



MUDVILLE CONFEDERACY

2011 CHARTER

as of February 26, 2011

1.00 League Format

1.01 The Mudville Confederacy will consist of 20 teams, evenly aligned in two 10-team leagues (American and National) with two 5-team divisions (East and West) in each league.

1.02 The season will be 162 games, from April 1st through October 15th.

1.03 A balanced schedule, with all teams playing each other, will be used. Each team will play 18 games (9 home, 9 away) against each opponent within their division and 6 games (3 home, 3 away) against each opponent outside of their division. The league schedule will also balance, as well as possible, the number of games played per month. An All-Star break of 3 days (expressed or implied) will be included between the conclusion of July's games and the commencement of the August schedule. The commissioners shall have the authority to manage the league schedule to best accommodate the use of Baseball for Windows.

1.04 Dues of \$10 per year will be payable by each manager no later than November 1st to cover their upcoming season. New managers joining the league at any point during the middle of the next season (April through October) are not responsible for paying dues until the following November to cover their first full season.

1.05 Managers who do not pay dues before the November 1st deadline will not be permitted to make any trades until their dues are paid in full. Likewise, any manager who has still not paid dues before the start of the pre-season Rookie/Free Agent Draft will not be permitted to draft and will have their picks passed over until their dues are paid in full.

2.00 General Playing Rules

2.01 The use of the designated hitter will mirror MLB rules. Specifically, the DH is optional in the American League and will not be used in the National League.

2.02 The Mudville Confederacy is a 100% APBA Baseball for Windows (BBWin) computer league, using League Manager Power Tool (LMPT).

2.03 Micromanagers are required for all road series where the visiting manager is not personally managing his team (in person, via internet, or otherwise). Any micromanager may be used and must be provided by the visiting manager if not commonly available to the league.

2.04 All managers must set their home stadiums to “domed” to prevent rainouts. Results f-files containing rainouts will not be accepted as timely for the purposes of Rule 10 below.

3.00 Team Rosters

3.01 Rosters will be limited to 40 players during the season, including uncarded players.

3.02 Players who did not play in the previous year’s MLB season may be retained and count against the roster as uncarded players.

3.03 A 26-man “active” roster is used for each series from April through August and may be changed from series to series.

3.04 Active rosters may be expanded to full 40-man limits beginning on September 1st and all eligible players may be used in remaining series’.

4.00 Batting Limitations

4.01 Hitters with an “Injury Rating” of “J-0” have no at-bat restrictions.

4.02 All other hitters are restricted to their actual number of MLB at-bats.

4.03 No hitters have restrictions on the number of games played.

4.04 Pitchers may not pinch-hit. They may, however, pinch-run without affecting the pitcher’s usage for subsequent games.

5.00 Stealing Limitations

5.01 All players are limited to either 150% of actual steal attempts (stolen bases plus caught stealing), or 10 attempts, whichever is greater. If a player reaches his steal attempt limit, the c-file manager will edit that player’s “steal allowance/success factor” to “N-0” for the remainder of the season.

6.00 Fielding Limitations

6.01 A player may play in the field at a non-rated position only when the starting and all rated backup players for that position have been injured, ejected, or substituted. Pinch-hitting or pinch-running for the last available rated player at a position is allowed only from the 9th inning on.

7.00 Pitching Limitations

7.01 All pitchers are limited to actual number of MLB innings pitched.

7.02 All pitchers are limited to actual number of MLB games started.

7.03 Starters are limited to actual number of MLB relief appearances, unless they can be considered a “reliever” under Rule 7.04.

7.04 Relievers and split-grade pitchers have no limit on relief appearances. For the purpose of this rule, a pitcher will be considered a reliever (and thus have no limit on the number of relief appearances even if he does not have a relief grade in APBA) if he had at least as many MLB relief appearances as MLB starts (the difference between total games minus total starts must be greater than or equal to the number of starts).

7.05 Starters must have at least three games (not days) rest between starts. This restriction carries forward from month to month, except between July and August when the All-Star break will permit teams to reset their pitching rotations.

