MLR Rulebook

/r/fakebaseball

Last Revision: September 11, 2025

Contents

Introduction

This is the official rule book for Major League Redditball, a game operated by, for, and on the subreddit /r/fakebaseball. Reddit users get the chance to take on the role of baseball players and executives in a simple game of number-guessing.

The league uses real current and former MLB teams in MLB division format.

Following are the rules to Redditball. The overall goal is to keep it relatively simple and accessible, while still allowing for flexibility in player and GM strategy, statistical variance, and fun!

Rules

1 League Operation and Conduct

1.1 The Office of the Commissioners

1. The Office of the Commissioners (OOTC) is responsible for administrating and moderating the league.

2. The OOTC consists of a minimum of 13 positions, a minimum of 5 Moderators (Mod), 3 League Operations Managers (LOM) and at least 5 Technicians (Tech).

   a. There are to be a minimum of 5 equal, appointed Moderators, whose primary responsibilities are to moderate the league discord and subreddit.

   b. There are to be 3 League Operations Managers. Their primary responsibilities are to head league operations and ensure the creation and execution of the All Star Break plan, offseason timeline, offseason plan, offseason recruitment, and any possible expansion plan as outlined in Section 1.2.

   c. There are to be at least 5 official Technicians, appointed at the sole discretion of League Operations Managers. League Operations Managers may remove any Technician at any point in time. They may appoint additional technicians with unique titles and responsibilities but must have at least 5 Technicians with the following responsibilities and titles, though titles may be slightly altered as desired:

      i. Awards Technician, responsible for the administration of the league's session awards, end-of-season awards, and All-Star nominations.

      ii. MiLR Technician, sole acting Commissioner of MiLR, under guidance of League Operations Managers.

      iii. Statistics Technician, responsible for the maintenance and administration of the league's statistics.

      iv. Technology Technician, responsible for the maintenance and administration of the league's technology.

      v. Umpire Technician, responsible for the administration of the league's umpires and appeals of the league's games.

   d. Technicians may create and oversee a Council consisting of any number of appointed players and GMs of the community. Council positions may only be given responsibilities that fall under the those of their respective Technician. League Operations Managers or the respective Technician may remove any Council position at any point in time. Council positions are not OOTC positions and do not count toward OOTC position numbers.

3. For standard appointments (filling vacancies after retirements, removals etc) League Operations Managers are responsible for recruiting and appointing Moderators. A simple majority vote is required. While League Operations Managers are encouraged to consult with the existing moderator team, this is not a requirement.

a. There must always be an odd number. If the number of Moderators (including currently suspended) is below the minimum set out in 1.1.2.a League Operations Managers must begin the process of filling the vacant spot within 1 calendar week.

b. In exceptional circumstances only, League Operations Managers and Moderators together may choose to recruit and appoint additional Moderators on as-needed basis. A simple majority vote of all League Operations Managers and all Moderators is required.

    i. No more than one moderator may be removed per session. For offseason removals no more than one moderator may be removed in a 2 calendar week period.

    ii. There must not be a currently vacant moderator spot.

c. In exceptional circumstances only, Moderators may be temporarily suspended by League Operations Managers without the requirement for a simple majority vote according to the following:

    i. No more than one moderator may be suspended at once.

    ii. During suspension the affected moderator will have their powers and duties removed

    iii. Immediately following suspension a 48h timer will start. Once this timer expires a simple majority vote by League Operations Managers must have taken place to decide whether the affected moderator is to be permanently removed or reinstated. If a vote does not take place during this time the affected moderator will be reinstated.

4. League Operations Managers will be elected in one cycle per season.

a. One election will appoint 3 League Operations Managers to start Session 8 of each season.

b. All players and GMs of the community will be eligible to vote.

c. A vote of confidence will be held at the start of sessions 3 and 13 for all members of OOTC. If 15 members of committee call for a vote of confidence within the first month of appointment, a vote can occur. Any member of OOTC with less than 60% approval shall be removed. In the case of a League Operations Manager being removed, an emergency election called to fill the vacancy.

5. In the event that a League Operations Manager resigns, is removed, or is otherwise no longer capable of fulfilling the role, the following procedure shall take place:

a. If there is reasonable time (at least 3 sessions) before the next regular election for that position, an emergency election will be held, taking no longer than one session.

b. The elected League Operations Manager will hold the position for the remainder of the term of the departing League Operations Manager.

c. A League Operations Manager removed by a vote of confidence is not restricted from running for a Moderator or League Operations Manager position, even the one they were just removed from, nor are they restricted from being appointed as a Moderator provided they meet the requirements for that given position as laid out in section 1.1.6.

6. In order to be eligible to become a Moderator or League Operations Manager, a person must meet the following requirements:

a. Must have been an active (non-retired) member of the community for 6 months prior to the election before being elected.

b. Must maintain a presence in the league discord for at least 1 month prior to the election, and for the duration of their time in office. Leaving the discord while a Moderator or League Operations Manager without properly announcing hiatus will be considered resignation.

c. Must be at least 18 years of age, or the age of majority in the person's jurisdiction, whichever is older, as the role may require viewing or handling situations not suitable for a minor.

i. In the event of an investigation for a possible underage Moderator or League Operations Manager, OOTC will not request Personally Identifiable Information (PII) from the person in question.

d. Must not have been removed from the Moderator role or League Operations Manager role by the committee.

e. Candidates for Moderator or League Operations Manager will be required to state they meet all requirements before being considered for the position (Moderator) or being placed on a ballot (League Operations Manager).

f. Any member of OOTC may elect to go on hiatus.

   i. A hiatus must not last longer than 2 weeks.

   ii. Players are still eligible to play during this time, if they choose.

   iii. Failure to return from hiatus after the two week period without contacting the OOTC will be considered resignation.

g. If necessary, OOTC may appoint an interim Mod or Tech to fill the respective position during hiatus

7. At any point, the committee is capable of impeaching a Moderator or League Operations Manager, forcing an immediate replacement process. This will require a 2/3rds vote to pass.

   a. Impeachment and removal proceedings will follow this procedure:

      i. To impeach a person, 5 committee members must all co-sponsor a Motion of Impeachment which details the reasons for impeachment.

      ii. Once a person has been impeached, at the beginning of the next committee office hours, official removal proceedings will begin. A discussion period of no less than 36 hours will be started as with any other proposal.

      iii. At the close of the discussion period, a vote on removal will be held for a period not less than 36 hours. There will be at least 2 pings for the vote, 1 at the beginning of the vote and one 24 hours later.

      iv. At the close of voting, if 2/3rds of votes are cast in favor of removal, the person will be removed from their position. A quorum of 60% of voters is required for a removal vote to be final and valid.

   b. Once a Motion of Impeachment has been brought against a person, that person will be suspended from all powers and duties of their office until such time as impeachment proceedings have concluded.

1.2   Rule Interpretation/Implementation

1. The MLR Committee is responsible for introducing new rules and procedures to the league, and operates continuously within its own framework. Its constitution can be found here.

2. League Operations Managers are responsible for introducing the All Star Break plan, offseason timeline (dates and deadlines), and any expansion or restructuring plan.

   a. For the expansion or restructuring plan, and for any other set of proposals the committee deems necessary, with a 2/3rd vote. League Operations Managers will collect all competing proposals with at least 13 committee voting members' approval. League Operations Managers will select 5 of said proposals. These 5 will be put up for a ranked choice vote with the community. The winning plan/proposal will be implemented.

3. For any situation or circumstance in which there is not a rule, League Operations Managers may create whatever rules are necessary for the function of the league.

   a. These rules are not codified in the rulebook until presented to and approved by the Committee. Rejection by the Committee does not override the rule. Only passing a new rule can override a League Operations Manager's rule.

4. Rule interpretation may vary between officials. In the event of any rule dispute, League Operations Managers have final say in the interpretation of the rule.

1.3   Player Conduct

1. Players must report to any team they are signed, drafted, or traded to, regardless of their opinions or allegiances of MLR or real-world team analogs.

    a. Players who quit or otherwise become inactive due to these opinions or allegiances will be banned from play for a minimum of the remainder of the current season (rule 1.4.4.iii).

    b. If a player does not join the team server or otherwise contact the GM or Co-GM of the team within 48 hours after the signing, drafting, or trading is approved, the team may release the player (rule 2.5). When releasing the player, the GM or Co-GM may announce the release was due to "no contact with the team." League Operations Managers will verify the situation. A player released in this manner will be marked as a retired player (rule 2.7).

2. Reporter figures and accounts are actively encouraged. Their identity must be divulged to Moderators to avoid any concerns of using alternate accounts.

3. All community members must treat all other league members with respect, regardless of their position in the league.

    a. Trash talk is normal and encouraged (on Discord and in trash talk and game threads), but Moderators reserve the right to moderate conversations. Don't make things personal.

    b. Players and GMs who feel disrespected by someone on their team or in the league may file a grievance with Moderators. Possible action can include a ban from the league and free agent compensation.

1.4   Player Suspensions, Bans, and Appeals

1. Players may be suspended by their team or by the Office of the Commissioners.

    a. Suspended players may not play in any game but still occupy a roster slot.

