

# Dynasty Fantasy Baseball Constitution

## Section 1 - General Info

### 1.1 Teams

There will be a minimum of 10 Franchises per season, expansion contemplated below in the named section

### 1.2 Owner List

- Tyler Hart & Dustin Hart
- Ross Kantor & Jack Kantor
- Brenden Freedman
- JD Barnett
- Nick Gianaris & Alex Gianaris
- Jake Zuckman & Andrew Meyers
- Ethan Gobetz
- Brian Frederick
- Zack Semler
  - Replaced Michael Rubloff on 4/9/25
- Jake Levine & Johnny Drago
- Steve Cornish
- Nolan Chidester & Andy Chidester

### 1.3 “Leadership” Roles & Responsibilities

- Co-Commissioners: Brenden Freedman, Ross Kantor, Tyler Hart
- Auction Admin: Tyler Hart
- Rules Committee: Rotating every year if needed, consisting of 1x Co Commissioner and 1x other league members
  - 2024 Rules Committee: Ross Kantor, JD Barnett
  - 2025 Rules Committee: Ross Kantor, JD Barnett, Jake Zuckman
- Treasurer: Brenden Freedman

### 1.4 Ownership Dues & Prizes

Upon entering the league, Owners are required to pay for 2x full years up front. Every subsequent year owners will be required to pay an additional year's entry fee. For the avoidance of doubt, for the league starting in 2024 owners need to pay the 2024 and 2025 fee up front. Then ahead of 2025 they will pay the 2026 fee and so on. The league will discuss and vote on buy in's during the draft period. For example, during the 2024 draft period the topic of 2026 (&

future if desired) buy-in's can be discussed. If no agreement is reached during that time then the buy-in doesn't change for the next year.

2024 buy-in: \$100

2025 buy-in: \$100

2026 buy-in: \$100

Starting in 2026, part of the buy-in per year will go towards Fantrax premium to accommodate all of the league's nuances. These will be covered for 2024 and 2025 separately

Prize pool (after above fees) will be distributed as follows:

- End of Season Leader: 45%
- End of Season 2nd Place: 25%
- End of Season 3rd Place: 10%
- End of May Leader: 10%
- End of July Leader: 10%

Treasurer shall determine the due date for dues each year.

## 1.5 League Calendar

The below are key dates/ events that need to happen each year. The League Calendar year starts on the second Monday following the World Series

- **New League Calendar Year** - second Monday after the World Series
- **Rules Committee updated for the following season** - before Off-Season Free Agency
- **Dues & Fees revisions** - before Off-Season Free Agency
- **Expansion Draft (if needed)** - Early January
- **Off-Season Free Agency Schedule Released** - No later than January 15th
- **Off-Season Free Agency** - Last Monday in January
- **Farm System Draft** - Last Monday in January
- **Roster Fill Out Draft** - Early March
- **End of May payout determined** - May 31st
- **End of July payout determined** - July 31st
- **Trade Deadline** - 2 weeks after MLB Trade Deadline
- **Season Ends & End of Season Payments Distributed** - End of MLB Regular Season
- **Rule Changes Survey** - shortly after World Series
- **Trade Window reopened** - 1 week after World Series

## **Section 2 - Rosters**

### **2.1 Player Pool**

Players in MLB organizations or free agents are included in the player pool. This includes MLB, Minor Leagues & Developmental Complexes. High School, College & Players signed for International teams are NOT eligible.

All High School and College players drafted in the MLB Draft will enter the player pool via the Farm System Draft the following League Year. Should a player taken from the draft make it to the Major Leagues that year they will be eligible for acquisition via standard free agency.

### **2.2 Rosters & Budget Google Sheet**

 [Dynasty Roster & Budget Tracking](#)

### **2.3 Rosters Salary/ Budget**

Each Franchise has an annual salary cap of \$150MM per year that increases by \$10MM per year at the start of the League Calendar Year. Unused budget cannot be rolled over between years. Budget can be traded between Franchises up to 3 years in the future.

