

FABLE Constitution

(Updated: 1/16/2007)

Preamble

This constitution is provided as a guideline and the spirit in which it is written will be the guiding force behind it. Attempts to circumvent the spirit of this constitution by seeking and using loopholes in the rules will be dealt with by the commissioners of this league and by the members. This league was established to promote fun, camaraderie and the spirit of fair play. If the idea of seeking and using loopholes appeals to you, please locate a "loophole" league. Anyone who attempts to bend rules to their advantage is not what we are looking for and you won't last long here.

Owners

New owners will be brought to the league upon recommendation by any member and acceptance by the co-commissioners. Ownership in this league is considered a privilege and not a right. Owners who show a disdain for their fellow owners, the rules or just plain get highly irritating will be expelled from the league either by a 2/3 majority of eligible members or in the interests of the league by agreement of the co-commissioners.

Ownership requirements:

Must have access to the internet and the ability to send/receive f-files and c-files.

Must have Baseball for Windows, preferably version 5.75 or higher. Must keep up to date on all game and PBP updates provided by the game company.

Must value fair play and (preferably) be an experienced BBW player.

Commissioner and Co-commissioner's role

This team's duties include, but are not limited to, the following and they determine who will perform the duty:

Scheduling of league games

Scheduling of league events

Sending and receiving of c-files and f-files

Ensuring the general well-being of the league
Other duties spelled out within the body of this
document.

League Structure

The league shall consist of 24 teams divided into six
4 team divisions. There will be a National League and an
American League with three divisions each and no league
interplay. Both Leagues will employ the Designated Hitter.

Each division winner will make the playoffs. Any ties
will be broken using a tiebreaker system described
elsewhere in this document. One Wild Card team in each
league will make the playoffs. This will be the team that
had the best record and was not a division winner. The
division winner with the best record will play the wild
card team in a best of seven series with the division
winner having home field advantage. The other two teams
will also face each other with the division winner with the
best record having home field advantage. In the league
championship, the team with the best record of the two
remaining will have the home field advantage with the
exception that a division winner will always have home
field advantage over a wild card team. The Championship
series will have the American League champ facing the
National League champ in a best of seven series. The
American League will have home field advantage in odd
numbered years and the National League will have home field
advantage in even numbered years. The year will be the
league year and not the data diskette year.

Specific Baseball for Windows Rules

The following Baseball for Windows settings are set by
the commissioner and may not be changed under any
circumstances. Only by amendment to this constitution can
these rules be changed:

Schedule and AIM Rules - Boxes checked will include
League Play, Wild Card Team, Bench Pitching Rotation in the
segment rules. Injury and fatigue rules will be "Fatigue
Only". Pitcher durability and recovery will be "Late 20th
Century". Enforce batters faced Limits and Pregame AIM
Auto substitution will also be checked.

Organization rules and league rules - Only the following boxes will be checked: Skill Level: Amateur and Designated hitter allowed.

Player Usage/Game Play

IMPORTANT: Intentional dumping of games to improve draft position will not be tolerated. It is expected that all teams attempt to compete at all times. Should the commissioner deem a game as "dumped", the game will be replayed using the micro managers for both teams. Notice of this process will be sent to the offending owner, as well as the balance of the league. An example of dumping would be a team sending Pedro Martinez to their farm for the final month of the season even though he has games remaining or not using him in the rotation (except in the case of an injury).

AIM and Maximum Batter Faced limits will be used. All injuries and fatigue will be the default selection with regard to injuries. All injuries will last the amount stated by the game. Injuries carry over into the playoffs and throughout the playoffs. Any owner caught altering the duration will be subject to penalties as determined by the commissioner. A second offense (at any time, only 2 chances ever) of altering player records will result in expulsion from the league. Only the statistician can adjust players with the commissioner's knowledge. You may use players who are tired, worn out or overused at your own risk. AIM will punish you for taking this risk if you do it too often. Players will under perform in this state anyway.

The usage limitations on players are those imposed by AIM and MBF restrictions. Stolen base attempts are no longer limited beginning with the 2021 season.