2. Players suspended by the Office of the Commissioners may appeal the decision within 24 hours.

    a. The appeals committee shall consist of one GM, one player committee member, and one member of the Office of the Commissioners.

        i. Each of these groups may select their appeals committee member, but chosen appeals committee members may fill any holes by themselves if any members are not chosen within 12 hours.

        ii. Anyone directly involved in the matter at hand or affiliated with the suspended player's team cannot be on the appeals committee.

    b. The appeals commitee shall hear from both the suspended player and the league official who issued the suspension.

    c. When the committee is ready, they may privately deliberate.

    d. The committee shall then vote on how to handle the suspension. The three possible outcomes are:

        i. Overturning the suspension

            1. This requires a unanimous vote of the appeals committee.

        ii. Reducing the duration of the suspension

            1. This requires a 2/3 vote of the appeals committee.

            2. The reduction is determined by the appeals committee.

        iii. Upholding the suspension

            1. This is the default outcome.

    e. The committee has 72 hours to make a final ruling. If they fail to do so, a new committee is formed under the same procedures and the process begins anew.

    f. While a suspension is being appealed, the player's suspension is delayed until resolved and they may play normally.

3. Suspensions must be handed down either:

    a. Between sessions, or

    b. When the player is not currently playing in a game.

4. Player Bans

    a. Players may be banned either from the MLR Main Discord server or from playing in Major League Redditball by Moderators.

        i. Players banned from the Discord server are not necessarily banned from play. However, a player banned from play will be banned from participating in both the Subreddit and the Discord server.

        ii. A ban from the Discord server is generally a response to behavioral issues that would not otherwise be resolved by de-escalation. De-escalation (such as temporary mutes, solitary confinement, or getting directly involved to the extent in which a Moderator can) will always be the "first line of defense" in handling moderation issues.

            1. Discord-banned players may participate in other parts of the community, such as team servers and other off-server activities, at those server owners/activity organizers discretion.

        iii. Banning from play is to be reserved for extreme cases. A player banned from play is taken off their team's roster and is ineligible to participate in any Major League Redditball activities, including Major League and Minor League games.

            1. Functionally, a ban from play means a ban from the subreddit. As such, any non-MLR leagues that play games on the subreddit would be affected by the player ban. It is encouraged that those leagues also remove banned players from team rosters.

    b. Moderators must come to an agreement to ban a player, and also come to an agreement for the terms of the ban.

        i. As cases of behavioral issues are often time-sensitive, not all Moderators need to be present in order to enact the initial ban. Agreement would mean a simple majority of whichever Moderators may be present at the time.

            1. In certain circumstances, this may mean that only one Moderator would be present in order to put the ban in place.

        ii. Moderators may vote after the ban has been enacted to set a length of time for which the ban will be carried out, or to maintain the ban indefinitely.

            1. A simple majority of all Moderators is needed to set the duration.

            2. The decision should be made in no more than a week's time after the ban.

            3. An "Indefinite" ban is assumed to be permanent until appealed.

    c. Moderators must announce a ban, along with the reasoning and the terms of the ban, in the main MLR Discord server as soon as possible after making all decisions surrounding the ban final. If a ban is issued and not made final, Moderators must announce why the ban was issued and subsequently overturned.

    d. A banned player may appeal to Moderators to lift the ban. To start the process, they need only ask a Moderator for an audience. They may do so by proxy, such as through their team's GM or another player that

is in good standing with the League. The Moderator will then set up a private group with all Moderators and the banned player. Moderators will allow the banned player to state their case for lifting the ban, after which there may be further discussion as necessary. Moderators will deliberate and call the appeal to a vote to either lift or maintain the ban, with a simple majority vote of all Moderators required.

 i. Moderators have the authority to refuse to hear an appeal.

 ii. The banned player may bring a third party into the appeal group to assist in pleading their case.

  1. Moderators, as a group, have the authority to refuse a specific third party. They must agree and provide the banned player the reasoning for why the third party is disallowed.

2 Player Creation and Transactions

2.1 Roster information

1. Rosters must have a minimum of 9 players including 1 pitcher. A team may not field a roster of over 18 players.

   a. A pinch-hitting GM (see GMs as Players) does not occupy a roster slot.

2.2 Player Creation

1. Player names submitted by a player cannot be changed without approval from the Office of the Commissioners.

   a. Names may not match or strongly resemble those of active MLB players.

   b. Names may not bully or demean other players or members of the community.

   c. Names must only contain the following characters: capital letters (A-Z), lowercase letters (a-z), digits (0-9), blank space ( ), comma (,), hyphen (-), period (.), plus (+), and single-quote (').

   d. Letters with diacritics may also be used.

   e. A name may not begin or end with a blank space.

   f. Names must begin with a letter or digit and must end with any character except a blank space. A blank space cannot follow another blank space.

   g. Names must be 40 characters in length or fewer.

   h. OOTC may reserve the right to reject player names on a case by case basis

   i. Players will have a limit on name changes.

      i. Offseason name changes are allowed.

      ii. Midseason name changes are limited to one per player.

      iii. OOTC reserves the right to make exceptions to this rule.

   j. No alternate accounts may be used. Players and GMs are limited to using one account in the game. Discovery of the use of an alternate account will result in an immediate and permanent ban of the player and all current, past, and future accounts used or held by that player.

      i. Reporter accounts are the only exception (see reporter rules)

2. Players are required to have a Reddit or Discord account in good standing to sign up, as determined by Moderators. Generally, a player should have an active Reddit account older than six months or a Discord account older than six months. Players who do not have an active account may be rejected as part of the league's policy on alternate accounts. Players not meeting these requirements may be vouched for by existing players in good standing, subject to Moderator approval.

3. All players will choose to be a hitter or pitcher, a hand, and a type.

   a. Hitters pitching in MLR will be assigned the Position pitching type. Pitchers hitting in MLR will be assigned the Pitcher hitting type.

   b. Hitters pitching in MiLR may select a pitching type. Pitchers hitting in MiLR may select a hitting type. These types will only be used in MiLR games.

   c. Position players have the opportunity to choose their primary and secondary positions. Available secondary positions for each primary position are listed below.

Primary Position	Available Secondary Positions
Catcher	First Base, Third Base
First Base	Third Base, Left Field
Second Base	Shortstop, First Base, Right Field
Third Base	Second Base, Shortstop, Left Field
Shortstop	Second Base, Third Base, Center Field
Left Field	Right Field, First Base
Center Field	Left Field, Right Field
Right Field	Center Field, First Base

2.3   Lineup Creation

1. GMs are required to send in their lineups prior to the start of the session. Starting lineups must be valid when submitted. Invalid starting lineups must be fixed as soon as possible, or risk being overridden by a default lineup or one set by League Operations Managers (see Game Rules).

   a. A valid lineup consists of 9 (or 10 when using a DH) players, in positions they are each eligible for, with all positions represented.

      i. Players are eligible to play their primary, secondary, or tertiary positions.

      ii. Players playing out of position may be allowed on a case-by-case basis with valid reason, and must be approved by League Operations Managers.

   b. Pitchers may only play as pitchers. They may not play a defensive position other than pitcher.

      i. Pitchers may pinch hit or play a position in case of emergency.

   c. Any player is eligible to slot in as DH.

   d. Since catcher is not an available secondary position, a backup "emergency" catcher may be designated prior to each game.

   e. Position player pitching

      i. Position players may come in to pitch in a game when at least one of the following are true:

         1. All pitchers on the team's roster are unavailable.

         2. League Operations Managers believes the substitution of a position player to pitch is necessary or justified.

      ii. Position players that pitch will never get a hand bonus and have a special pitching range (see Range System Index).

   f. GMs as players

      i. GMs and Co-GMs have two options if they would like to play in a game.

         1. Full time player-GM/Co-GM

            a. Full time player-GMs/Co-GMs occupy a roster spot on their team and are eligible to start in a game for their team.

            b. Player GMs/Co-GMs choose a hitter or pitcher type, positions (if hitter), and hand. Player GMs/Co-GMs can change these during the offseason.

         2. Pinch hitter GM/Co-GM

            a. Pinch hitter GMs/Co-GMs do not occupy a roster slot on their team and are not eligible to start in a game for their team.

b. Pinch hitter GMs/Co-GMs choose a hitter type, pitcher type, and hand. Pinch hitter GMs can change these during the offseason.

c. Pinch hitter GMs/Co-GMs may pinch hit for any player at any point in the game. They assume the position of the player they are replacing, but cannot be moved to other positions once in the game.

2.4 Signing Free Agents

1. After signing up, players will be posted to the GM channel and the free agent list by Moderators. Once posted, they enter a 12-hour no-signing period.

   a. Free agents cannot officially accept a contract until the 12-hour window has passed. This time should be used to consider offers from every team who extends one.

   b. The time and date of the no-sign period will be included on the free agent listing.

2. To sign a free agent to a team, a GM must post a confirmation from the player (date included) to the GM channel in the Discord.

3. Newly signed players are not eligible to play for their signed team during the session in which they were signed.

4. Up until 24 hours prior to the first session they are eligible to play, a newly signed player who has not been on a team roster in the current season may change between a pitcher or hitter, choosing a type for the position they are switching to, if needed. Free agents may not change a type if one had been previously chosen.

5. League Operations Managers reserve the right to deny free agent signings if they do not follow procedure or in the case of conflict, such as multiple teams claiming a free agent.

6. Players that are not listed on the free agent list may not be signed prior to their posting. This includes free agents who have been wiped from the list (they will need to sign up and be posted again).