- A team who acquired via trade \$15MM in budget during 2024 so they have a salary cap of \$165MM would enter the 2025 season with a Salary Cap of \$160MM and not \$175MM. A team who acquired via trade \$30MM in budget to be spread out evenly between 2024 and 2026 would have their base Salary Cap increased by \$10MM per year over the above mentioned years.

Should a team incur a fine that results in a decrease of budget then they do not make up the difference in the following 3 years. Should they remain fine free for the 3 year period they will be restored to the standard level.

- A team who receives a \$10MM fine in 2024 would have their budget remain at \$150MM in 2025 and then in 2026 it would be \$160MM, 2027 would be \$170MM and then in 2028 should they be fine free since 2024 they will be back to the league standard level of \$190MM

Below is the breakout for 2024 - 2028:

- 2024: \$150MM
- 2025: \$160MM
- 2026: \$170MM
- 2027: \$180MM
- 2028: \$190MM

Any Expansion Franchise will join at the base Salary Cap for that year, an Expansion Franchise joining in 2027 would start with a budget of \$180MM

All Players will be signed on contracts in increments of \$100k with that being the minimum possible salary.

## **2.4 Rosters Active Roster**

- 1x C
- 1x 1B
- 1x 2B
- 1x 3B
- 1x SS
- 1x MI
- 1x CI
- 1x LF
- 1x CF
- 1x RF
- 1x OF
- 1x DH
- 1x UTIL
- 10x Pitchers
- 12x Reserve Spots

35x Active Roster spots

Two way players (Shohei) can accumulate all stats. Position players who come in late to pitch in a blowout will not accumulate those pitching stats. Pitchers hitting will not accumulate hitting stats.

## **2.5 Reserve Team/ Farm System**

Reserve team will consist of 12x players (can be anyone in the player pool) who will count against the Franchise's salary cap for the season. Prospects (as defined below) can be on the Reserve Team but would require a contract at the Rookie level until they lose Rookie eligibility.

The Farm System consists of 15x minor league players. Should a player be called up to the Major Leagues IRL then the Franchise has 2x Lineup Setting Periods to remove them from their Farm System before incurring penalties as outlined below. Farm system players do not have a salary counted against the cap.

## **2.6 Rosters IL Spots**

5x Short Term IL Spots to be managed freely by the Owner. Players must be on the IL in real life to be eligible for any IL designation.

Unlimited Long Term IL spots. If a player is on the Long Term IL they must be on the IL and then will remain in the Long Term IL in this league until they are removed from the 60 day IL in real life. Should the player not be on the 60 day IL in real life then 60 days must elapse from the time they are placed on the Long Term IL until they can be re-activated. Healthy player IRL may not be added to the long term IL.

## **2.7 Positional Eligibility**

Position Players need 15x games the previous season at the position to be eligible. If they did not meet the threshold for any position they will be eligible at the position they played the most.

- Players arriving to MLB from international leagues (NPB, KBO, etc.) will follow the above guidelines for determining position eligibility

Minor League Players with less than 10x games in the majors at any position retain eligibility from their minor league season.

Within the season, appearing at a position in 10x different games will grant that player eligibility

# **Section 3 - League Scoring**

## **3.1 Stats and Standings**

Full Rotisserie, 14 total categories

- Total Home Runs
- Total RBI
- Total Runs
- Total SB
- Composite AVG
- Composite OBP
- Composite SLG
- Total K
- Total QS
- Total Saves
- Total Holds
- Composite ERA
- Composite BB/9
- Composite H/IP

Teams are ranked from first to last in each of the above categories and given points for their ranking, Maximum points for 1st, and 1 point for last place. The maximum points is equivalent to the number of teams in the league that year

The team with the most overall points at the conclusion of game 162 of the MLB regular season (tie break games do not count) is the winner

For each season the teams need to reach the following innings pitched/ plate appearances thresholds:

- Innings Pitched: 1,000 innings pitched (seems to be standard)
- Plate Appearances: 5,200 (400 plate appearances \* 13 starting hitting spots)

## **3.2 Lineup Setting Period**

Rosters will be locked for the periods of Monday - Thursday and then Friday - Sunday, allowing for changes to the starting roster spots before games on Monday and Friday. This will be referred to below as a Lineup Setting Period.