7.06 If a split-grade pitcher is used in a start, he must have three games rest from his last appearance (as a starter or reliever) and three games rest before his next appearance.

7.07 If a starter with relief credits is to be used in a relief appearance, he must have three games rest from his last start and must rest three games after the relief appearance before he can start another game.

8.00 Injuries

8.01 Injuries last for the duration of the game in progress only.

9.00 Reserved (was “Rainouts”) Deleted. See Rule 2.04.

10.00 Instructions and Results

10.01 Each manager must provide an f-file at the beginning of the season, designating team pitching rotation, roster, and lineups to be used for road games. This file may be changed at the beginning of each month, to be included in the following month’s “play ball” c-file. Managers may change their f-files or rosters between series’ in a month to manage usage, but under no circumstances may an f-file or roster be changed during a series.

10.02 No team may begin play until their season-opening f-file (with pitching rotation, roster, and lineups) is on file with the commissioners (or their designee).

10.03 The 26-man active roster for each series must include a minimum of 2 rated players for each defensive position (not a different player for each position), including at least 2 catchers, 5 outfielders, 6 infielders, 3 starting pitchers, 4 relief pitchers, and 6 other optional players of the team’s choice.

10.04 Managers must send results f-files to the league email list as well as the commissioners (or their designee) in a timely fashion upon the conclusion of each series.

No series is considered official until the commissioners (or their designee) have validated the f-file. All results f-files for April-September are due by the 26th day of the month or 25 days after the play ball c-file is released, whichever is later. Results f-files for October are due by October 15th or 14 days after the play ball c-file is released, whichever is later.

10.05 Any manager who is late sending required f-files without just cause will be issued a warning for the first offense, and a sixth round draft pick for the second offense. A third offense will result in a fine of a second round draft pick. After the third offense, the manager's position in the league will be reviewed for possible dismissal by the league officers.

10.06 It is each manager's responsibility to notify both commissioners and opposing managers if he will be late. Commissioners shall have the authority to determine if there is "just cause" for the f-files being late under Rule 10.05. The commissioners shall have the authority to order that late series to be auto-played.

10.07 Pitching rotations are to be scheduled for a minimum of the upcoming schedule period.

11.00 All-Star Game

11.01 The All-Star Game will be played by the prior year's World Series participants or as otherwise designated by the commissioners.

11.02 All-Stars will be selected by ballot. Each league will select an All-Star team consisting of the top two choices at each fielding position plus one DH and eight pitchers. The commissioners (or their designee) have the flexibility to override secondary selections in order to ensure that each team is represented in the All-Star Game.

11.03 The home team for the All-Star Game will be determined by the winner of the previous season's World Series. The league in which the previous World Series winner resides will host the current season's All-Star game.

12.00 Post-Season Play

12.01 The two division champions and the team with the next best win/loss record ("Wildcard") will advance to the post-season in each league. The division winner with the best win/loss record will draw a bye in the first round and play the winner of the Wildcard Series in the League Championship Series. The Wildcard Series, League Championship Series, and World Series will be best-of-seven (7) games, played in a 2-3-2 home-away-home format.

12.02 Wildcard and/or divisional ties will be broken by a one-game playoff, at the home of the team with the better record in head-to-head play during the regular season.

12.03 Division winners have home field advantage over wildcard teams throughout the playoffs.

12.04 All regular season playing rules (26 man rosters, 3 games starter rest, etc.) also govern each playoff series, with the following modifications:

- A.** Each team's 26-man playoff roster must consist of the same 26 players for the duration of each 7-game series, to include all starting pitchers used during the series.
- B.** Hitters with injury ratings of "J-3" are limited to twelve (12) at-bats per post-season series.
- C.** Hitters with injury ratings of "J-4" are limited to eight (8) at-bats per post-season series.
- D.** Starting pitchers with 15 or less starts in the prior MLB regular season and graded as a starting pitcher 10 or higher are limited to 1 start per series in the post-season.
- E.** Relief pitchers graded 14 or higher and with 15 or fewer innings pitched in the prior MLB regular season are limited to 4 innings per post-season series. All other relief pitchers are limited to 8 innings pitched in each post-season series.
- F.** Starting pitching rotations may be "reset" after the completion of each playoff series without regard to the number of games of rest credited to starting pitchers for the previous series.

