical calculation is the Monday following the transaction, before the commencement of play on that day. The deadline to submit transactions to the website or Commissioner is Monday at noon, with the exception of some extended trading deadlines throughout the season (see Article XIII - Trades). These extended deadlines only apply to trades; all other transaction must be completed on Monday at noon. The types of transactions are reserve/activate, release, acquire by free agency and trade. There is no transaction period on the first Monday of the season (Opening Day).

1. ***RESERVE/ACTIVATE***

Each team may retain up to 4 inactive players at any one time (plus an additional player if that team has an M status player, and an additional player in the DL or “dead” slot). The team may retain less than 4 players on reserve, but never more. These slots may be used to store injured or ineffective players, or players sent to the minor leagues. Players who go to any foreign league may never be reserved, only released. Players may be reserved or activated from reserve at will, but must remain reserved or activated for one week before any other transaction may be made. Players in the dead slot may not be activated for any reason. Players may not be slotted in the dead slot unless that player is on the MLB Disabled List.

1. ***RELEASE***

Players may be released at any time. In order to release a player on the active roster, another player must be acquired (either through activation from reserve or free agent acquisition). No team may ever have an empty slot on its active roster. Players may be released either from the active or reserve rosters. Players released become free agents and may be acquired in the following week as free agents if they remain in the National League. Players released during an extended (X) contract will cause the releasing team to forfeit a number of FAAB dollars equal to that player's salary in every future season that contract would have covered. Player released in the final year (F) of their contracts and subsequently re-signed as free agents retain their (F) contract status.

1. ***FREE AGENTS***

At the conclusion of the Auction Draft, each team receives $125 in Free Agent Acquisition Budget (FAAB), which it may spend on free agent players that are not on any NRBL rosters, either active or reserve. If a team releases or fails to retain a player signed to an extended (X) contract, that team forfeits a number of FAAB dollars equal to that player's salary in every future season covered by that contract.

1. Each week, a team may bid any or all of its FAAB dollars on free agent players as it wishes.
2. The minimum bid is $5 per free agent, and the maximum is the number of FAAB dollars the bidding team possesses.
3. The bidding is a blind process submitted through the website (or in case of emergency, through the Commissioner).
4. The highest bid on a given player receives that player at a salary equal to the winning bid, and a contract status of FA (with the exception of players who began the season with a contract status of F, who remain a contract status of F. If the same team previously owned the player and released him, the contract value is equal to the bid amount or the player’s previous salary, whichever is higher.
5. A team may not bid on a player if a successful bid at that value would cause their active roster to exceed the in-season salary cap of $375.
6. A team must specify a corresponding move (reserve or release) to make room on the active roster for an acquired free agent. Free agent acquisitions must be placed on the active roster. It is not permissible to place free agent acquisitions directly onto the reserve list.
7. A team may submit one contingency bid (either another free agent bid or an activation from reserve) for each primary free agent bid made. If the contingency bid is a free agent bid, that bid must be for the same or a lower dollar amount than the original bid. That team may also make a second contingency bid, but that second bid may only involve an activation from reserve.
8. In addition to the normal FAAB process, once a team has less than $5 remaining in FAAB money, that owner may continue to make “zero dollar” free agent bids. This functions much like a waiver wire, in that any actual FAAB bid will trump a zero dollar bid.
   1. Players acquired with a zero dollar bid will have a contract status of Z and a salary of $5.
   2. Players with a Z contract may not be traded and may not be retained in the following season.
   3. No zero dollar free agent bids may be made unless the team starts the transaction period with less than $5 in FAAB money.
9. ***TRADES***

From the completion of the Auction Draft until the Trading Deadline, NRBL teams are free to make trades with each other without limit, except as stipulated below. The Trading Deadline will be the second Monday in August, unless August 1st falls on a Monday, in which case the trading deadline will be August 15th.

1. All active rosters of all teams involved in a trade must reflect the required position distribution upon completion of the trade. The number of players traded must be equal among all teams involved in the trade.
2. The total salaries of all players dealt (per team) must be within $30 of each other in order for the trade to be valid. For example, if one team is dealing $50 worth of players to another, the second team’s players must have salaries totaling between $20 and $80.
3. Each team must remain at or below the in-season active roster salary cap of $375, and at or above the in-season active roster salary floor of $175 at the completion of the trade in order for the trade to be valid.
4. Only one trade per transaction period may be consummated between two given teams.
5. Reserve players may be traded. If reserve players are traded, an equal number of reserve players must be traded to and from all teams in the transaction. However, M players and dead slot players may not be traded.
6. Players traded must remain in the same state of activity on the new team as on the original team for a minimum of one week before the status may be changed. For example, a player on the active roster when traded must remain active on his new team for one week before being traded, released or reserved. Similarly, a player on the reserve roster when traded must remain inactive on his new team for one week before being traded, released or activated.
7. No trades are permitted from the Trading Deadline until following the end of the World Series. Trades made during the offseason are not subject to the numerical, monetary and position distribution requirements of regular trades.
8. During the week of the All-Star game, the weekly trading deadline is extended to noon on the day regular games resume (usually Friday), rather than Monday at noon
9. Trades do not affect the salary or contract status of a player traded in any way.
10. Collusive and/or extremely unbalanced trades will not be tolerated. The Commissioner reserves the right to veto any trade that is dishonest or overly disruptive to the league.
11. ***CONTRACT STATUS***

