

Chuck Thompson Memorial Baseball League Constitution

07/17/18

1. MEMBERSHIP

1. Owners are expected to own a registered version of the latest edition of the Action! PC Baseball game and the corresponding season files. Owners are not permitted to participate if they do not own the game.
2. Owners are expected to conduct themselves in a respectful manner, showing good sportsmanship and consideration in dealing with other members. This includes keeping scheduled game appointments, corresponding and replying to messages, and proper etiquette during and after games.
3. The commissioner is solely responsible for all membership issues

2. LEAGUE FORMAT

1. The CTMBL will have 20 teams, with 2 leagues of 2 divisions with five teams in each division. Each team will permanently be affiliated with a major league franchise and will play its home games in that team's park or stadium.
2. The league plays a 162-game schedule.
3. The All-Star Game will be played in the real-life park for the corresponding season.
4. Each division winner will qualify for the playoffs,
5. The two League Championship Series will be a best of five series with fatigue, pitch counts, injuries, etc. carried over from the regular season. Usage rules will be pro-rated for each post-season series.
6. The World Series will be a best of 7 series with fatigue, pitch counts, injuries, etc. carried over from the regular season. The team with the better record will host games 1, 2, 6, and 7. Days off after the regular season will emulate what occurred in the real-life season.
7. All playoff games must be played head to head.

3. TEAMS AND ROSTERS

1. Each CTMBL roster will consist of a minimum of 32 players, and up to a maximum of 35 players, which may include players which were not rated for Action! PC Baseball during that season. Each team's roster must have enough usage to cover all positions for an entire year.
2. The active roster consists of 26 players, of which at least 9 must be pitchers. The active roster must include a backup at every position. One player may qualify as a backup at more than one position.
3. Players will be set to "Neutral Park" before being put on their CTMBL rosters.

4. Players may not play out of position unless injuries force a team to do so. Rosters must be adjusted after the series to cover any "missing" positions.
5. Trades must be approved by the commissioner. Draft choices can be traded but not more than one year in advance.
6. Trades may be made from the date of compliance with the cap (see below, Salary System) up to August 31 on the CTMBL calendar. Teams may not go over the cap maximum or below the cap minimum as a result of any trade that takes place after the setting of opening day rosters.
7. During the season players may be picked up off waivers if injuries leave a team without a starter and/or backup at a position. The team must have room under the cap to add this player. At the conclusion of the injury, the player picked up off waivers must be released.
8. During September on the CTMBL schedule, players may be picked up off waivers for the sole purpose of covering usage. The team will indicate the position(s) they need, and they will be awarded the player with the most at bats or innings pitched. The team would still need to comply with the salary cap.
9. Players not on a roster become eligible for the next year's annual draft.

4. SALARY SYSTEM

1. CTMBL uses a salary system which includes a salary cap as well as a salary minimum. The salary figure will be determined using the salaries included in the Action! PC Baseball game. The cap figure and minimum will be determined by multiplying the average MLB salary by 1.4 and 0.9. The cap figures are:

Year	Maximum	Minimum
1963	140,178,350	97,046,550
1964	152,483,800	98,025,300
1965	149,174,200	95,897,700
1966	149,587,900	96,163,650
1967	148,857,100	95,693,850
1968	143,092,300	91,987,900
1969	149,135,000	95,872,000
1970	146,470,000	94,159,000
1971	145,439,000	93,496,000
1972	139,874,000	89,918,000

2. Following the World Series, a league disk will be compiled, and team salaries will be distributed. Players who are on a roster but not on the data disk will be assigned a salary equal to the lowest salary awarded to a player on the disk at his position. Any team over the newly adjusted league salary cap figure will be required to cut players to comply

with the cap figure. Teams may not trade until they have made cuts to comply with the cap. The commissioner will set a date for such compliance to be made.

3. From the date of compliance with the cap until the start of the draft, teams may not exceed the cap. Any trades that put a team over the cap must be accompanied by corresponding player release(s) needed to comply with the cap.
4. At the end of the draft, teams will have two weeks to adjust their rosters through trades or player release to comply with the salary maximum and minimum. The commissioner will make roster moves as needed for teams that do not comply by the deadline.
5. Opening day rosters will be due two days before the start of the regular season.