Pitchers rated 4 or less and who have the majority of their pitching appearances as starts will be assigned an MBF rating of 1000 for starters and 333 for relievers. Pitchers adjusted in this manner will be made a Q1 or Q1* as applicable. Pitchers adjusted in this manner will also be given an injury rating of J1. If their MBF is higher than 1000 or 333 respectively, it will not be altered. Teams must request this increase for their players before the start of the season. Pitchers rated 4 or less that are

picked up in waivers may also be granted this modification as described above.

Upon the request of a manager, any 930 (OBA + SLG < .600) player's injury rating will be changed to J1.

A team must be able to field a starting lineup without playing anyone out of position. The only exception to this is mid series injuries. Since an owner cannot make moves in mid series, the micro manager for the away team will make it's own substitutions and the home team (if not using a micro manager) will make a logical substitution (i.e. Larry Walker could play first but he's not likely to catch). A micro manager will be allowed to pretty much do as they please as long as they were picked from the approved list. A home manager who plays his own games will be bound by a different set of rules.

Home starting pitchers must pitch at least four innings or have four or more runs scored against them before being removed.

There is no minimum rest for starting pitchers. No Tired or Worn out pitcher may start a game. If a pitcher scheduled to start a game is either Tired or Worn out, the auto sub mode of BBW will substitute the highest rated pitcher with at least one start who is not Tired or Worn Out. These decisions are made by the program and are not subject to change by the home manager. Note: Pitchers may be used beyond their maximum batters faced limit but managers need to be aware that the pitcher is considered Worn out past the MBF. Therefore, a pitcher will suffer from decreased performance and increase the chance of injury.

Hit and run may be used without restriction. It is recommended that the hit and run not be used with players who have not attempted a stolen base on first. This is a recommendation and not a restriction.

Pitchers may not be used as pinch hitters. Hitters may not be used as pitchers, except in the case where his team is trailing by 10 or more runs after 6 innings.

Rain outs will be rescheduled by the commissioner. The commissioner will also determine if a game is to be made up at the conclusion of the season. If a game does not effect

the playoff standings, and the game cannot be rescheduled before the end of the season, that game may not be rescheduled.

Micro Managers approved list:

Any manager can be used if he is an AIM manager and is rated for the 90's and the 00's.

At this time, Felipe Hernandez is the default manager for the league.

Game Results

Teams are responsible for playing all their home games (unless arrangements are made in advance), creating the appropriate franchise file and submitting it by the due date set each series. If a file is not in the commissioner's hands by the deadline, the games will be simmed using the default micro managers as assigned by the owners.

The commissioner files:

Default Instruction files: C-ABLxxd.alp

Game files: C-ABLxxp.alp

1. xx - represents the period of play or series number within the schedule.
2. d - represents the commissioner file being sent out which contains the latest results for the league and league members should use this file to make their Defaults for the upcoming series.
3. p - represents the commissioner file being sent out containing the updated defaults and the league managers will use this file to play their games.

The Franchise files:

Default instruction files: f-yyyxxd.alp

Game files: f-yyyxxp.alp

1. yyy - represents the initials assigned to the franchise owner. This helps designate each team's files from that of another franchise owner in the league.
2. xx - represents the series number within the schedule.

3. d - represents the franchise owner's default instruction file and does not contain any games.
4. p - represents the franchise owner's game results.

Rosters

The roster of each team at the beginning of the season shall have no more than 40 players. The time to cut to 40 will be set by the commissioner. Your active roster for any series will be comprised of 28 players. The remaining 12 players will be placed in each team's farm system. Movement between the farm and the active roster can occur between series. At a time designated by the commissioner, active rosters may be expanded to 30 to simulate September callups.

Teams are required to carry backups for each position on their active roster and at least 10 pitchers. You must be able to field a valid lineup on the first game of a series.

During the off season, rosters may be any size due to trades and the draft.

