

# TRUE BASEBALL FANATICS STRAT-O-MATIC LEAGUE (TBFSL) 2025

## Commissioner – Allan Kaufman

### Est. 2017 By Pete Heilig

## 1.0 League

### 1.1 League Structure

The **TBFSL** is a continuous ownership draft league and will consist of 16 Teams. The teams are organized into two Leagues with four divisions and four teams in each division. The divisions are identified as AL WEST (The 4 non-playoff teams), AL EAST (The 4 playoff teams), NL WEST (The 4 non-playoff teams) & NL EAST (The 4 playoff teams).

The 2025 teams are aligned as follows:

| AL East   | AL West       | NL East     | NL West       |
|-----------|---------------|-------------|---------------|
| Bardstown | Chandler      | Bal'More    | El Monte      |
| Pendelton | Medina        | Bradenton   | Morgan Hill   |
| San Jose  | Ocean Springs | Long Island | Santa Barbara |
| Stuart    | Syracuse      | Manchester  | Squeaktown    |

### 1.2 Ownership Requirement:

All owners must be approved by the commissioner. Once approved, each member will be required to own the latest version of Strat-O-Matic's CDROM computer baseball game & have access to a high-speed internet connection. Each owner will be required to have an active e-mail account and participate on Discord for league chat. Each team owner will create their own team's name and draft their own major league ballpark.

We request that all owners treat others respectfully. We ask that there be no whining or swearing when chatting during play and that no owners post negative messages or correspondence on email.

### 1.4 Commissioner

The Commissioner is the acting head of the league. During his reign, the Commissioner is responsible for organizing and maintaining all league functions and business, including but not limited to team schedules, team rosters and the league calendar.

### 1.5 League Schedule

Teams in TBFSL will play a 162-game season. Teams will play every team from the other league 6 times, each team in their league but in the other division 12 times and each team in their own division 22 times. Teams will play a six-game series each week during the period of Monday-Sunday as per the attached league schedule. All games must be posted or in progress at 8PM ET on Sunday night. A New league file will be sent out Sunday night. There are no days off between weekly series.

## 2.0 Players

## 2.1 Player Eligibility

Only carded SOM players are eligible. For those MLB players who spent time in both leagues, we will use their combined SOM ratings card, disregarding entirely their individual league cards. Position players must have at least 100 PA (At Bats + Walks) on their card to be eligible to play. Pitchers must have at least 35 IP. The league will use a DH and any position player can be used in this capacity.

## 2.2 Player Usage Limits

All position players can be used up to 110% of their PA; all pitchers up to 110% of their IP. All calculations are rounded up to the next whole number. The 110% markup numbers will be calculated in the Netplay league file. During the season remaining usage for all players is available in netplay.

Starting pitchers can only start. "\*" Pitchers can pitch after 3 days rest and all others must have 4 days' rest. Openers are allowed. They must wait 4 games to open again. If an opener pitches only 1 inning he can be used again as a reliever at any time in a series. If an opener pitches more than 1 inning he must rest 2 games before he can relieve. Relief pitchers cannot start. Starter/Relievers can start or relieve. No pitcher can start a game if he is tired in the game. All pitching rotations are to be monitored by the team owner. A starting pitcher must be removed after 9 runs given up (could be as high as 12 if a grand slam was given up). A starting pitcher may not be removed unless he has completed 3 innings, given up 3 runs, or reached his POW.

**Any of the pitching rules violated will be a week suspension for the player.**

Relief pitchers are required to either face a minimum of three batters in an appearance or pitch to the end of a half-inning. If a pitcher pitches to the end of an inning without facing a minimum of 3 batters he may be removed, but if he is brought back for a second inning, he must still face enough batters to fulfill the 3-batter requirement.

Players may not be used at a position for which they are not rated for with the exception of outfielders. We will use the SOM outfielder out of position adjustments to their range ratings as noted here. There is no change to their e rating.

| Rated For | Not Rated For |     |     |
|-----------|---------------|-----|-----|
|           | CF            | RF  | LF  |
| CF        | n/a           | 0   | 0   |
| RF        | +1            | n/a | 0   |
| LF        | +2            | +1  | n/a |

A Player may not be pitch hit for if there is no available player to replace him. A 1-week player suspension will be levied by the commissioner if a player is misused.

## 2.3 Over Usage

Any player overused will be removed from the team immediately and the team will forfeit a 5th round pick in the next draft. A 4th round pick will be forfeited for a 2nd infraction and so on.

## 2.4 Roster Size

Teams will be allowed to carry up to 36 players on their roster. At no time may a team play a game if their roster exceeds 36. Additionally, 1 DL player can be kept. The DL player may not play during the season and cannot be put on the active roster. You can only have 1 DL player. They can't be traded. Only 26 players can be active during any game from opening day through expanded rosters. When rosters expand, you don't need to have your starting pitchers active. Only way around the 13-pitcher max.

