

SPB CLASSIC RULES

The SPB-Classic league will be different from the other SPB leagues, as it will be a centralized league with games played on the commissioner's computer. After the draft, send in as many Manager Profiles as you wish, and watch your team play. With so many other SPB-leagues running, this will be a good way to get in another league with minimal effort. The league will be using the DMB All-Time greatest player's disk, and will consist of 16 teams. In order to spread out the talent pool, there will be a salary cap structure in both the drafting process and the rosters themselves. I have already put a salary spreadsheet together for all the league players, and while it is not perfect, it stands as a good basis to draft upon. The main premise and rules of the league were made to enjoy using players of all eras and abilities, and also to have a consistent rotation of good and bad teams. The rules here are in effect to prevent dynasties.

ROSTERS: Rosters will be limited to **40 players**. With all players on the ATGP disk having more than 400 at bats, there will be no need for massive roster shuffling like with the other SPB leagues. A 40-man roster will allow for plenty of flexibility in case of injuries. There will be no use or lose rule in effect. There will be NO DH used. Players will be limited to their actual at bats and Starts/Relief appearances as posted on the disk. You must carry 30 active players at all times. You must also have 2 pitchers rated as either a MR or CL on your roster at all times. During the season, all rosters will stand at 40 players, regardless of injury status.

SALARY CAP: Teams will be limited to a **\$4,200.00 salary cap for their 40-man roster**. Salaries for each player will be posted on the website. At the end of each season, all SPB Classic Teams MUST protect 12 players (no more, no less). The Salary Cap for roster cut downs prior to the Phase I draft will be as follows:

Salary Cap for Four Division Winners:	\$1,400.00
Salary Cap for Team with Four Worst Records:	\$1,600.00
Salary Cap for all remaining teams:	\$1,500.00

Note: **ALL teams must have at least a \$1,300.00 total team salary minimum.**

Each year, if you protect a player, his salary will increase by 10%. Salaries will be rounded to the nearest \$1.00. These new salaries will go into effect at season's end BEFORE your 12 player cuts are chosen.

Player	Starting Salary	Current Salary	Salary if Protected
Joe Morgan	\$158.00	\$158.00	\$174.00
Babe Ruth	\$179.00	\$179.00	\$197.00
Pee Wee Reese	\$88.00	\$88.00	\$97.00

YEARLY PLAYER DRAFT: After your 12 protected players are chosen, and your team salary has been computed, we will be conducting an email draft to fill out the other 18 players on your roster. **There will be no limitation as to the positional requirements, but at the start of the season, you should be 3-deep at each position.** Note: Once rosters are cut to 12 players, you may trade as long as you remain at 12 players and you remain within your salary cap window assigned to your team.

28 players will be chosen in each year's refill draft. The first 10 players will be chosen 1 at a time, with the final 18 players being chosen 3 at a time. The draft order for each round will be as such:

Round 1: Reverse order of finish except for top 4 lottery, which will consist of lowest 2 records and lowest two Expected Wins teams. Teams cannot be in the lottery two consecutive years.

Round 2: Random

Rounds 3-10: Serpentine reverse order of finish

Rounds 11-16: Reverse order of finish

The number of players chosen each round will be as such:

Picks 1-10: 1 player chosen at a time

Picks 11-16: 3 players chosen at a time

Each block of 5 players will have a salary cap assigned, so that you do not spend all your money before drafting all of your players.

Picks 1-5: \$600 (\$120 average)

Picks 6-10: \$550 (\$110 average)

Picks 11-16: \$600 (\$100 average)

Picks 17-22: \$540 (\$90 average)

Picks 23-28: \$480 (\$80 average)

OVERUSAGE: There will be no over usage penalties in SPB-Classic, however, when a player reaches 95% of his playing time (Plate appearances for hitters, and batters faced for all pitchers), they will have reached "burn out" status and will be farmed for the remainder of the season by the commissioner.

INJURIES: Injuries will be set to RANDOM in SPB-Classic. You are responsible for making adjustments if you have an injured player, and you are not at least 2-deep at a position for the following week's games. Roster sizes have increased from 30 to 40 to allow greater flexibility for injury replacement without the need to make constant drop-adds.

FREE AGENTS PICKUPS:

Off-Season: Free agent claims will be processed on a first come, first serve basis until the beginning of the season.

In-Season: After the season begins, player claims will be on a first come first serve basis with ties going to the team with the worst record as of the last block of games played. Tie-breakers will go as such: lowest runs scored, worst head-to-head record, worst divisional record. You may pick up free agents during the season until July 31. If a player is injured or used up, you may drop that player and pick up another one. Players who are released and are over 95% usage are not eligible to be picked up.

TRADING: Trading will be allowed during the off-season after your 12-man protected roster has been frozen. Player's salaries will be based on the current salary of that player, not the original salary.

STADIUMS: The stadiums available will be the ones that are listed on the original ATGP disk. In future seasons we will consider branching off from, but to start we will use the provided stadiums.

ERAS: Before each season, a league-wide vote will determine the era to be used for the following season. The only exception will be every third year, where a "balancing era" will be chosen by the commissioner to ensure that accumulated statistics do not heavily favor either the hitters or the pitchers.

WEEKLY GAME PLAY: The weekly game schedule will run as such:

Sunday: Games played on commissioner's computer (7 days worth each week) Results sent and website updated.

Monday: Trades and free agent moves can be reported

Tuesday: Trades and free agent moves can be reported

Wednesday: 1159PM Eastern deadline for trades and free agent moves

Thursday: New database will be sent out for managers to create new manager profiles.

Friday:

Saturday: 1159PM Eastern deadline for new/updated manager profiles. New manager profiles are required anytime your roster changes (player change). If you wish to just change a depth chart percentage, swap a player in the lineup, change player/pitcher roles, tendencies, or anything that does not require player roster movements, you may send me the information in an email and I can make the change by hand without you sending another MP. If you wish to make the change yourself and send another MP, you are more than welcome to, and would be greatly appreciated!