7. A free agent may inform League Operations Managers they are retiring, in which case they will be removed from the list.

8. Free agents cannot be signed after the start of session 15.

2.5 Releasing Players/Waivers

Effective after the Paper Cup for Season 11, this rule will be updated. You can see these approved changes at the following link: https://docs.google.com/document/d/1sIDwXBlshUbuqR8Xi-y6QezzM2x3kPnr2FPmPkXgljI

1. A player may be released at any time for any reason.

2. Players will be placed on waivers for 24 hours when released.

   a. For the first three sessions of the season, Waiver Claim order is the same as the draft order in the most recent draft.

   b. After Session 3 ends, the Waiver Claim order for each player will be determined by applying the Draft order to the league standings as of the last session in which all games have been completed.

      i. If a session has been completed but games are continuing past the end of the session, that session will be used and the records of those teams once those games have been completed will be used.

   c. If the player clears waivers, they revert to free agent status and may be signed by any team.

3. If a player Auto BB's/K's 3 times in a single season, they are automatically released from their team and cannot sign with a team for 3 sessions.

   a. A player cannot sign back with the same team they were released from due to Auto BB's/K's.

b. MLR and MiLR are considered separate for this purpose (a player can Auto 3 times in MiLR and not be released from their MLR team).

2.6 Placing Players on Hiatus

1. If a player knows they will unavailable for a time, their GM may place them on the hiatus list.

    a. Valid hiatus reasons include, but are not limited to, parental responsibilities, vacations, mental health, school reasons, etc.

    b. The Office of the Commissioners must approve all hiatus list additions, and GMs must provide proof of a player's situation to corroborate the request.

    c. Teams must be able to field a valid lineup (see Lineup Creation) without the player being moved to hiatus.

2. Players on the hiatus list do not occupy a roster slot and may not play in any game, but remain under team control.

    a. Teams must recognize players on hiatus and either activate them to their roster prior to the start of the draft, or release them into free agency. See rule 2.14.4 for Free Agency rulings on signing back to the same team following the draft.

2.7 Retired Players

1. A player may retire any time.

    a. Retirement immediately removes the player from the team's active roster.

    b. The retired player must be substituted out of any game they are currently playing.

2. If the player returns in the same season in which they retired, the player will be returned to the team they left upon retirement.

    a. GMs may return the player to the active roster, release the player, or trade the player. This must be done prior to the start of the following session. Failure to take action on a returning player will result in releasing the player.

        i. GMs will have at least 48 hours to take action. If the player returns with fewer than 48 hours remaining in the current session, the decision will be due by the end of the following session.

3. If a retired player returns after the Paper Cup of the season they retired in, they will be declared a free agent.

4. The rights of retired players who have not returned cannot be traded.

5. Returning retired players may not change any details about their player (type, hand, position) except to the extent otherwise allowed by the rules.

6. Any player that retires after the start of session 12 cannot unretire after the draft and sign back with the same team until the end of session 4 of the following season.

    a. If unretiring and signing back with the same team does not benefit the team per roster rules, they may do so.

2.8 Trading

1. Trades may occur between two or more MLR teams.

    a. A trade is finalized when all teams involved in the trade confirm it in the GM channel, subject to OOTC approval.

b. The players involved in a trade are moved to their new teams after the current session, prior to the start of the next session.

2. Good Faith Trading

    a. All GMs must participate in trade discussions in good faith.

        i. Good Faith is here defined as not grossly misrepresenting the activity of a player either in their level of discord activity or the last time they were active.

    b. If any GM is found to have misrepresented the conditions of the trade, that trade is void unless renegotiated

    c. Any trade that is found to grossly benefit one team may be overturned at the discretion of the OOTC

3. Trade Deadline

    a. The trade deadline is set at 12pm ET on the first day of session 13.

    b. Players to be named later and Future Considerations cannot be settled by moving players after the trade deadline. You must either settle these before the deadline or during the offseason.

2.9 Replacement of General Managers

1. Unplanned GM Departure

    a. Unplanned departure here is defined as the GM unexpectedly leaving the GM position for any reason, including but not limited to stepping down, retiring, or being removed via mutiny.

    b. League Operations Managers will choose an Interim GM from the active roster.

        i. Any Interim GM appointed by an Unplanned Departure is unable to make any roster moves or change player appointments without approval from League Operations Managers while the search for a new GM is ongoing.

        ii. Any Interim GM appointed by an Unplanned Departure shall be made aware that their appointment is by no means permanent and that they will be removed if a different candidate is selected for the Primary GM position.

2. Planned GM Departure

    a. Planned departure here is defined as the GM putting forth a plan and/or informing League Operations Managers or Moderators about their intentions to depart from being the General Manager of their team for any reason.

    b. The departing General Manager shall, if possible, remain the GM of the team until a suitable candidate is selected to replace them.

        i. If the departing GM is unable to maintain their position until a new candidate is selected, the departure shall be classed as unplanned.

3. GM Replacement Procedure

    a. A team with a departing GM may put forth a candidate(s) to replace them

        i. It is expected of the team to determine who to submit as the Internal GM Replacement candidate themselves, and then inform League Operations Managers.

        ii. If the team cannot collectively come to a decision on who to put forth within 7 days of the original GM's departure, the Internal GM Replacement procedure shall be skipped and the GM Replacement Voting Procedure shall continue.

        iii. An internal GM Replacement candidate must currently be on the team's active roster, have majority approval from League Operations Managers, and either:

1. Have League Operations Managers run a vote open to all team members where at least 75% of those who voted are in favor of the candidate.

2. Be the current Co-GM or Interim GM of the team, with at least 3 sessions or 30 days of being in either position AND have League Operations Managers run a vote open to all team members where at least 51% of those who voted are in favor of the candidate.

    iv. If the team cannot collectively come to a decision on who to put forth within 7 days of the original GM's departure, the Internal GM Replacement procedure shall be skipped and the GM Replacement Voting Procedure shall continue.

b. If the team is unable to replace a GM internally, a full team vote with 3 available candidates shall occur.

    i. League Operations Managers will select 3 candidates for a team vote.

1. These candidates can be from any team's roster, including the team who is having their GM replaced.

2. League Operations Managers will create and maintain a list of candidates from external sources and include up to 3 internal candidates for consideration.

    a. This list of candidates will be voted on by League Operations Managers via Ranked Choice Voting to establish a ranking. The top 3 candidates will be selected to present to the team for consideration.

3. League Operations Managers may consult whomever they wish on the replacement of a General Manager, but only League Operations Managers shall vote on who becomes a candidate and is submitted to the team.

    ii. All currently rostered players on the team are eligible to vote and receive one vote each.

1. If a vote takes place prior to the a team's last game of the regular season or Paper Cup postseason, all departing players will have a vote.

2. If a vote takes place after a team's last game of the regular season or Paper Cup postseason, no departing players will have a vote.

    iii. Prior to the vote, there shall be a period of at least 24 hours where any member of the team may ask questions to any and all candidates.

1. A vote can proceed in less than 24 hours only if following all candidates being given a reasonable time (no less than 6 hours) to respond to the Q and A the interim GM can show proof all members of the team have agreed to proceed to the voting phase.

    iv. All members of the team shall be notified upon the opening of and a couple hours prior to the closing of the vote.

1. The vote shall remain open for no less than 24 hours or until 100% of the players have voted, whichever occurs first.

    v. Once the vote is officially closed, all votes shall be tallied up by League Operations Managers, and the candidate with the most votes shall become the new GM.

1. If there is a tie between 2 leading candidates, the candidate with the lowest percentage of votes will be removed and a runoff vote will occur between the two tied candidates.

2. If there is a tie between all three candidates, the voting procedure shall be restarted with 3 new candidates submitted to the team.

4. Discord presence in the main server is required by at least 1 GM, Co-GM, or Interim GM per team.

a. If the Primary GM has been out of the main server for more than 3 sessions or 30 days within a 180 day span, the procedure to replace them shall commence barring any extraordinary situations.

    i. Extraordinary situation here is defined as any condition or occurrence that is irregular or out of the ordinary that would prevent a GM from performing their duties for an extended period of time greater than one month.

    ii. GM's must provide sufficient evidence of an extraordinary situation to League Operations Managers in order to be exempt.

    iii. Any GM removed from their position in this way is ineligible to accept another role as GM, Co-GM, Interim GM, or MiLR GM for a period no less than 1 year.

    iv. Repeated abuses of this rule shall lead to an investigation and potentially a removal and replacement of the GM by League Operations Managers.

5. The Mutiny Clause: Additional conditions for GM/Co-GM removal. For mutiny considerations, Auto K/BBs and missed lineup submissions are counted separately for each individual GM/Co-GM.

    a. 3 missed lineup submissions by a GM/Co-GM.

    b. 80% or 10 rostered players vote no confidence for either the GM or Co-GM.

    c. 2 games lost to Auto-K/BB forfeit or 7 Auto-K/BBs in a single season.

        i. At 1 forfeit due to Auto-K/BB or 5 Auto-K/BBs in a single season for a given GM that doesn't have a Co-GM, that GM must appoint a Co-GM.

    d. 75% of all GMs vote no confidence for a primary GM.

2.10 Team Leadership

1. GMs may designate a primary team captain and up to two secondary team captains. These players must be disclosed to League Operations Managers and they may be added or removed at any time.

    a. Team captains may make emergency substitutions and set emergency lineups in the case of an unavailable GM (see Substitutions and Captain Lineups).

        i. Umps should not initiate contact with team captains except in extreme cases or otherwise stated in the rulebook.