## **3.3 Tie Breaks**

Ties will be broken in favor of the team with the highest individual category score. For example, two teams are tied but one team leads the league in stolen bases as their best category while the other team's best category is finishing 3rd in Home Runs. In that situation the team leading the league in stolen bases would win the tie break.

Should teams be tied on the best category then it will proceed down to the second best category and so on. Team A who leads in Home Runs but their second best category is 4th in Slugging Percentage would lose the tie breaker to a team leading in On-Base Percentage and a second best category of 2nd place in Batting Average

In Fantrax, the above is represented as the following 2x criteria:

- 1) 1st place in more scoring categories
- 2) Ahead in more scoring categories

# **Section 4 - Transactions & Contracts**

## **4.1 Player Acquisition - Start Up**

There will be 3x drafts for player acquisition at the start of the league

### **4.1.a Free Agent Auction Draft**

- There will be an auction draft for 10 rounds of nominations
- Bidding is in increments of \$100k and the value paid is their annual salary over the length of the contract.
- Contract length is determined by the nomination round.
  - a. First round is a 5 year contract
  - b. Second round is 4 year
  - c. Third round 3 year
  - d. Fourth round 2 year

- e. Fifth round 1 year
- f. Repeat through the 10th round

#### 4.1.b Young Players Draft

- Eligible players are ones entering their 3rd season in MLB or earlier. Season progression goes: Prospect (no MLB Appearances), Rookie, Second Year, Third Year
- Teams retain control through the player's 3rd season with salaries noted by the below table
- Salary is as follows: No MLB appearances is free, Rookie is \$500k, Second Year \$1MM, Third Year \$1.5MM
  - Note: for the avoidance of doubt, the third year is considered the second season following the loss of rookie eligibility. Juan Soto was a rookie in 2018 and his third year was the 2020 season. Alfonso Soriano, who made appearances in 1999 and 2000 but lost his rookie eligibility in 2001 had his third year in 2003.
- 20 round snake draft, randomized order - Players who are classified as Prospects are automatically assigned to the Farm System
- Franchises with unfilled Farm System spots following the conclusion of Round 20 may keep picking into their Farm System until it is full should they wish
- For non start-up years, the Young Players Draft is for Prospects only

#### 4.1.c Roster Fill-out

- Snake Draft with the below salaries
  - Level 1 = \$5MM per year for 2 years
  - Level 2 = \$5MM for 1 year
  - Level 3 = \$4MM per year for 2 years
  - Level 4 = \$4MM for 1 year
  - The salaries continue in this trend until it's \$500k per year, after the \$3MM for 1 year level the levels will descend in increments of \$500k and not \$1MM.
  - At the \$500k level there will only be 1 year contracts
- You do not have to pick in the given level and can pass with the ability to pick again in future levels.
- At the end of the round, you can pick again if you want someone at that price point, no limit pending budget but will follow the round order until all teams are finished for the level.
- Rounds will continue in the same order for each Level and then will snake back in the following Level
  - For example, the team that picks first in Level 1 will have the first pick for the entirety of that level, and then when we move to Level 2 the order will snake and that person will pick last for the entirety of the level and so on
- Once all roster spots are filled you are done.
- Once you have at least 30 players in your franchise and a full starting lineup you may elect to finish your draft at any point

## 4.2 Young Players Salary Structure

Should a player be drafted by a Franchise in either the Young Players Draft or the Farm System Draft or be called up by the Franchise from the Farm System having been there for 1x complete Lineup Setting Period then the below salary structure would apply to them. Once signed to a Free Agent contract in this league the below structure is not applicable.

- In Farm System (Prospect): Free
- Rookie: \$500k
  - Note: as called out above, any player who has rookie status and is not in the Franchises farm system will be on a Rookie contract through the season they lose rookie eligibility
- Second Year: \$1MM
- Third Year: \$1.5MM
  - Note: for the avoidance of doubt, the third year is considered the second season following the loss of rookie eligibility. Juan Soto was a rookie in 2018 and his third year was the 2020 season. Alfonso Soriano, who made appearances in 1999 and 2000 but lost his rookie eligibility in 2001 had his third year in 2003.