13.00 Drafts

13.01 Pre-Season Rookie/Free Agent Draft: A ten (10) round draft of available players will be conducted each year on a date determined by the commissioners (or their designee). The draft may begin anytime after the official data disk becomes available and by whatever method (email, website, chat room, etc.) the commissioners deem appropriate.

13.02 Teams will draft in the inverse order of the prior regular season's winning percentages, except that the World Series runner-up shall draft in the 19th position and the World Series Champion shall draft in the 20th position in each round. Ties in winning percentage will be broken via a random drawing, with the winner taking the higher position in the first round and alternating positions with the other tied team(s) in each subsequent round.

13.03 A draft lottery of the four worst teams by winning percentage, via random drawing, will determine the first pick in the draft. Any ties in winning percentage among these four teams will be resolved via the random drawing as specified in Rule 13.02. After the first pick is determined, all subsequent picks will proceed in inverse order of winning

percentage. Beginning with the second round, all teams will draft in the order specified in Rule 13.02.

13.04 All unaffiliated players on the new APBA data disk are eligible for the pre-season Rookie/Free Agent draft.

13.05 Pre-Season Waiver Claim Draft: A pre-season “Waiver Claim Draft” of two rounds will be conducted immediately following the close of the off-season trading period and after the first round of roster cuts, on a date determined by the commissioners. The draft will be held either in an online chat room or via draft lists submitted to the commissioners (or their designee), which will not be opened until the day of the draft. Only carded players released by teams during the first round of roster cuts will go into a pool for a draft in the same order as defined in Rule 13.02. Uncarded players may not be drafted in the Waiver Claim Draft. Any manager may choose not to participate. Waiver Claim Draft picks may not be traded, but players selected in the Waiver Claim Draft may be traded once trading reopens and will be eligible to play for their new teams in the month following the trade.

13.06 Mid-Season Waiver Wire Draft: A mid-season “Waiver Wire Draft” of two rounds will be conducted on a date determined by the commissioners. The draft will be held either in an online chat room or via draft lists, submitted to the commissioners (or their designee), which will not be opened until the day of the draft. All unaffiliated players from the current data disk will go into a pool and are eligible for selection. Uncarded players may not be drafted in the Waiver Wire Draft. The order for the draft shall be in reverse order of winning percentage as of the last completed month prior to the draft. Any manager may choose not to participate. Waiver Wire Draft picks may not be traded, but players selected in the Waiver Wire Draft may be traded and will be eligible to play for their new teams in the month following the Waiver Wire Draft.

13.07 Instructions, draft order, and a list of eligible players will be distributed prior to each draft.

14.00 Trades

14.01 There are two trading periods, usually from November 1st through a date set by the commissioners and again from April 1st through July 31st. Specific trading period dates will be announced by the commissioners and referenced in the league calendar posted on the official Mudville Confederacy website at www.mudvilleconfederacy.com.

14.02 Before being considered official, all trades must be reported to all league officers by both managers who agree upon a trade.

14.03 Trading of draft picks is permitted only for picks pertaining to the upcoming or in-progress pre-season Rookie/Free Agent Draft. Immediately after the completion of each pre-season Rookie/Free Agent Draft, picks for the following season’s annual rookie draft are made available to managers and may then be exchanged in trades.

14.04 In-season trades (usually April 1st - July 31st) are not effective until the following month. Players acquired via an in-season trade may not be used by the new team until the month following the trade, and results f-files containing usage of such players will not be accepted as timely for the purposes of the monthly deadlines in Rule 10 above.