2. GM's may designate a Co-GM.

    a. Co-GMs take up the Primary Captain spot for a team and have all the same privileges and rights as the GM except:

        i. Co-GMs may be added or removed at any time by the GM.

        ii. GM's may place limitations on the actions Co-GMs can make as they see fit.

            1. GM's will be responsible for policing the limitations they place on their Co-GMs.

        iii. League Operations Managers reserve the right to reject any potential Co-GM.

3. GM's may designate Interim GM's

    a. If a GM knows they will be unable to fulfil their role for a certain amount of time, they may designate a player on their active roster to be an Interim GM.

        i. Interim GM's are expected to set lineups and to maintain and manage their team while the GM is unable to do so.

    b. Interim GM's may not make roster moves without approval from the GM.

    c. Interim GM's cannot make or change player appointments without approval from the GM.

d. An Interim GM will be removed from their role once their GM is ready to return or after a date specified by the GM.

e. League Operations Managers reserve the right to reject any potential Interim GM.

2.11 Midseason Player Changes

1. Between the start of Session 8 and 24 hours after the finalization of the last scheduled game of Session 8, players will be allowed to do the following:

   a. Players may opt to change their primary and/or secondary position freely to any other legal position combination.

   b. Players may opt to change their batting type, pitching type, pitching bonus, and/or handedness.

   c. Players may add or change their third position.

      i. This third position does not have the same restrictions as normal secondary positions - that is, any position player may choose any position to add as their third position.

   d. All changes will be processed for Session 9.

1. A GM or Co-GM may change between a PH, Batter or Pitcher GM 1 time per season up through the end of Session 12.

   a. If a new GM/Co-GM were to take over after Session 12, they are only able to change when they become a GM/Co-GM.

      i. If a new GM/Co-GM takes over before Session 12, they are allowed to change when taking over and 1 time per season.

      ii. GMs/Co-GMs cannot make a change to their GM style during the playoffs.

      iii. If the primary and Co-GM switch roles at some point throughout the season, they do NOT gain an additional change.

2.12 Offseason Player Changes

1. Each offseason, a player may opt to change their type, handedness, and position freely to any other legal position freely. Changes must be declared prior to the offseason declaration form closing. The form will close no later than 2 days after the Paper Cup ends.

2. A player may change positions freely pursuant to the Third position rules.

3. A pitcher changing positions to become a position player is free to remain with their team or depart their team pursuant to the Offseason Player Movement rules.

4. A GM may change between a PH, Batter or Pitcher GM freely throughout the offseason up until Free Agency opens.

2.13 Offseason Player Movement

1. At the end of each season, players may opt to depart from the Club to which they are currently signed.

   a. Players who signed with their club prior to the Trading Deadline, or who have appeared in at least 6 regular season MLR or MiLR games, shall be eligible to opt into the free-agent pool. Games played in MiLR as a free agent count towards this minimum.

b. All players opting to depart from their club who do not opt into the free-agent pool shall be part of the draft pool.

c. Players changing position under the Offseason Positional Changes rules remain subject to those rules.

2. Once the list of players departing clubs at the end of the season has been finalized, General Managers can release players still members of their Club.

a. Players released this way shall be subject to the same rules as players who opted to depart from their club.

2.14   The Draft

1. Number of rounds

a. The Starting number of rounds will be 6.

b. The number of rounds may be changed depending on the amount of sign-ups.

c. The Draft Window is defined here as a period beginning from 12am EST/EDT on the day of the draft until a moment declared by League Operations Managers following the conclusion of the draft.

2. Number of picks

a. Teams may draft up to their roster cap (currently 18 players). Teams may pass at any round. If a team passes, they are passing on all remaining rounds. There is no minimum number of players a team must draft.

b. Teams may trade draft picks. A team will be able to claim their own or acquired (via trade) draft picks in that round if their player roster is below the current roster limit. A team that has traded their pick for that round must also have a player roster below the current roster limit equal to the round the traded pick is from. (EX: If a traded pick is from Round 3, then three roster slots must be open from the original team the pick is from upon the closing of the draft window. If it is from Round 6, six roster slots must be open).

    i. A team who fails to meet this deadline must release players until the team has sufficient empty roster slots available by the Draft Window. Players released in this way may choose to either enter free agency or enter the draft. A player that chooses to enter Free Agency may not sign with the team they are cut from until after Session 3 of that upcoming season.

    ii. Draft picks are eligible to be traded during the Draft Window. A team that trades away picks must have an empty roster slot available for each pick traded away.

        1. Any trade attempted during the Draft Window for picks that are not backed by empty roster slots will be vetoed.

        2. Nothing but draft picks can be traded during the Draft Window.

    iii. Supplemental draft picks are not bound by this rule, and can be traded without any roster space available by the original trading team.

3. Draft order

a. The Draft Order shall follow the following rules:

    i. Teams that did not qualify for the playoffs, starting with the worst record and ending with the best

        1. Teams meeting this criteria with the same record will be placed in a group

    ii. Teams losing in their league's Wild Card Series, starting with the worst record and ending with the best

        1. Teams meeting this criteria with the same record will be placed in a group

        iii. Teams losing in their league's Divisional Series, starting with the worst record and ending with the best

           1. Teams meeting this criteria with the same record will be placed in a group

        iv. Teams losing in their league's Championship Series, starting with the worst record and ending with the best

           1. Teams meeting this criteria with the same record will be placed in a group

        v. MLR Runner-Up

        vi. Paper Cup Champion

    b. Between the First and Second rounds, there shall be a Supplemental Round consisting of, in this order:

        i. Winner of the MLR Failures Tournament

        ii. GM Compensation Picks

           1. GM Compensation Picks are acquired by a team when a player departs to become an MLR GM of another team during only the 16 game Regular Season.

              a. Teams meeting this criteria with the same record will be placed in a group.

    c. For any ties within any category, the tie shall be broken by strength of schedule, with the lowest percentage getting the highest pick.

    d. For any ties remaining after the strength of schedule tiebreaker, apply all of the following:

        i. Determine the lowest seeded team among teams in the same division using the Division tiebreakers

        ii. Determine the lowest seeded team among remaining teams in the same league using the Wildcard tiebreakers

        iii. Determine the lowest seeded team among remaining interleague teams using the following:

           1. Team losing head-to-head

           2. Lower win percentage against common opponents (minimum of four games)

           3. Lower strength of victory

           4. Worse run differential

           5. Most Autos

           6. Random Number Generator

    e. Continue running the tiebreaker from the beginning with the remaining teams until all ties are broken.

    f. In subsequent rounds, for any draft order decided by tiebreaker, the team with the first pick in their tiebreaker group in the previous round gets the last pick in the group for the following round, and the rest of the teams in the group move up by one draft pick.

    g. If expansion teams are added, they will receive 2 picks at the start of each round in a random, snaking order.

4. Any free agent may re-sign with their team up until the draft. Any player who is a Free Agent during the draft may not re-sign with their old team until the end of session 4.

    a. If a team did not benefit during the draft from said player being off their roster then that player may re-sign with their old team under normal free agency rules.

    b. A player may re-sign with their team without penalty, provided there was a change in GM between their release and re-signing, and provided their retirement was before the start of session 12.

3 Gameplay Rules

3.1 Season Layout

1. Seasons consist of a schedule of 16 games followed by playoffs.

2. Games are played one at a time, in periods of time called "sessions".

   a. Sessions are 10 days long.

   b. Sessions begin two days after the previous session ends.

      i. Exceptions to this may occur due to holidays or shortage of league officials.

   c. Games begin at 12PM ET on the first day of the session.

   d. Games that are not completed by 12PM ET on the final day of the session (240 hours after the start of the session) are designated as shortened games.

      i. In regular season games, if the home team is winning and the game is in the bottom of the inning when the session concludes, the game will automatically end with the home team declared the winner.

      ii. Otherwise, in regular season games, games will end at the end of the current inning. If the game is tied, the inning is treated as the 6th inning, and any further innings will be played under Manfred inning baserunner rules (see Manfred Innings).

      iii. All games that run over the end of the session are subject to shortened extra-inning auto timers (see Manfred Innings) effective immediately upon session end.

   e. Playoff format

      i. From each league, three division champions and three wild card teams will advance to the playoffs.

      ii. The playoffs consist of four rounds: the Wild Card round, the Divisional Games, the League Championship Games, and the Paper Cup. Teams will be seeded first by division winners followed by the wild card teams.

         1. The Wild Card round is the first round of the playoffs. In each league the wild card teams and the lowest seeded division winner will face off. The division winner will host the lowest seeded wild card team and the highest seeded wild card team will host the middle seeded wild card team.

         2. The Divisional Games is the league semifinal round. In each league, the top seeded team hosts the lower ranked winning team from the Wild Card round, and the second seeded team hosts the higher seeded winning team from the Wild Card round.

         3. The League Championship Game is the game to decide the American League and National League champions. The higher of the two remaining seeds hosts the lower seed.

