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?

**Bunting and “corners in”**: I previous wanted to include a line mandating the offensive team to bring in the corners for the defense if they wanted to bunt. I now think that should not be added. What if the team at bat wants to bunt if the infield is back, but would swing away if the corners are in? I think leaving the “corners in” decision to HAL is the only way to go.

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.

**Bonus points**: Remove most of the following contradictory lines from “THE MONEY CONCEPT” section:

“The remainder is designated the bonus fund. All fines assessed are paid into the bonus fund. Bonus points (see below) will be given to teams that report statistics promptly and meet deadlines. At the end of the season, but before salary negotiations, the Commissioner will divide the money existing in the pool by the bonus points awarded to all teams to determine the value of each bonus point. That result will be awarded to each team for the number of points it has been awarded.”

This portion was kept:

“Bonus points (see below) will be given to teams that report statistics promptly and meet deadlines.”

…in favor of the following which already appears later in the “PENALTIES AND BONUSES” section:

“Each bonus point shall be worth 10K.”

Just above that line in the “PENALTIES AND BONUSES” section, I want to change the verbiage about earning bonus points from:

“Twenty (20) bonus points may be earned during the season as follows: 1 point awarded for timely reporting of home series (12 total); 2 points awarded for timely and correct submission of pre-season contingent Computer Manager (“CM”); 2 points awarded for timely submission of payroll; 2 points each for timely submission of unowned draft and minor league draft lists. In addition, 1 bonus point shall be deducted for each player cut after the “waiver cutoff date” established annually by the Commissioner.”

…to:

“Twenty (20) bonus points may be earned during the season as follows:

* 2 points awarded for timely reporting of each of your 6 home blocks.
* 2 points awarded for timely and correct submission of pre-season contingent Computer Manager.
* 2 points awarded for timely submission of payroll.
* 2 points awarded for timely submission of unowned draft.
* 2 points awarded for timely submission of minor league draft lists.

In seasons where dues are being collected, 2 bonus points will be awarded for timely payment of annual dues and only 1 point would be awarded for timely submission of unowned and minor league draft lists.

In addition, 1 bonus point shall be deducted for each player cut after the “waiver cutoff date” established annually by the Commissioner.”

**Speaking of Dues**: I’d like to add this to the “DUES” section (since we have enough in the treasury to pay website fees for a few years):

“Beginning in 2022, the RML will waive annual dues until further notice.”

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.

I want to change this first paragraph of the “**PENALTIES AND BONUSES**” section:

“The Commissioner has authority to assess penalties against managers. All managers have the obligation to make prompt reports of game results and game stats. 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. Also a penalty of $1,000 a day will begin running at that time. When the total penalty has reached $72,000, the Commissioner will then either ask the visiting manager to play the games for the delinquent home manager or assign the games to another manager to be played. No penalty will be assessed in cases in which a manager, not otherwise delinquent, asks for help in keeping current.”

…to:

“The Commissioner has authority to assess penalties against managers. All managers have the obligation to make prompt reports of game results and game stats. The penalty for late report of any series in a block will be the loss of 2 bonus points. Also, a penalty of $1,000 a day will begin running at that time. When the total penalty has reached $30,000 (30 days), the Commissioner will then either ask the visiting manager to play the games for the delinquent home manager, assign the games to another manager to be played or the league statistician will auto play the games.

Since our playoff schedule is dependent upon prompt final block reporting, if a team is late in reporting the final block of the season, the timetable for the above remedies in getting the outstanding games played will be shortened from 30 days to 7 days.

No penalty will be assessed in cases in which a manager, not otherwise delinquent, asks for help in keeping current. Any requests for help must be made before the date which results are due.”

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.

**In the “PLAYOFFS” section**, I want to add the following sentences about lower AB/IP limits for 5-game Wildcard playoff series (to just below where it currently lays out AB and IP limits for 7-game series):

“Beginning in the 2023 RML season, AB and IP limits will be proportionally reduced from the above 7-game limits for 5-game wildcard playoff series. The commissioner will make charts available for both and they will be added to the website so manual calculations won’t be necessary. No changes will be made to starting pitcher limits or their relief appearances for 5-game series.”

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.

Change #6 in the “**MISCELLANEOUS**” section from:

“A player normally may only play a position at which he is rated by Strat. Players may be played out of position only if there are no rated players remaining for that position, subject to the defensive ratings that Strat gives the out-of-position player. Outfielders may play any outfield position, subject to the defensive rate shift implemented by the Strat game engine for an unrated position.”

…to:

“A player normally may only play a position at which he is rated by Strat. Players may be played out of position because of an injury and only if there are no rated players remaining for that position. You are 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 as a fielder, and you must insert your pitcher into the lineup. The out-of-position player will be subject to the defensive ratings that Strat gives them. Outfielders may play any outfield position, subject to the defensive rating implemented by the Strat game engine for an unrated position.”

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.

**Add this to #4 of the “MISCELLANEOUS” section**:

“In the past, pitchers were exempt from injuries, but that is no longer the case. Injuries to pitchers are currently allowed and they are also considered to be rest of game only.”

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.