14.05 The commissioners may declare a trade null and void. Any such ruling will stand unless appealed by a manager no later than 10 days after the ruling is made public. A majority of managers voting (excluding the commissioners and the appealing managers) is required to overrule the commissioners on appeal of a nullified trade.

15.00 Rule Changes

15.01 All rule changes to the Mudville Confederacy Charter must be approved by a two-thirds majority of the managers casting votes on the charter ballot.

15.02 Any league manager may submit rule proposals to the commissioners (or their designee).

15.03 Rule changes may also be proposed mid-season if the commissioners each agree that urgent circumstances exist and that the proposed change should be put to a vote. Such rule changes shall take effect upon the two-thirds majority of the managers casting votes on the charter ballot required under Rule 15.01.

16.00 Awards

16.01 Trophies will be awarded to playoff teams if funds are available.

16.02 "Most Valuable Player", "Cy Young", "Rookie of the Year", and "Fireman of the Year" votes for each league will be taken at the end of the season and acknowledged. "Rookie of the Year" candidates will be eligible for consideration on the basis that each candidate is currently playing on their first Mudville card. Trophies will not be awarded for individual player honors.

17.00 Discipline

17.01 Any manager fined a draft pick that has been traded will lose the next highest pick.

17.02 Any fine registered against a team will be rescinded if the offending manager leaves The Mudville Confederacy, as long as the fine was incurred by the departing manager. Incoming managers are subject to any fines (including over-usage fines) incurred after they take control of a team.

18.00 Commissioners

18.01 Selection and Term Length

A. The Mudville Confederacy will be led by two league commissioners who may be elected from either the American League, the National League, or both. Their terms of service will run for one full year, from January 1st through December 31st of the year for which they are elected.

B. At the conclusion of each Mudville Confederacy season, any manager wishing to serve as a commissioner may submit their name for consideration. In the unlikely event that no managers volunteer, the two sitting league presidents will automatically be nominated.

C. On a date set by the commissioners (or their designee), all members vote for commissioners for the next upcoming season. Only those on the official ballot are eligible (no write-ins).

18.02 Responsibilities and Authority

A. The commissioners have authority to govern on all decisions not otherwise specified in the charter. League presidents will be consulted in all such decisions and have the collaborative ability to overrule any decisions deemed unreasonable.

B. The commissioners may call a league vote (or re-vote) at any time, on any issues deemed important to the operations of the league.

C. The commissioners may delegate their authority (including but not limited to receiving f-files, draft lists or trade reports) to one or more league members at any time.

19.00 League Presidents

19.01 Selection and Term Length

A. The American and National Leagues will each have an elected president whose terms will run for one year, from January 1st through December 31st of the year for which they are elected.

B. At the conclusion of each Mudville Confederacy season, any manager wishing to serve as a league president may submit their name for consideration. In the unlikely event that no managers volunteer, two managers with highest regular season winning percentage from each league are automatically nominated for vote. If this makes the sitting league president the default nominee, or if the sitting league president is the default nominee for commissioner following application of Rule 18.01.A. above, the manager with the second-highest winning percentage shall be the nominee.

C. On a date set by the commissioners (or their designee), all members vote for league presidents for the next upcoming season. Only those on the official ballot are eligible (no write-ins).

19.02 Responsibilities and Authority

- A.** League presidents may overrule any subjective penalties/decisions by the commissioners with collaborative vote.
- B.** League presidents may act as joint deputy commissioners in the absence of either of the commissioners.
- C.** League presidents may assist the commissioners with league matters as requested.
- D.** League presidents may jointly call for a vote to remove an acting commissioner at any time. Such “recall” is determined by a league-wide vote, majority (50% of the voting managers) rules, with the commissioners ineligible to vote.
- E.** If necessary, commissioners and league presidents will review and redefine their responsibilities before the start of each season. This will be done to adjust their responsibilities to cover any new or unusual circumstance that may have occurred during the previous season. Any recommended changes to their responsibilities must be voted on by the league prior to the start of the upcoming season.