Bunting (and infield position). There used to be a rule… at least I think it was more than just an unwritten rule… that when you’re using a team’s CM, you had to bring in their corners defensively if you were going to bunt. I can’t find it in our current constitution. This would not apply to face-to-face of netplayed series. Should it be explicitly in the rules?

Bonus Points. The bonus point listing in our rules is based on the old 12 blocks per season. Right now, we have 6 blocks, so it should read “2 bonus points for timely reporting of each block”. Section 8.8 lists a formula for calculating the value of bonus points based on the number of fines collected, while section 9.6 contradicts it saying: “Each bonus point shall be worth 10K.” I’d like to remove the formula in section 8.8 and make it simply what section 9.6 says.

Also, regarding bonus points, I never saw this part of section 9.1 until recently: “The penalty for late report of a series will be $50,000 to be assessed at the bonus date of the following series in addition to the loss of the potential bonus point.” And I’ve never applied it in addition to the 2 lost bonus points. Should that 50k penalty remain? If it should remain, how should it be worded? I don’t think the “to be assessed at the bonus date of the following series” part is very clear.

Lower AB/IP limits for 5-game Wildcard playoff series. We don’t currently have lower limits for a 5-game playoff series, but I think we should. The easy and most accurate solution would be to make it directly proportional… 3.57% + 3.57 AB (using normal rounding) for a 5-game series. Or maybe just 3.6% plus 3.6 AB. For relievers, it would be 3.57% plus 2.14 IP (or just 3.6% plus 2.1 IP). I know these sound a bit complex, but I’d like to include a chart in the new articles section which lists every possible range of AB and IP. Maybe that chart could even be in the rules. It’s not as long as you’d think it would be. I’m going to create charts for these things.

Starters with Relief Appearances (how many do they get in a playoff series). Section 16.10 lists how many starts and relief appearances a starting pitcher gets based upon how many real-life starts the pitcher had. Should their real-life relief appearances also be factored into this formula? Eg: for this specific group: “20-24 Starts: 2 appearances in any combination of starts and relief appearances”, what if the same pitcher also had 12 real life relief appearances? Should they still only get that same number of playoff usage?

Unlimited starters with less than 3 fatigue (how long must they remain in a game?) Section 17.7 says: “All unlimited starting pitchers must remain in the game until after the 3rd inning of the game, or if they give up 3 runs whichever comes first. For instance, if an unlimited starter has started a game and they have pitched 2.2 innings, have given up 2 runs, have two outs, but have the bases loaded, they must either get the 3rd out or give up a third run before being relieved.” Should this apply to a starting pitcher with a fatigue level of 1? If it does, we’d be forcing teams to keep a tired pitcher in the game. The solution would be to add being tired to the list of criteria for when you can remove an unlimited pitcher.

I’d like to add to section 17.6 so players may only play a position they aren’t rated at in cases of injuries. Right now, it isn’t explicitly spelled out. Add something that says you can only play a player at a position they aren’t rated at because of injury. You are also not allowed to create a situation that leaves you with no other defensive options at a position (eg: you can’t pinch hit for a catcher if you have no other catchers remaining on your bench). Also, if you incur an injury and the only player left at that position is already in the game as the DH, that player must go into the game a fielder and you must insert your pitcher into the lineup.

Section 17.7 says: “A pitcher may not relieve the day after a start, nor start the day after a relief appearance.” This used to be easy because it only applied among the 6 to 8 game series we used to use. How should that transfer across different series in our new block schedule format with 3 or 4 game series (and a date for each game)? I put my starting pitcher schedule together so that rule is strictly adhered to across the entire season’s games, but it’s difficult to do and I doubt too many other teams do a thorough job of adhering over the course of a season. I’d like to spell it out that it needs to be done.

In Section 17.8, I’d like to make a specific mention of how we handle players like Ohtani who get hitter and pitcher cards. I guess the question is, how do/should we handle that in the rules? I should get Mark’s input on this because I bet the answer depends almost entirely on what Strat allows us/him to do.

Section 9.6 says: “In addition, 1 bonus point shall be deducted for each player cut after the “waiver cutoff date” established annually by the Commissioner.” The way I remember this being interpreted/enforced in the past was that it was a bonus point per major league cut after the deadline… and a bonus point per group of minor leaguers cut after the deadline. I’ve been calling a group a small number of minor leaguers… like 3-5. I’d like to have it defined better… maybe a bonus point lost for every 3 minor leaguers cut after the deadline??? I’d also like to specify that the “Final Rosters Set” deadline applies only to major leaguers for the purposes of league disk construction… though I suspect Dale thinks that would need to be something that gets voted on. I’d like to spell out a hard deadline for cutting minor leaguers. Something like 10 or 14 days before the minor league draft.

For the longest time, we didn’t allow pitchers to be injured (and had to undo last play if they were)… but now we do. Maybe this was already removed from the rules because I can’t find it. I’d like to add a snippet explicitly saying pitchers are allowed to be injured.

Voting Dates and Proposals. This is probably the most urgent section to get clarified since we’re about to embark on this in May/June. Right now, section 3.2 doesn’t have much detail regarding rule change proposals and voting. Off the top of my head, I don’t like the “two-thirds of those voting must approve of any rules changes”. If only 6 managers vote on a proposal, something could get passed with 4 yes votes. I think at a minimum, it should be at least 51% and more likely 60% of teams that have managers. With all 24 teams currently having managers, that range would be 13 to 15 yes votes for a rule proposal to pass.

Still on the Voting Dates and Proposals topic, how often should we allow rule proposals? Every year? Every other year? Should there be a set date range for proposals (eg: the month of May) and a set date for voting (eg: June 30th)? It seems like Dale and George agree that everyone’s proposals should get voted on, regardless of how wacky we might think they are. I don’t have a problem with that.

If any of you see any other things in our current rules that need clarification, please mention them.

In the playoffs, the 3 innings or 3 runs limitation for all starting pitchers applies.