There are eight different types of contract status that a given player may have:

1. Y1 - This player was just purchased in this year's Auction Draft, or activated after having been drafted in the Minor League Draft. He may be retained for the next year at the same price and his contract shifts to Y2 status, or he may be released without penalty.
2. Y2 - This player is in the second year of a regular contract. He may be retained for the next year at the same price and his contract shifts to F status, or he may be released without penalty, or he may be signed to an extended contract for Z years and his salary increases for the next year and each additional year by (Zx5)-5 dollars and his contract shifts to X(Z) status. In effect, the first year is "free" -- retaining a Y2 player as an F is the same as signing the player to a one-year contract. For example, if a $5 player is signed to a two year extension, his contract status becomes X2, and his salary becomes 5+(2x5)-5=$10.
3. F - This player is in the final year of his contract and cannot be retained for the next year. If this player is released and subsequently signed as a free agent, this player retains the “F” contract status.
4. FA - This player has been signed this year as a free agent. He may be retained for the next year at the same price or $15, whichever is higher, and his contract shifts to Y2 status, or released without penalty. One FA player per team may be designated as a Franchise Player, and retained for the next year at the same price or $10, whichever is higher, and his contract shifts to Y2 status.
5. Z – This player has been signed this year as a “zero dollar” free agent. This player may not be traded, and cannot be retained in the following season.
6. X - This player has been signed to an extended contract for the number of seasons that follows the X (including this one). For example, an X2 player is signed for this year and the next one, and an X3 player is signed for this year and the following two years. If this player is released, his owner loses an amount of FAAB dollars equal to his salary in any future season covered by the X contract.
7. AL – This player has been traded to the AL, but retained by their NRBL team. This player will continue to accrue statistics. This player may be reserved. This player may be released; if released, the player does not go in the free agent pool, but instead is removed from the pool entirely. This player cannot be retained for the next year.
8. M – This player has been selected in the 6 team minor league draft. If that player is activated by his major league team, he must be reassigned as a Y1 contract status, and placed either on the team’s reserve or active roster at the next available transaction deadline.
9. Contract status is otherwise unchangeable, with the exception of players released and re-signed. Players released and re-signed revert to FA contract status, with the exception of players with F contract status, who retain F contract status.
10. ***ROSTER PROTECTION***

Prior to the Auction Draft, each team may release any number of players into the pool for the Auction Draft. Any players who go to the American League or foreign leagues at any time during the off-season, or players with F or AL contract status are automatically released prior to the Auction Draft. At the end of this release process, no team may have more than 10 players on its roster. The deadline for making these keep/release decisions is 11:59PM of the Sunday before the Auction Draft. Rules surrounding the salary and contract status of retained players are detailed in Article XIV above.

1. ***AWARDS***

There are four types of awards given out each year to teams in the NRBL:

1. The NRBL Championship Trophy is given to the team with most total standings points. This trophy has the names of all past winners inscribed upon it, and is in the possession of the winning team from the Auction Draft Day following their win until the following Auction Draft Day.
2. The Robert Dooley Post-Season Tournament Trophy is given to the team with the most total accumulated standings points in the previous three seasons. Like the NRBL Championship Trophy, the names of all past winners are inscribed on the trophy, and it remains in the possession of the winning team from Auction Draft Day until the following Auction Draft Day. This award was previously awarded to the winner of the Post-Season Tournament, now defunct.
3. Each divisional winner is awarded a Divisional Winner trophy. In addition, the wild card winner receives a Wild Card Winner trophy. These trophies remain in the possession of the winning teams from Auction Draft Day until the following Auction Draft Day.
4. The Sean Bresnan Award goes to the team that finishes the regular season in last place. Though no names are inscribed upon it, the stigma of receiving it even once is not soon (if ever) forgotten. This trophy remains in the possession of the “winning” team from Auction Draft Day until the following Auction Draft Day.
5. In addition, there is the David Pickens Memorial Plaque, which immortalizes those teams who previously won divisions and/or wild cards. This plaque is not passed around, but remains in the possession of the Commissioner, and is prominently displayed at the Auction Draft as well as all League Gatherings as permitted by circumstances.
6. ***COMMISSIONER***

The Commissioner reserves the right to act within or outside the scope of these rules in the best interest of the League and competitive balance. The Commissioner may be removed by a supermajority vote of all teams in the league (8 of 12). If the Commissioner is removed, an election for new Commissioner will be held at the next league meeting.