         4. The Paper Cup is the game that decides the champion of the Major League Redditball season. Home field advantage is determined by regular season record, with the wild card tiebreakers applied as necessary.

      iii. Tiebreakers

         1. If two or more clubs in the same Division have identical winning percentages, the following steps will be taken to determine their official order in the group. These steps will return to the first step any time a club is removed from the group.

            a. Winning Percentage against the group, highest to lowest.

            b. Winning Percentage against the division, highest to lowest.

            c. Winning Percentage against common opponents, highest to lowest.

d. Strength of Victory against all opponents, highest to lowest.

e. Strength of Schedule against all opponents, highest to lowest.

f. Total Autos, lowest to highest.

g. Home Run Derby (10 outs) against all clubs in the group. The following steps will be taken to determine the final order of finish in the group. These steps will return to the first step any time a club is removed from the group.

    i. Winning Percentage against all clubs in the Derby, highest to lowest.

    ii. Home Run Differential against all clubs in the Derby, highest to lowest.

    iii. Winning Percentage against all clubs in the group, highest to lowest.

    iv. Home Run Differential against all clubs in the group, highest to lowest.

    v. Home Runs Scored, highest to lowest.

    vi. Repeat Home Run Derby (10 outs) with the same tiebreakers.

2. If two or more clubs not all sharing a Division have an identical Winning Percentage, the following steps will be taken to determine their official order in the group. These steps will return to the first step any time a club is removed from the group.

a. Complete the Divisional tiebreakers (rule iii) to determine the highest ranked club in each Division. These clubs will become the group.

b. Head-to-Head sweep against all other teams in the group.

c. Winning Percentage against common opponents, highest to lowest. This step requires a minimum of four games for all clubs in the group.

d. Strength of Victory against all opponents, highest to lowest.

e. Strength of Schedule against all opponents, highest to lowest.

f. Run Differential against all opponents, highest to lowest.

g. Total Autos, lowest to highest.

h. Home Run Derby (10 outs) against all clubs in the group. The following steps will be taken to determine the final order of finish in the group. These steps will return to the first step any time a club is removed from the group.

    i. Winning Percentage against all clubs in the Derby, highest to lowest.

    ii. Home Run Differential against all clubs in the Derby, highest to lowest.

    iii. Winning Percentage against all clubs in the group, highest to lowest.

    iv. Home Run Differential against all clubs in the group, highest to lowest.

    v. Home Runs Scored, highest to lowest.

    vi. Repeat Home Run Derby (10 outs) with the same tiebreakers.

3. Tiebreakers will always be completed for Divisional standings prior to cross-Divisional standings. Once all Divisional ties have been broken, the cross-Divisional tiebreaker will be run.

4. The Home Run Derby step will only be used to break tiebreakers at the end of the regular season. During the season, any clubs still tied after completing all tiebreaker steps will be sorted in alphabetical order by their club abbreviation.

5. The following calculations will be used for tiebreakers.

a. Winning Percentage: Number of wins divided by number of games. If number of games is zero, Winning Percentage will be 0.

b. Strength of Victory: Winning Percentage of all opponents defeated. Clubs defeated multiple times will have their record counted for each defeat.

c. Strength of Schedule: Winning Percentage of all opponents played. Clubs with multiple games against will have their record counted for each game.

d. Run Differential: Runs Scored minus Runs Allowed.

e. Total Autos: The club's Auto K's plus the club's Auto BB's.

f. Home Run Differential: Home Runs Scored minus Home Runs Allowed.

3.2 Game Rules

1. This game being modeled after real baseball, any situation or definition not covered under the rules in this section will default to MLB rules and procedures.

2. Pre-game procedure

   a. Umpires

      i. Umpires are designated by the Ump Warden, or League Operations Managers in case the Ump Warden is unavailable, prior to the start of each session.

      ii. Umpires are responsible for setting up the game thread, pinging pitchers and batters for numbers, and keeping track of game state.

      iii. When assigned, umpires are listed on the schedule tab of the rosters sheet.

   b. Lineups

      i. Lineups may be sent to the Ump Warden at any time. They will be directed to the appropriate ump by the Ump Warden.

      ii. GMs may designate a default lineup for umps to use if a lineup is not submitted within the first 3 hours of the beginning of a session.

         1. If a player on a team's default lineup is traded or released, the default lineup must be adjusted before the release or trade is approved.

         2. If a team has not set a default lineup and that team has not submitted a lineup within the first 3 hours of the beginning of a session, League Operations Managers reserve the right to create a lineup in their place.

         3. If a GM has not submitted a lineup for a game and the session has begun, team captains can submit an emergency lineup within the first 3 hours of the beginning of a session to be used in place of the default lineup.

            a. An ump may ask a team captain for an emergency lineup during this window.

3. Game procedure

   a. Games last 6 innings in regulation time. If the game is tied after six innings, extra innings will be played to determine the winner. See Manfred Innings.

   b. As soon as a pitch is needed, the umpire shall notify the pitcher via Discord.

      i. Stating the result of the previous at-bat to the pitcher via Discord is considered notification of a new pitch being needed.

      ii. In the case of a list pitcher (more than one pitch at a time) the umpire MUST clearly request a new pitch or list of pitches once their current list has been exhausted. This is the only case in which stating the result of the previous at bat is not considered notification of a new pitch being needed.

  c. When a pitch number is submitted, the umpire shall post a top-level comment on the game thread signaling the batter's plate appearance. This must include the player's username as a mention so they get a notification. The umpire is also recommended to mention the player in the Discord if applicable, but this should be seen as a courtesy and is not required.

  d. The player then replies to the top-level comment with their swing in a format recognized by the bot. There must be a clear number to be used as the swing, but a player may optionally include roleplay or other commentary.

      i. If multiple numbers are included in the writeup, the batter must make clear which one is the swing. If there is no clear swing, the umpire will use the last number in the swing comment. To ensure the correct swing is used, batters should include it at the very end of the comment, e.g. Swing: 123.

      ii. A pitcher may change their pitch at any time prior to the batter swinging. The pitch last submitted prior to the swing will be used. If it is impossible to determine whether a pitch was changed before or after the swing was submitted, the pitch change shall not be used.

  e. The umpire shall post the result of the plate appearance as a reply to the player's swing.

  f. Instances of communicating pitch or swing numbers, real or fake, between the current pitcher and batter constitutes unsportsmanlike conduct and will be met with a suspension.

  g. Umpire mistakes

      i. If an Ump Mistake occurs, the Ump Team overseeing the game will consult the Ump Guideline handbook and/or Ump Council for common resolutions to the mistake in question and will resolve the situation as described by the Handbook and/or Ump Council.

      ii. If there is not a clear example in the Handbook that is comparable to the mistake, the Ump Team will consult the Ump Council for mediation to resolve the issue.

        1. A representative of the Ump Council will mediate a discussion between the opposing sides, presenting a possible solution from the Ump Council. They will ask the GMs of each team how they would like to proceed to correct the mistake. If all parties (the two teams and the Ump Council) are in agreement, the game will proceed with the agreed upon solution. If the parties cannot come to an agreement, the Ump Council will review the mediation to vote on which solution should be deployed.

          a. League Operations Managers may be consulted for situations that are unable to be resolved by the Ump Council via this process.

  h. Once submitting a pitch, swing attempt, or steal attempt via Discord DM or Reddit comment, a player may NOT edit the message that contains the number. They may change a pitch, but MUST do so through the proper re-submission. If a player edits a Discord DM or Reddit comment containing a pitch, swing attempt, or steal attempt number, they will be automatically ejected from the game. Continued infractions may result in suspension at OOTC's discretion.

  i. Once a swing or steal attempt is made, a new pitch or steal pitch must not be submitted until the current AB is resulted.

4. Auto timers

  a. Both pitchers and batters are subject to an auto timer from the time they are pinged on reddit for Batters and Discord or Reddit for Pitchers to the time their number is posted on reddit for Batters and Discord or Reddit for Pitchers.

  b. The auto timer is 12 hours long.

i. For example, a batter that is summoned for a plate appearance at 9:00:00AM must have their number posted to reddit prior to 9:00:00PM. Meaning if a swing is posted to reddit at 9:00:00PM it is an Auto.

c. Players must submit a number prior to the expiration of the auto timer.

d. If a player fails to submit a number prior to the expiration of the auto timer, an auto is issued.

  i. Any numbers submitted after the expiration of the auto timer are invalid and will be ignored.

  ii. Batters issued an auto automatically strike out. This strikeout is credited to the batter and pitcher but officially counts as an automatic strikeout. The pitch number is not revealed if the batter autos.

  iii. Pitchers issued an auto automatically walk the current batter. This walk is credited to the batter and pitcher but officially counts as an automatic walk.

e. Any player who is issued two consecutive autos must be subbed out.

f. Delays of game

  i. Warnings for delay of game shall be issued to a team after 2 total autos by that team.

  ii. 3 total autos shall result in automatic forfeiture of the game by that team.

  iii. A team purposely delaying a game shall result in automatic forfeiture of the game by that team.

    1. Teams forfeiting a game this way are subject to a 9-hour auto timer for the game following the forfeiture.

  iv. Intentional delay of a plate appearance by a player will result in the ejection of the player.

    1. This must only be enforced if evidence is provided that the player admitted to the delay, or is very obviously ignoring Reddit and Discord mentions.

g. If a player is ejected due to autos or intentional delay and there are no eligible substitutions, see Section 2.3.1.

h. The auto timer may be paused for certain situations.

  i. Pinch hitters and pitcher substitutions automatically pause the timer (see Substitutions).

  ii. League Operations Managers may also pause auto timers leaguewide for special events such as holidays and for reddit outages. Players and GMs should keep an eye on Discord announcements for these cases.

  iii. GMs are allowed to pause auto timers for their individual games for holidays not recognized by the league as a no-timer day.