## 4.3 Free Agents - Off-Season

Late January & February will consist of a blind Free Agent auction for the top Free Agents (measured by the previous year's wRC+/ FIP-, international arrivals measured by projected wRC+/ FIP-).

No later than January 15 will the auction schedule be released. Auctions will close at 9pm EST of their noted day, with the first days going towards the best players available.

Owners will submit their auction bid by the deadline, after the deadline the "Auction Admin" will open all bids and the winning bid will be announced.

- Owners will email their bid to [dynastyleaguebids@gmail.com](mailto:dynastyleaguebids@gmail.com) and include the below information for it to be a valid bid:
  - Subject line in the format of: "[player name] - [franchise name] - [deadline day]"
  - Message content should clearly convey the years, AAV and total dollar amount
    - Valid Message: "5 Years, \$16MM AAV, \$80MM total contract"
    - Invalid Message: "5 Years, \$80MM total contract" - will not count as a bid
    - Should the Years and AAV not total up to the total value listed in the message then the years and total contract value will be considered accurate and AAV will be updated accordingly
- Owners may update their bid up until the deadline, their most recent bid at the deadline is considered the final one.
  - Should an owner wish to withdraw their bid they can send a new email with the message "previous bids withdrawn" or similar language noting that they do not want their bids counted
- As this position is the most prone to cheating the email account will be accessible only by Marie (friend of Tyler) who will then communicate winning bids to Tyler.

Winning bids are determined by total money spent vs AAV so a 5 year \$55MM contract will win vs a 4 year \$50MM contract despite the higher AAV. Minimum AAV rules are listed below for fairness.

- 1 Year = no minimum
- 2 Year = min \$2MM AAV
- 3 Year = min \$5MM AAV
- 4 Year = min \$9MM AAV
- 5 Year = min \$14MM AAV
- 6+ Year = min \$20MM AAV

2/13/25 Update: In the instance of a tie, the tied teams will have 1 hour from announcement to re-bid

#### 4.3.a Hometown Discount

Should an owner lose a player to free agency who has been in their franchise since August of the season prior to the one that just concluded they can declare a hometown discount for 15% off the winning bid and the player will return to the original owners team. The original owner will have 24 hours from the close of the auction to declare that they will be using the Hometown Discount. This can be used once and then cannot be used for the two following off-seasons.

- For example, Owner A lets Juan Soto go in free agency in January 2025, Owner B wins with a contract of 7 years, \$145MM, \$20.71MM AAV total. Owner A could get Soto back on a 7 year, \$123.3MM, \$17.61MM AAV contract (15% discount) and there is nothing that Owner B can do about it. Following this declaration Owner A will not be able to use a Hometown Discount in 2026 or 2027 and then in the 2028 off-season free agency period they will have a Hometown Discount to use
- In the above example, Juan Soto would be eligible for the Hometown discount if he was on the roster of Owner A before August of 2023 (2024 season just concluded). If he were acquired after August of 2023 Owner A would not be able to use a Hometown discount

#### 4.3.b Restricted Free Agents

Should an owner lose a player to free agency who has been in their franchise for the entirety of the season which just concluded they will have 24 hours to match the winning contract and retain control of the player. Trading for an eligible player in-season maintains that eligibility.

### **4.4 Off-Season Roster Fill Out**

Following the blind auction above, active rosters will be filled out via Roster Fill-Out draft outlined in the “Player Acquisition - Start-Up” section. Draft order will be determined by reverse standings order

2025 Update:

- Number of picks per round is limited to 3x per Franchise, except for the last round which is 5x picks per franchise.
- No 2 Year contracts below the \$3MM threshold

## **4.5 Farm System Draft**

In January of the off-season there will be a farm system draft to ensure all Franchises have sufficient players in their Farm System. This can be done slow draft style with a 12 hour clock. Missing a pick causes you to be skipped but you can jump back and pick whenever you want. Draft order will be determined by reverse standings order from the prior season.