Draft

When the data diskette is received, the commissioner will put together a list of all players who are on this data disk but who are not on any ABLE roster by creating an organization and drafting all owned players. He will send this file out as a commissioner file and it is the owner's responsibility to check the list and his team for accuracy. It is also the owner's responsibility to generate his own draft list.

The draft will be done by inverse order of the previous year's won and loss record, except for the first 5 picks in the first round. That order will be determined by a lottery. The teams with the 5 worst records (6+ in case of a tie) will get a number of entries in a pool equal to $(1 - \langle \text{winning Percentage} \rangle) * 1000$. The order will then be determined by a random number generation. All non-playoff teams will draft before the playoff teams. The playoff teams will draft in inverse order of their finish in the playoffs. Wild Card teams who exit the playoffs will get a better draft position than a division winner, no matter the

record. If there is a tie for a position, the team that had the least numbers of series simmed during the previous season will receive the better pick. The second tie-breaker is the team with the worst road record. This tiebreaker applies to all tie situations. The draft date will be determined by the commissioner, and will last 8 rounds.

Waiver Draft

All teams will cut their rosters to 40 players on the due date given by the commissioner as stated above. A waiver list will then be composed in the same manner as the draft list using the season beginning commissioner file. Waiver picks are not tradeable. The waiver draft will be conducted at a time set by the commissioner. If a team is at 40 players going into the waiver draft, he will have to cut a player for every player he drafts. The players cut during the waiver draft are not eligible to be drafted later in the waiver draft. Waiver picks are not tradeable. There is no maximum to the number of players you may pick off of the waiver list.

Player Movement and AIM

As stated before, teams are free to move players between their active rosters and their farm rosters without limit. The only restrictions are the roster size and it must be done between series and not during.

Free agents will not be signed by any team. Undrafted players from one season will be part of the next season's rookie draft and waiver draft.

If injury/fatigue to a team is such that the team cannot field a lineup, the commissioner in conjunction with the owner in question and the co-commissioner will select an appropriate player from the free agent pool. A player will not have to be dropped from the 40 man roster to add the player. This player is merely being added for playing out the games and should not have any current or future value. At the end of the season, the player will be returned to the free agent pool. A team gaining players in this manner forfeits selections in the rookie draft starting with their fourth round pick and moving forward toward their first round pick. If a pick is not available due to trades, a comparable penalty will be assessed by the

commissioner. The penalty is stiff to prevent this from happening.

If a franchise file is received that does not meet the rules, it will be reviewed by the commissioner and changes will be made to meet those rules.

Trading and Trade Rules

Trades involving future considerations are expressly forbidden. These future considerations include (but are not limited to) players to be named later and any cash considerations. The sole exception to this rule is that picks in the upcoming draft are allowed to be traded. Future picks for the next year's draft may also be traded after this year's rookie draft has been completed.

In season trades are allowed up until the commissioner sets a deadline, usually around the first of September. Any trades after that are effective at season's end. These trades must be approved by the commissioner. Roster size limits are still to be observed at 40 players.

Trades are not official until all teams involved in the trade have reported it to the commissioners.

Trades can be reviewed and overturned in only one of two ways. Only obviously lopsided trades will be subject to a review and being overturned. This mechanism cannot get in the way of league operation and abuse of this review will be dealt with accordingly. We trust our fellow owners to make honest deals. That's the foundation of a solid league.

1. The Commissioners have the right to review all trades. Any trades viewed as suspicious will be discussed by the commissioners and they will rule accordingly after reviews and discussions with the owners in question. In the event that a commissioner is involved in the deal, a neutral owner will act in their place. Their rulings are final.
2. An owner can ask the commissioners to review a trade. By doing so, the owner must present valid arguments as to why the trade is unfair and not merely because they have a different perception of the value of the players. The commissioners will then review the trade as above and make a ruling. This ruling is also final.

Amending the Constitution

Any owner in good standing can request a change to the league constitution. To do so, they simply inform the commissioners of their proposal and the changes will be presented to a vote. In order for a change to pass, it requires a 3/4 majority of owners in good standing.

The commissioners reserves the right to veto any proposal that they believe will not be in the best interest of the league.