    1. The GM must declare to umpires and the opposing GM the start, end, and reason for the pause.

    2. If a player is currently subject to an auto timer when a GM declares a pause, the auto timer for that player will not be paused.

    3. League Operations Managers reserve the right to reject GM pauses.

5. Manfred Innings (Any Inning that begins after the End of Session)

a. Teams begin each extra inning with baserunners according to the following table.

Inning	Beginning Situation
Inning starting after the End of Session	The player who batted last in the **previous** inning is placed on second..
Next Inning	The player who batted last in the **previous** inning is placed on second. The player who batted second-to-last is placed on third.

All following Innings	The player who batted last in the previous inning is placed on first. The player who batted second-to-last is placed on second. The player who batted third-to-last is placed on third.

b. Runners who begin an inning on base shall not be credited with a run if they score and do not count as earned to the pitcher.

c. In Manfred innings, umpires can issue autos starting after 6 hours and must issue autos after 12 hours.

6. Substitutions

    a. GMs and team captains are responsible for making substitutions during the course of the game. All substitutions default to MLB rules for lineup rules, including the DH rule.

        i. For reference, the most common and important rules are as follows:

            1. Players who exit the game may not be substituted back into the game in any capacity.

            2. Players may not move between slots in the batting order.

            3. If a DH is moved to any fielding position, the team cannot use a DH for the rest of the game. The pitcher bats in the slot of the player who is replaced in the field by the DH.

            4. Only players who are not already in the game may sub in at DH.

            5. Pitchers are not required to face any batters before being substituted.

    b. Pitching changes must be announced in the game thread in a top-level comment. This can be done as either its own comment or within the first plate appearance the pitcher pitches.

    c. Pinch hitters and runners must be presented to the pitcher prior to a plate appearance. The pitcher shall be given a reasonable opportunity to change their pitch in the event of a pinch hitter or runner.

        i. If an umpire presents a pinch hitter or runner to the current pitcher, any further changes regarding that pinch hitter or runner prior to the announcement (e.g. changing which player will pinch hit) must also be presented to the current pitcher.

        ii. The auto timer for the plate appearance pauses when the umpire is notified of the substitution by the GM/Captain, regardless of when the umpire responds to it. The auto timer resumes when the pitcher confirms the pitch.

            1. As a courtesy to avoid confusion, umpires should post in the new plate appearance how much time is remaining before an auto.

    d. Substitutions are official and final immediately upon being sent to the umpire by the GM, Co-GM, Acting GM, or Captain.

        i. Substitutions are made by sending a valid command to the bot.

        ii. If the above is not met, the substitution will not be considered official and will not occur.

        iii. Substitutions can be requested to occur if one or more conditions are met.

            1. Conditional substitutions shall be considered official and final immediately upon all their conditions being met.

            2. A conditional substitution without a stated condition is assumed to be a conditional substitution for the end of the current timer.

            3. A conditional substitution MUST be submitted via Discord, and the player being subbed in MUST submit a pitch/swing via Discord DM to the bot after being prompted.

4. If the player does not submit a valid pitch/swing, even after being prompted, the conditional sub will be ignored.

7. Ejections

   a. GMs or players may be ejected from the game by an umpire.

      i. Ejected GMs must choose a player to take their place. If no choice is made, the primary team captain will be automatically designated.

      ii. Ejected players must be replaced with a valid substitution.

      iii. Ejected persons should refrain from commenting in the game thread.

3.3   Game Mechanics

1. Standard plate appearances

   a. Each plate appearance involves a pitch number and a swing number, each between 1 and 1000 inclusive.

   b. The 1-1000 range wraps around, meaning a pitch number of 10 is 10 away from both hitter numbers 20 and 1000.

   c. The difference between these two numbers, combined with the types and hands of the pitcher and batter, determines the outcome of the plate appearance. See Range System Index for a deeper explanation of this mechanic and for a listing of batter and pitcher types and hand bonuses.

   d. Players can be right-handed or left-handed. A pitcher with the same handedness as the batter they are facing receives a slight bonus to their numbers, increasing the likelihood of recording an out. This is determined by the pitcher's hand bonus (see Range System Index).

   e. Teams may also elect to utilize custom park factors for all their home games. These factors apply to both teams playing in the game. See Range System Index for an explanation of how they work.

      i. Park factors affect every game played at a team's home stadium

      ii. Park factors must be submitted during the offseason and will be used for the following season.

      iii. Park factors cannot be changed midseason.

   f. The following table describes each possible outcome of a plate appearance.

Outcome	Description
Home run (HR)	Everyone on base as well as the batter scores.
Triple (3B)	Everyone on base scores. The batter is placed on third base.
Double (2B)	Anyone on third base or second base scores. Anyone on first base moves to third base. The batter is placed on second base.
Single (1B)	Anyone on third base scores. Anyone on second base moves to third base. Anyone on first base moves to second base. The batter is placed on first base.
Walk (BB)	Anyone on third base scores if there are runners on first and second. Anyone on second base moves to third base if there is a runner on first base. Anyone on first base moves to second base. The batter is placed on first base.
Flyout (FO)	The batter is out. Anyone on third base with less than two outs scores. This is scored as a sacrifice fly and does not count as an at-bat.
Strikeout (K)	The batter is out.

Popup (PO)	The batter is out.
Right-side groundout (RGO)	The batter is out. If there is a runner on first base with fewer than two outs, the runner and batter are both out as a double play. On any right-side groundout that does not end the inning: Anyone on third base scores. Anyone on second base moves to third base.
Left-side groundout (LGO)	The batter is out. If there is a runner on first base with fewer than two outs, the runner and batter are both out as a double play. On any left-side groundout that does not end the inning: Anyone on third base scores. Anyone on second base stays at second base, unless there is a runner at first.
Lineout (LO)	On any plate appearance resulting in a difference of between 496-500 inclusive where a Triple Play does not occur and there are less than two outs, the batter is out. If there is one runner on base, that runner is out on a double play. If there is more than one runner on base, no runners advance and the trailing runner is out on a double play. *Not applicable if IF in*.
Triple Play (TP)	If there are zero outs and runners on at least first base and second base, a plate appearance resulting in a difference of between 496 and 500 inclusive results in a triple play. Three outs are recorded and no runs score.

g. When there are two outs, any hit advances runners one extra base than it normally would. This does not apply to the batter.

   i. For example, if a batter hits a single with two outs and runners at first and second, the runner on second scores, the runner on first moves to third, and the batter is placed on first base.

2. Steals

   a. A runner may attempt to steal any time they are on base and the base ahead of them is unoccupied.

      i. The steal may be initiated by the GM or the player. Steals are initiated by submitting a steal number to the umpire, either via a reply to the new at-bat comment in Reddit, or as a DM command to the bot.

         1. The type of steal must be specified. Valid steal types are: Steal 2B, Steal 3B, Steal Home, Multi-steal 3B, Multisteal Home. (e.g. Steal 2B 69).

      ii. The steal must be submitted before the next batter swings.

         1. The auto timer for the current batter's plate appearance pauses when a steal is submitted and resumes when the batter is pinged on reddit with a new pitch.

      iii. Multi-runner steals are allowed. They must be explicitly mentioned by the player or GM initiating the steal.

         1. Only the lead runner is considered for the purpose of determining success or failure. Trailing runners will always succeed.

      iv. Pitchers have the option of submitting a second number explicitly marked as a steal pitch before an at-bat. If a steal is attempted during the at-bat, the pitcher's steal number is used in the outcome instead of the original pitch.

   b. Outcomes of steals are determined according to the following tables.

Tier	Stealing 2nd (SB2)	Stealing 3rd (SB3)	Stealing home (SB4)
Tier 1	0-335	0-185	0-35
Tier 2	0-320	0-165	0-30
Tier 3	0-300	0-150	0-25
Tier 4	0-280	0-135	0-20
Tier 5	0-265	0-115	0-15

Tier	Type
Tier 1	Speedy
Tier 2	Extra Base Focused, Sacrifice Master
Tier 3	Basic Contact, Extreme Neutral, Basic Neutral, Basic Power, Single Focused, Work the Count
Tier 4	1B/BB, Three True Outcomes, HR/K
Tier 5	Max Homers, Pitcher

3. Bunts

   a. A batter may elect to bunt. This must be clearly stated when submitting a swing number.

   b. The outcome of a bunt is determined according to the following table.

Difference	Outcome
0-50 inclusive	The play is treated the same as a normal single, except runners will only advance one base when there are two outs.
51-375 inclusive	The batter is out on a sacrifice. Anyone on third base does not advance. Anyone on second advances if third base is not occupied. Anyone on first advances if second or third base is unoccupied.
376-475 inclusive	The batter strikes out.
476-500 inclusive	The batter is out unless there is a runner on first and third with second unoccupied and 0 outs. If there is a runner on first and third with second unoccupied and 0 outs, the batter reaches first. Anyone on second advances only if first base is occupied. If the bases are not loaded, anyone on first is also out and anyone on third is stranded. If the bases are loaded, anyone on third is also out and the runner on first advances.