The Farm system draft is only for players who will go into the Farm System and will contain as many rounds as there are Farm System slots. At any point a team can withdraw from the draft but will not be able to re-enter. 2 complete rounds of inactivity will be considered withdrawing from the draft.

## **4.6 Free Agency - In-Season**

Free Agency during the season will be conducted via blind bids (FAAB) due on Sunday by 4pm EST. Bidding amounts will be conducted in increments of \$100k and will count against your salary cap for the season. All in-season free agent contracts are 1 year deals. Prospects will not count against the salary cap and all bids are for tie-breaking/ ranking purposes only.

The first free agency period of the season will be the Sunday before the first MLB game of the Regular Season. The last free agency period will be the last Sunday that precedes a lineup setting period of the season.

## **4.7 Trades**

Trades are permitted in the league except for the following times: the period starting 2 weeks after the MLB trade deadline and concluding 1 week after the World Series.

For example, if the Trade Deadline is July 31 and the World Series ends on November 2nd then trades are prohibited between 8/15 at 12:00am and 11/9 at 11:59pm

Off-season trades may result in ineligible rosters provided the roster is eligible 3 weeks before Opening Day. Franchises with ineligible rosters will not be able to participate in any off-season player acquisitions except trades until rosters are back eligible.

There are no league vetoes. Should there be suspicion of collusion between two Franchises via a trade the league can request both owners provide a write-up of their rationale for going through with the trade. As this is a Dynasty league owners are essentially free to manage their rosters as they see fit and if the above rationale has a semblance of coherence to it then it will be determined that there is no collusion. Tanking is allowed, you'll know collusion when you see it (think a trade that sends J-Rod & Soto for Rich Hill & Justin Turner)

- Examples of valid rationale: I'm tanking and wanted to flip some of my older players for a set of younger prospects (with slightly more detail)

## **4.8 Dropped Players**

Effective 11/22/24: Should a franchise drop a player on a multi-year free agent contract they will still incur cap costs as outlined below, effectively dead cap. Should the player be re-added by the same franchise they will be taking on the same contract as signed prior to them dropping the player. Should a different franchise add the player that will not negate the dead cap incurred by the dropping franchise.

- Initial year dropped: 80% of signed contract
- Year following drop: 60% of signed contract
- 3rd year and beyond: 40% of signed contract
- As an example: Juan Soto was signed to a 6 year deal entering the 2025 season for \$20MM AAV and is dropped during the 2026 season. The dropped owner would have the below dead-cap for each of the following years:
  - 2026: \$16MM
  - 2027: \$12MM
  - 2028: \$8MM
  - 2029: \$8MM
  - 2030: \$8MM

# **Section 5 - Ownership**

## **5.1 Transferring Ownership**

Should an owner wish to transfer ownership of the team, they are able to cash out any future entry fees provided that the new owner is approved by the league and pays all outstanding fees. For example, an owner transferring a team after the 2026 season would receive their 2027 fee back after the new owner has paid the 2027 and 2028 fees to become current.

Should an owner quit, we will have a year's worth of entry fees collected to help find new ownership. If needed the new owner can utilize the paid entry fee from the previous owner as incentive.

As a last resort, the league can vote to void the vacated team and treat the new owner as the owner of an expansion franchise but all players from the voided roster go into Free Agency with no exceptions. Should the new owner wish to retain a player from the voided team they would need to use an expansion draft pick and assume that players salary or take their chances in Free Agency.

## **5.2 Expansion**

Should an owner find someone who they believe would be a good fit for the league, they can submit a request for expansion to the league. The commissioners will evaluate the request, talk to the owner who submitted it and determine if the new owner would have sufficient interest and commitment to be a part of the league. If the commissioners approve then the decision will be open to the rest of the league. The remainder of the league will vote on accepting/ rejecting the bid and a simple majority of the league (minus referring owner plus commissioners) is sufficient to accept the new owner.