## 2.5 Roster Moves

Prior to each weekly series, a 26-man active roster must be set. The roster must include 5 starting pitchers (4 if they are all \* pitchers), at least 4 relievers and a backup for all position players (Note; 1 player may be used as a backup for multiple positions). No changes to the roster are allowed during the series. The 26-man roster can be reset between series.

## 3.0 Game Play

The Home team is responsible for scheduling all games. Visitors can also reach out if they choose to. We allow everyone to play their games either a week early or a week late **when absolutely necessary**. You need to let your opponent know immediately if you cannot play within the time frame required. Failure to do so could result in the games being auto played. Repeated failure to complete games in a timely manner will result in league-imposed penalties or removal from team ownership.

At the completion of each series, the hosting manager is responsible for pushing the game files to the cloud and reporting the results of the series on Discord.

All games are played adhering to the Strat-O-Matic Super Advanced Rule Set. We will not use "Injuries". We will use "runner starting on 2b in extra innings".

**Additional TBFSL rule: you cannot pinch hit after a pitch has been thrown. A pitch thrown occurs when a sacrifice, squeeze or steal is attempted.**

## 4.0 Trades

Trades may be made for draft picks in the this years and next year's draft. Trades for picks in future drafts are forbidden. Trades for goods or services are forbidden. Trades for "players to be named later" are forbidden. All trades that are made which include a draft pick must have a draft round associated with it (i.e., #5). The Commissioner may veto a lopsided trade PROVIDED a majority of team owners agree with the inequity of the trade. Players do not change teams until the end of the current week's games.

All trades must be documented and confirmed in Strat Draft which then sends out an announcement to the league. Trading is closed from the completion of all games in week 18 until after the league's World Series. Trading then re-opens until April 1st. Trading is closed until Strat Draft is up[dated]

## 5.0 Playoffs

There will be 4 teams from each league making the playoffs. The two division winners will be the automatic first and second seeds, depending on their respective records. Additionally, the two non-division winners with the

best records will qualify as wild card teams seeded third and fourth based on their respective records. In each league, the first seed will play the fourth seed and the second seed will play the third seed. Then the winners play each other to decide who goes to World Series (WS).

Ties in overall record are broken according to the following:

- Head-to-head record
- Record within the division
- Record within the league
- Run differential

Every team will have 2 days off after the season. After each series, there is 1 day of rest and 1 additional day of rest for each day of the previous series not needed. Each series will be a best of 7 with the higher seed home. Home team is at home for games 1, 2, 6, 7. Day off after games 2 & 5. 26-man roster set before each series and cannot be modified during the series. Playoffs & WS usage is 10% of regular season usage per series. Starters may be declared as relief pitchers for a series. Pitchers with "\*" can pitch on 3-day rest and others on 4-day rest. For game 7 for the World Series only, all rested starting pitchers will be allowed to relieve.

## **6.0 Lottery**

We will have a weighted lottery draft for the 8 teams that didn't make the playoffs. Worst record gets 8 balls, 2nd worst 7 balls, 3rd worst 6 balls, 4th worst 5 balls, 5th worst 4 balls, 6th worst 3 balls, 7th worst 2 balls, 8th worst 1 ball. We will use this lottery to determine the first three picks in the draft. Thereafter the draft order will be the reverse order of regular season record from the previous season. The world series winner and loser will draft last and second to last respectively. Ties in overall record are broken as noted in section 5.0 but with the loser of the tie breaker getting the better draft pick.

## **7.0 Ballpark Draft**

Each year teams may choose to draft a new major League ballpark for their franchise. Teams must announce their intent to do so by March 31st. The Ballpark draft will be held on April 1st. The draft order for those teams participating will be reverse order of regular season draft. Ties in overall record are broken as noted in section 5.0 but with the loser of the tie breaker getting the better draft pick.

Those major league ballparks that were released by their teams or those not being used by other teams are available for draft. Two teams cannot have the same major league ballpark.

## **8.0 Player Draft**

Prior to the annual player draft each team can freeze up to 10 players (plus an optional DL player) from his existing roster. These players remain the property of the team and all other players will be released into the free agent pool and can be drafted by any team. The list of frozen players is to be submitted no later than April 15.

Players can only be drafted who meet league minimum requirements.

The draft is scheduled for the first weekend of May and consists of 26 rounds.

If an owner takes over a team and any of the first three picks have been traded, then that new owner will be given a supplemental pick at the end of the round where the pick was traded.

At the conclusion of the draft, each team will have a 36-man roster (and an optional DL player).

## **9.0 Post Draft**

All undrafted players become free agents. After the draft there will be a 48-hour window where teams can evaluate their roster and select a free agent to replace a player on their roster. This would be on a first come first serve basis using Strat Draft. Free agents acquired during this period may be kept at seasons end.

After the 48-hour window and through week 22 of the season, teams may obtain free agents to replace rostered players. Free agents obtained during this time must be released at the end of the season.