4. Infield in

   a. The pitcher, GM, or team captains of the team currently in the field can ask for the infield in at any time prior to the next swing.

      i. If the pitcher, GM, or team captain differ in deciding to bring the infield in, the umpire shall give priority in the following order: GM, Primary Captain, Pitcher, Secondary Captain.

         1. In the event two secondary captains differ, infield in will not be called.

   b. When the infield is in, a modifier of +18 to singles, -9 to RGO, and -9 to LGO will be added to the resulting ranges for the at bat to be applied after park factors.

   c. When the bases are loaded, an RGO or LGO results in an out at the plate and all other runners including the batter advancing.

   d. When the bases are not loaded, an RGO or LGO results in the runner being held at third base, and the batter is out at first. A runner at first base will advance to second. A runner at second base will advance to third if third is unoccupied.

   e. There are no double or triple plays when the infield is in.

   f. Ranges for bunting and stealing are not impacted by the infield being in.

5. IBB (Intentional Base on Balls)

   a. The current batter is issued an automatic walk.

   b. An IBB can be submitted to the ump by either a pitcher or the GM.

   c. The pitcher timer does not reset after an IBB.

4 Minor League Redditball (MiLR)

4.1 Structure

1. Minor League Redditball (MiLR) is the official minor league affiliate of MLR.

2. MiLR consists of a single league of an even number of teams.

    a. MiLR teams will not have any affiliation with MLR.

3. MiLR games follow the same schedule as MLR games.

4. There will be TBD Division(s) for all MiLR teams.

    a. The MiLR schedule will be determined by MiLR Directors/League Operations Managers.

5. After the regular season, the top TBD MiLR teams by record will advance to the MiLR playoffs, which consist of TBD

4.2 Team Structure

1. Players are not required to play at their known positions in MiLR.

2. If you are a MLR GM, you cannot be a MiLR GM

    a. Each MiLR team must have at least one designated MiLR GM, who will be responsible for creating lineups and acting as the point of contact for umpires.

    a. If no MiLR lineup is submitted within the first 3 hours of the start of an MiLR session and there is no valid default lineup, League Operations Managers reserve the right to create a starting lineup in its place.

4.3 Free Agents

1. After signing up, players will be posted to the GM channel and the free agent list by Moderators. Once posted, they enter a 12-hour no-signing period.

    a. Free agents cannot officially accept a contract until the 12-hour window has passed. This time should be used to consider offers from every team who extends one.

    b. The time and date of the no-sign period will be included on the free agent listing.

2. Free agents signed are not eligible to play for their MiLR team during the current MiLR session.

    a. Free agents gifted by the Office of the Commissioners are exempt from this rule.

3. To sign a free agent to a team, a GM must post a confirmation from the player (date included) to the GM channel in the Discord.

4. League Operations Managers reserve the right to deny free agent signings if they do not follow procedure or in the case of conflict, such as multiple teams claiming a free agent.

5. Players that are not listed on the free agent list may not be signed prior to their posting. This includes free agents who have been wiped from the list (they will need to sign up and be posted again).

6. A free agent may inform League Operations Managers they are retiring, in which case they will be removed from the list.

4.4   Trading

1. Trades may occur between two or more MiLR teams.

    a. A trade is finalized when all teams involved in the trade confirm it in the GM channel, subject to OOTC approval.

    b. The players involved in a trade are moved to their new teams after the current session, prior to the start of the next session.

    c. Only Players are allowed to be traded.

2. Good Faith Trading

    a. All GMs must participate in trade discussions in good faith.

        i. Good Faith is here defined as not grossly misrepresenting the activity of a player either in their level of discord activity or the last time they were active.

    b. If any GM is found to have misrepresented the conditions of the trade, that trade is void unless renegotiated

    c. Any trade that is found to grossly benefit one team may be overturned at the discretion of the OOTC

3. Trade Deadline

    a. The trade deadline is set at 12pm ET on the first day of session 12.

Range System Index

Feel free to experiment with the official Major League Redditball calculator to get a feel for how the ranges and modifiers work. The calculator can be found at https://www.rslashfakebaseball.com/calculator.

Range Basics

The outcome of a given play depends primarily on the difference between the swing and pitch numbers, but also varies based on the batter and pitcher types, hands, and pitcher hand bonus.

Each batter type contains 250 points spread across each plate appearance outcome (HR, 1B, etc.).

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO	Total
Basic Neutral	11	3	20	37	20	51	49	10	24	25	250

Each pitcher type contains 251 "points".

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO	Total
Basic Balanced	14	2	15	36	20	56	44	12	27	25	251

When a batter type and pitcher type are added together, then, we get a total of 501 points spread across each outcome. This determines the size of the outcome range.

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO	Total
Basic Neutral	11	3	20	37	20	51	49	10	24	25	250
Basic Balanced	14	2	15	36	20	56	44	12	27	25	251
Total	25	5	35	73	40	107	93	22	51	50	501

When these outcome ranges are stacked in a sequence, it represents the total spectrum of the difference ranges.

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO
Total	25	5	35	73	40	107	93	22	51	50
Diffs	0-24	25-29	30-64	65-137	138-177	178-284	285-377	378-399	400-450	451-500

Pitcher Hand Bonuses

In addition to the batter and pitcher types, each player also has a handedness, right or left. If and only if the batter and pitcher have the same handedness, the pitcher gets a small bonus to their out ranges, pulling points from hitter-beneficial outcomes.

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO	Total
Basic Neutral	11	3	20	37	20	51	49	10	24	25	250
Basic Balanced	14	2	15	36	20	56	44	12	27	25	251
Subtotal	25	5	35	73	40	107	93	22	51	50	501
Balanced	-5	-1	-6	-8	-1	4	8	1	4	4	0
Total	20	4	29	65	39	111	101	23	55	54	501

Park Factors

After a total range is calculated, park factors may be applied to it if the game is utilizing them (that is, if the home team has created a park with custom park factors).

Park factors work as a modifier similar to the pitcher hand bonus, but is applied as multipliers for specific plate appearance outcomes. A typical park may look like this:

	HR	3B	2B	1B	BB
No Stadium	1.000	1.000	1.000	1.000	1.000
Fake Shea Stadium	0.879	1.042	1.032	0.963	1.000

These multipliers act as modifiers on those specific outcomes. With park factor adjustment, an outcome's size is thus multiplied by the given factor and rounded to the nearest integer to get an adjusted size.

	HR	3B	2B	1B	BB
Combined Range for AB	20	4	29	65	39
Fake Shea Stadium	0.879	1.042	1.032	0.963	1.000
Modified Range	17.58	4.168	29.928	62.595	39
Rounded Final Range	18	4	30	63	39

In this case, a total of 3 points are taken away from hitter-beneficial ranges. To balance this and keep the total range size at 501, the points are equally distributed to each pitcher-beneficial range.

In the case of a net addition to hitter-beneficial ranges, points are taken out of pitcher-beneficial ranges, also contributed equally. In some cases, a range may be too small to offer additional points to balance the scale. In this case, the range contributes all of its points and remains at size 0. The remaining needed points are contributed from the other ranges.

Creation Rules:
The next table represents the Minimum and Maximum modifiers that can be given to each outcome during park creation.

	HR	3B	2B	1B	BB
Min	0.83	0.66	0.87	0.92	0.94
Max	1.24	1.69	1.23	1.08	1.08

In order to assign these values to a park, for further balancing purposes, parks will start at a flat 1.00 multiplier and will adjust towards the max/min values via a Point Buy system. Teams will have 15 points to spend on adjustments, and each point will be worth 1/10th of the distance to maximum or minimum values in each factor, with a limit of 10 points per factor. For example, adjusting HR factors would be +0.024 or -0.017 per point.

Effect per point	HR	3B	2B	1B	BB
Towards Max	0.024	0.069	0.023	0.008	0.006
Towards Min	0.017	0.034	0.013	0.008	0.008

Park factors are maintained on the rosters sheet.

Infield In Modifiers

If the infield in rule is in effect, its modifiers are added after park factors. 18 will be added to the singles range and 9 will be subtracted from the RGO and LGO range.

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO	Total
Basic Neutral	11	3	20	37	20	51	49	10	24	25	250
Basic Balanced	14	2	15	36	20	56	44	12	27	25	251
Subtotal	25	5	35	73	40	107	93	22	51	50	501
Fake Shea Stadium mods	-3	0	+1	-3	0	+1	+1	+1	+1	+1	0
Subtotal	22	5	36	70	40	108	94	23	52	51	501
Infield in	0	0	0	+18	0	0	0	0	-9	-9	0
Total	22	5	36	88	40	108	94	23	43	42	501

Type Listings

The following is a listing of every current batter type, pitcher type, and pitcher hand bonus.

Batter Types

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO
Basic Neutral	11	3	20	37	20	51	49	10	24	25
Basic Power	21	1	14	20	20	60	60	6	24	24
Basic Contact	8	3	16	52	20	45	31	10	32	33
Max Homers	34	1	10	8	12	15	5	5	80	80
Speedy	6	16	21	20	14	62	34	58	10	9
Extra Base Focus	15	8	27	10	14	16	55	55	25	25
1B/BB	8	2	14	41	40	35	20	11	35	44
Extremely... Neutral	15	15	15	15	15	35	35	35	35	35
Work The Count	12	4	14	16	56	45	40	23	20	20
HR/K	27	1	12	21	10	20	90	10	30	29
Three True Outcomes	25	1	7	7	45	20	120	5	10	10
Sacrifice Master	10	2	15	34	30	99	10	10	30	10
Single Focused	7	1	10	70	10	20	10	75	24	23
Pitcher*	8	2	8	16	21	20	85	20	35	35

* The Pitcher batter type is automatically assigned to all MLR pitchers starting in S6. Pitchers can select any hitter type for use in MiLR.