- The goal of the league is to be deep and competitive, not wanting to expand is not a valid excuse. The commissioners will consider this in their decision

Should this owner be accepted, their roster would be constructed in the following way:

Prior to any off-season free agency/ farm system draft, there will be an expansion draft where new teams will get the number of picks equivalent to the amount of franchises the previous year. Rules for the expansion draft are as follows:

### **5.2.a Expansion Draft**

- Existing Franchises get to designate 5x players on the roster as fully protected and cannot be drafted by the expansion Franchises. They get to designate an additional 5x players who are partially protected, meaning that should the expansion team want to draft them they will need to pay a 20% premium on their current salary.
  - A partially protected player on a 5 year, \$10AAV salary could be selected and the expansion team would get the player on a 5 year \$12AAV salary.
- Expansion Franchises will then get to select 1x player from each Franchise out of the remaining player pool of non protected & partially protected players.
- Protected & partially protected players will need to be declared to the league 72 hours prior to the expansion draft

### **5.2.b Expansion Off-Season**

Following the expansion draft, the new Franchise will participate in all off-season activities per usual (Farm System Draft, Free Agency, Roster Fill-out draft) and will receive the first pick in all applicable drafts.

### **5.2.c Expansion Token**

In Free Agency, each new expansion franchise will get one “Expansion Token” that they can play that works the opposite of the Hometown Discount. Should they play the token, they will win the rights to the player in Free Agency but will need to pay a 10% premium on top of the winning Free Agency bid. Expansion teams need to declare this intent within 24 hours of the winning bid being announced and this token is only usable within the first two off-season free agency periods. Should it not be used by then it will be void.

- Should an Expansion Token and Hometown Discount be used on the same player the Hometown Discount takes priority

## **Section 6 - Administrative Items**

### **6.1 Rule Changes**

All rules changes/ amendments to the constitution should be submitted to the Rules Committee which will then be aggregated and put into a survey to be circulated following the World Series.

Rules can be submitted with the note that they are “urgent” and thus should be voted on in-season. Should an urgent rule change receive >90% approval it shall go into effect as soon as possible. Should it receive >60% approval but not >90% it will go into effect for the next season. Should it receive <60% approval it will be tabled until the rules change survey following the World Series

Owners will have 2 weeks from the distribution of the survey to provide write-ups in support of their position on the rule change, all votes will be due at the conclusion of the 2 week period.

### **6.2 Disputes**

Should there be a dispute between two league owners, they can request a review by their peers. In this instance, a random selection of 5 owners (anyone involved in the dispute is not eligible) will be assembled to moderate the dispute. Both owners will present their case to the 5 owners, who will then discuss and provide a decision in 72 hours.

Should an owner’s schedule not allow for them to participate in the panel they can decline at no penalty (pending valid excuse). We do not want to force individuals to shuffle their life around for these situations, but we want the league members invested so an excuse of “I don’t want to” is not valid.

### **6.3 Good Morals Clause**

Should any player be placed under investigation (by MLB or applicable authorities) for anything non PED related then the owner can drop the player at no penalty to the owner. Should the player be cleared, the owner will have the right of first refusal to add the player back to the roster at the previous contract. This clause is only in effect if the player has NOT served any form of MLB instituted suspension and/ or received legal ramifications for their actions.

- As an example, should Wander Franco be cleared then he would be eligible for this clause
- Players who would not be eligible include: Trevor Bauer (served suspension), Marcel Ozuna (served suspension), Robinson Cano (PED)

### **6.4**

If you read this message and send one of the commissioner’s a text saying “Adam Ottavino strikes out Babe Ruth in 3 pitches” you will get one additional full expansion block at the

expense of a partial block in the following expansion draft. This can only be used once per Franchise

## 6.5 Penalties/ Punishments

In order to incentivize consistent participation the following penalties/ punishments will be enforced. These can be enforced by anyone in the league, false reporting is covered below.