5. DRAFT

1. An annual draft of all rookies and free agents who are rated by Action! PC Baseball will take place each year. This draft may be held in one of several methods; a draft chat room, use of the StratDraft web site, or a live draft.
2. A weighted lottery will be held following the league championship to determine draft order for the first four picks of the first round. The four teams with the lowest winning percentages will qualify for the lottery. All other teams will fall into place by reverse order of finish. The World Series participants will be placed 19th and 20th starting with the 1970 season, with the World Series Champion drafting 20th.
3. After the first round, the draft order will be by reverse order of finish, with the World Series participants will be placed 19th and 20th.
4. Special draft rules may be put into effect for expansion years (*see Section 10, Expansion Process*)

6. SCHEDULE FORMAT

1. The CTMBL season will consist of approximately 32-36 weeks played in a 4-5-game weekly format.
2. A 2-day window will be provided for submitting manager files or to set up Internet play. The visiting team is responsible to contact the home team. The commissioner will set the days and times for the 2-day window.
3. If a manager file/request for Internet play is not received by the end of the 2-day window, the home team may play the game using the visiting team as is it set up on the league disk.
4. At the completion of each series, the home manager will send the file for the games to the commissioner and the visiting manager. A backup of the files should be maintained in case of file damage during transfer.
5. Any game files not received by the commissioner by the weekly deadline will be auto played.
6. At the end of each weekly cycle, updated files will be sent to the league members.

7. GAMES

1. Before the beginning of the season, the commissioner will send the disk containing the league organization to each coach. This team disk must be used to play league games. This disk must not be altered in any way (i.e., team names, etc.), except by direction of the commissioner, or the visiting / home coach for team lineup/active roster moves.
2. Online play is encouraged.
3. Visiting managers may send a manager file to be loaded prior to the series. The home team must use the manager file if one is sent. The file should be sent within 2 days of the sending of league files from the commissioner.
4. Injury length will be capped at fifteen days.
5. Injuries will carry over into upcoming games. Injuries will carry over into the playoffs.
6. Special rules may be put into place when playing against the computer manager. For example, in the 7th inning or later, with a poor-hitting pitcher due to by for a losing team, the home team is required to switch the control of the visiting team from computer to human and select an appropriate pinch hitter. Then the team should be switched back to computer control.
7. Catcher fatigue will be used.

8. PLAYER USAGE

1. The season and game fatigue components of the Action! PC game will be used. Batters and pitchers will fatigue at 110% with a 50% penalty applied. Batters with at least 650 plate appearances and pitchers with at least 250 innings pitched will be exempt from the season fatigue rules.
2. Any player who reaches 115% of usage be deactivated, and if necessary, teams must pick up players from the waiver wire. Exceptions would be made for batters with 650+ PA and 250+ IP, who are not subject to fatigue according to our rules.
3. All teams must carry a total of 6075 plate appearances (675 x 9 batters) and 1450 innings pitched (9 x 162 games) heading into the season.
4. Playoffs - Batters must have a minimum of 50 real life plate appearances to qualify for the playoffs. Pitchers must have a minimum of 25 innings pitched in real life to qualify for the playoffs. Pitchers must have started at least 8 games in real life to qualify for a starting pitching spot in the playoffs. Pitchers with a minimum of 40 IP will be exempt from season fatigue during the playoffs. Batters with a minimum of 400 PA will be exempt from fatigue during the playoffs.
5. All batters must achieve at least 25% of their real-life plate appearances, and all pitchers must pitch at least 25% of their real-life innings. Players who do not meet these requirements will be declared free agents at the conclusion of the season.

9. PLAYOFF FORMAT

1. Starting in the 1970 season, the winner of each division will compete in the post-season.
2. The two division winner and the two non-division winners with the best records (regardless of division) will qualify for the post season.

3. The two division winners in each league will be the #1 and #2 seeds in a best-of-five series against the two wild card teams. The two series winners in each league will advance to play in the best-of-five League Championship Series.
4. The winners of the League Championship Series will play in the World Series
5. The World Series will be a best four-of-seven format.

10. EXPANSION PROCESS

1. Current teams would have two weeks to make trades and adjustments to their rosters (after the 1965 and 1969 seasons, respectively).
2. Each team would protect 13 players.
3. Two players would be selected from each roster.
4. Each team would then pull back 2 players from the available player list.
5. Two more players would be taken from each team's roster, giving the expansion teams 28 players.
6. The expansion teams would be part of the lottery for the #1 pick in the 1970 draft.
7. The expansion teams would pick 1 and 2 in rounds 2-8. The expansion teams will not be subject to the cap minimum in 1970

11. RULE CHANGES

1. Suggestions for rule changes may be made to the commissioner during the off-season. These suggestions will be screened by the commissioner, and if approved a ballot will be sent and a vote taken. All proposals need over 50% approval to pass, with at least 3/4 of the active members voting.