Pitcher Types

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO
Basic Balanced	13	1	14	35	19	57	45	13	28	26
Basic Strikeout	11	2	16	34	19	57	62	8	20	22
Basic Finesse	13	1	14	38	18	46	34	16	34	37
No Homers	1	9	24	33	21	53	41	26	21	22
Flyball Pitcher	20	4	18	13	13	89	21	21	26	26
Three True Outcomes	23	1	9	13	30	23	121	8	11	12
Trust Your Defense	5	11	23	27	15	59	19	15	39	38
Extreme Groundballer	8	4	29	32	16	25	11	8	59	59
1B/BB	7	1	12	40	38	50	28	22	25	28
Extremely... Neutral	14	14	14	14	14	36	36	36	36	37
Weak Contact	9	2	25	29	13	26	11	111	13	12
Nothing To Hit	11	2	13	24	42	45	31	9	37	37
Single Focus	6	1	8	69	10	25	11	69	25	27
Position*	18	1	22	47	31	55	11	27	20	19

* The Position pitcher type is only used in the case of a position player pitching, and is balanced to emulate that situation. It cannot be chosen by a pitcher.

Pitcher Hand Bonuses

	HR	3B	2B	1B	BB	FO	K	PO	RGO	LGO
Anti-Homer	-4	-1	-3	-2	-1	1	6	0	2	2
Anti-Single	-2	-1	-3	-7	-1	2	8	2	1	1
Balanced	-3	-1	-3	-4	-1	2	5	1	2	2

Committee Constitution

The following is the Constitution of the Major League Redditball Committee. The MLR Committee is the body in charge of creating and passing rules for Major League Redditball.

Article I: Committee Members

1. The Committee is responsible for proposing, debating, and voting on changes to the MLR Rules.

2. The Committee consists of up to two Representatives from each MLR Club and the three League Operations Managers.

3. The Representatives can be the GM and/or any players the GM designates.

    a. Representatives are designated by a team's GM at the GM's discretion. Each Club will have ultimate authority over how their Representatives are chosen and will have the freedom to recall and/or replace their Representatives at any time.

    b. Each Club must have at least one Representative in the Committee Room at all times.

    c. If a team has two Representatives, one must be designated the Primary Voter.

    d. The Representatives vote on behalf of the Club they represent.

4. Should an MLR Club have no Representatives, the GM shall act as the Representative until such time that a new Representative is designated, unless the GM is ineligible for Committee.

5. The 3 League Operations Managers should represent the league and vote as stewards of the league, not their teams interests.

6. Members of the community may request to join Committee proceedings as a neutral, non-voting Observer at any time by notifying a League Operations Manager of their request.

    a. League Operations Managers reserve the right to deny players access to the committee room for conflict of interest or on grounds of previous misbehavior in the committee room.

    b. Observers do not receive a vote and will not be able to see vote totals.

7. League Operations Managers can designate Scribes to assist in any matters related to the Committee.

    a. Scribes will have access to the Committee Room as necessary and may participate in discussions, but may not vote unless they are also a Representative.

    b. A Scribe shall be designated to edit and update the rulebook as rules are passed.

Article II: Submitting Proposals

1. Any League member may submit a Proposal.

2. Proposals may add, modify, or remove rule(s), including but not limited to the MLR Rulebook and any Appendices thereto.

3. Only one proposal can be considered by the committee at any given time.

4. Any proposal that would introduce a new rule to the playing Rulebook shall contain the text of the rule as it would be inserted into the Rulebook.

    a. If a rule is passed that does not contain the text of the rule as it should be inserted into the rulebook, the rulebook editor may reject it. If accepted, the rulebook editor shall codify it as close to the original intention as possible.

b. The rulebook editor may make non-functional changes to a proposal, such as section numbers and references to other sections, as necessary to keep the rulebook organized.

5. If a proposal alters or removes an existing rule, the proposal shall clearly indicate which sections are being altered or removed.

a. References to sections should use the sections in the most updated version of the Official Rulebook, found at https://r-fakebaseball.gitlab.io/rulebook/rulebook.pdf.

b. Proposals should include the original rule language if it would assist in Committee Members understanding the proposal better.

6. A proposal may include a timeline of when it takes effect.

a. The given timeline shall not be before the completion of the voting.

b. If a timeline is not given and changes any part of Rule 3 (Gameplay Rules) or how games are played, it shall take effect between the completion of the Paper Cup and the start of the next season's Draft.

c. If a timeline is not given and does not change how games are played, it shall take effect immediately upon the completion of the voting.

7. If multiple proposals are submitted for discussion, Scribes will determine the order in which the proposals are discussed.

8. Scribes may reject proposals due to being incomplete, failing to follow the rules, or other good cause.

Article III: Discussing Proposals

1. When a proposal is introduced for discussion, a Scribe must ping @everyone to let the Committee know.

a. Proposals must be introduced on non-holiday weekdays between 11AM and 8PM EST.

b. A Scribe should post the proposal on the Committee Bulletin Board after pinging the Committee.

2. There will be a 24 hour discussion window following the ping. No voting will take place during this time.

a. During the 24 hour discussion window, constructive discussion is encouraged, and the member(s) who submitted the proposal may change the proposal based on concerns raised by other members.

b. At any time during the 24 hour discussion window, the proposal may be withdrawn.

3. After the 24 hour discussion window, if the proposal has not been withdrawn, it will move to voting.

a. A proposal cannot be modified once a vote has started.

b. The 24 hour discussion window may be extended as necessary.

Article IV: Voting

1. Voting begins when a Scribe posts the proposal in Proposal Votes and pings @everyone that the vote is beginning.

2. Voting must begin on non-holiday weekdays between 11AM and 8PM EST.

3. The options for voting shall be Yes, No, and Abstain.

4. Teams with two Representatives should coordinate to ensure that only one vote is cast on behalf of the team.

a. If both Representatives of a team vote, only the vote of the Primary Voter will be counted.

5. A vote passes when at least 3/5ths of the Committee votes and at least 2/3rds of the votes are Yes.

a. Abstain votes are counted for purposes of determining how much of the Committee has voted, but not for how many of the votes are Yes.

6. A Scribe shall post on the Committee Bulletin Board whether a vote has Passed or Failed.

7. Proposals that are Passed will go into effect as stated in Committee Constitution, Article II (Submitting Proposals), Rule 6, unless the Proposal provides a different timeline.

8. For Proposals with a delayed timeline, Scribes shall enter the rule into the rulebook upon being Passed, prefixed with a note stating the effective timeline of the rule taking effect. Any current rules being replaced by the Proposal shall remain until the Proposal takes effect, and Scribes may prefix these rules with a note stating the effective timeline of the rule being removed.

9. Upon a delayed Proposal taking effect, any current rules being replaced and any notes included from Rule 8 above shall be removed from the rulebook.

Article V: Rule Fixes

1. If a small error is discovered after voting has begun or within 48 hours of the vote passing, any Committee Member may propose a Rule Fix.

2. Rule Fixes should be submitted to a Scribe for review to ensure that it is a minor change directly related to a rule being voted on or recently passed.

3. Rule Fixes follow the same rules as Proposals regarding discussion and voting, except:

   a. Rule Fixes shall have a 12 hour discussion period to ensure that the fix is needed and is written as intended.

   b. Rule Fixes shall have a 12 hour voting period.

   c. Rule Fixes require a 3/4ths majority of voting Members to vote Yes.

Article VI: Emergency Votes

1. In the event that a situation arises that requires more immediate resolution an emergency vote may be called.

2. An emergency vote can only be called by any OOTC member to solve an existing problem which requires an immediate solution.

   a. Emergency votes are only to be used for This absolutely needs to be solved right now. situations.

3. In the event an emergency vote is called, the proposal being discussed or voted on, if any, will have its timer paused and all discussion halted until the emergency vote is resolved.

4. Emergency votes are not required to follow the rules regarding timing or scheduling in Articles III and IV.

5. The full discussion and voting period should be at least 12 hours if possible, but may be shortened if absolutely necessary.

6. Emergency votes pass when 3/5ths of voting Committee Members vote Yes.

Article VII: Breach of Conduct

1. A Committee Member may be permanently removed from the Committee for egregious or repeated severe improper conduct.

2. Any Committee Member may bring a motion to remove said member in breach.

   a. This motion takes precedence over any other business before the Committee, and must be seconded.

b. The motion must include the specifics of the improper conduct.

c. If the allegations include repeated severe improper conduct, the motion must include the prior improper conduct, with a link to the offending messages or actions if possible, and any actions taken to make the Member aware that their conduct was improper at the previous time.

d. The Member must be pinged and given a chance to defend themselves not to exceed 24 hours.

3. The vote to remove a Committee Member must pass with at least 3/4s of voting Members voting Yes.

4. The Member subject to removal proceedings will not be allowed to see the vote and will be quarantined from Committee in order to preserve anonymity for those voting to remove.