- Starting a known injured player (officially on the IL) for more than 4x lineup setting periods:
  - Unable to place any in-season Free Agent bids until the roster is fixed + 4x lineup setting periods.
    - For example, if Player A gets placed on the IL on 5/1 and his owner does not remove him from the starting lineup until 5/22. That owner will not be able to bid on any in-season free agents from 5/15 (penalty in effect) until 6/5 (5/22 + 4x lineup setting periods)
- Leaving a healthy player on the IL in this league for more than 2x lineup setting periods:
  - Unable to place any in-season Free Agent bids until a week after the player is activated from the IL in this league.
    - For example, if Player A gets activated off of the IL on 5/1 and his owner does not remove him from the IL until 5/22. That owner will not be able to bid on any in-season free agents from 5/8 (penalty in effect) until 5/29 (5/22 + 2x lineup setting periods)
- Leaving a player who is now in the Majors IRL in the Farm System for more than 2x lineup setting periods
  - All transactions are locked until the player is activated from the Farm System or dropped
- There will be 3x Salary Cap checks throughout the season, corresponding to the 3x payout dates. For the avoidance of doubt the dates are, 5/31, 7/31, conclusion of last free agent period. The weighted average of the 3x checks will determine the below punishment, if applicable, with the following weights. 5/31 (25%), 7/31 (25%), End of Season (50%):
  - 101% - 110% of Salary Cap: Drop to the back of all drafts for the following off-season
  - 111% - 120% of Salary Cap: All above penalties + 20% premium on league dues the following season
  - 121% - 130% of Salary Cap: All above penalties + first 5 picks of the farm system draft the following season are voided and converted to last round picks should they need the picks to fill out their roster
  - 131% - 150% of Salary Cap: All above penalties, premium on league dues increases to 50%
  - 151% - 199%: All above penalties, premium on league dues increases to 100%
  - 200% of Salary Cap: This is a hard cap, any Franchise at or above this mark is deemed ineligible and has 24 hours to fix this before their team is ineligible for the remainder of the season
- Not reaching Innings Pitched/ Plate Appearances minimum:

- Rate stats for that group (pitching or hitting) are automatically considered ineligible and thus would finish in last place for those categories
  - Loss of \$10MM in Salary Cap the following year
- Failure to pay league dues:
  - Franchise is locked immediately until they are current on payments. Should the team not be current 3 weeks before opening day then the owner's place in the league shall be re-evaluated
    - We all understand life gets in the way and would never want to punish someone for that, please communicate if there are any extenuating circumstances and the commissioners (and league if necessary) will evaluate and determine a best course of action
- Trade Collusion:
  - 1st offense - probation, all future trades for 2 years will require write-ups with full rationale, \$5MM salary cap fine for next season
  - 2nd offense - barred from trades for 1 full season (if in-season does not include the current season), \$15MM Salary cap fine for next season
  - 3rd offense - removed from the league, do not receive future league fees back
- Falsely reporting a rules violation:
  - Loss of \$5MM of Salary Cap budget for the following year, can stack if multiple false reports
- Failure to participate in off-season housekeeping activities
  - Loss of \$5MM of Salary Cap budget for the upcoming year, can stack if multiple violations

## 6.6 - Tracking Rules Changes

### 2025 Rules votes

- Off-season free agent measurements conducted via wRC+/ FIP- as opposed to fWAR (9 yes/ 3 no)
- Last salary cap check is now immediately following the last free agent period of the season (12 yes/ 0 no)
- No changes to RFO process:
  - Schedule/ levels remain unchanged (6 yes change/ 6 no don't change)
  - No cap for number of players per level (4 yes cap/ 8 no cap)
- Multi-year contracts now incur future year penalties if dropping a player. 80% current year, 60% subsequent year, 40% all remaining years. This remains in effect even if the player is added by a new franchise. If the dropping team re-adds they are on the hook for the original contract pre-drop. (8 yes/ 4 no)
- Dues are remaining at \$100 for both 2025 and 2026 (8 remain/ 4 change)
- RFO Draft Changes (Voted on during 2024 RFO)
  - Limiting number of picks per round to 3x per round (5x in the last round)
  - No more 2 year contracts under the \$3MM Level