

CHML Constitution

(as revised January 2025)

James Augustus Hunter. Jim Hunter. Best known as "Catfish" to many, many fans. Catfish was the best pitcher on the best team of the early 1970's. A loophole in his contract made him a free agent over a small amount of money. He signed with the Yankees for the 1975 season, and soon THEY were back in the World Series. Catfish was a winner above all else. Incredibly, he played in 6 World Series in a 7 year span, earning 5 Championship rings.

Following an injury-plagued season in 1979, he retired. He told his family this was his last contract and he stuck to it. So at age 33, he went home to North Carolina.

In 1999, Catfish passed away from complications of ALS (better known as Lou Gehrig's Disease). The world, not just baseball, had lost one of its finer people.

This league is dedicated to Jim and the principals he had. He was a winner, but he had tremendous class. We should all strive to bring his ideals into our lives, even if only some small way.

Article 1 - Commissioner's Role

Keep it moving. Get the files sent on time. Make sure owners are doing their job. Keep the books. And make sure the league's interests are always served.

A Deputy Commissioner may be appointed if the need arises. That person's duties will be the same as the Commissioner's.

Article 2 - Formation Rules

Draft will be serpentine, meaning you pick 1st in round 1 so you pick last in round 2.

Draft order is determined by the order you join the league. 1st in gets to pick their position in the draft, then 2nd, etc. Pretty simple.

Trading during the formation draft IS permitted, but the number of bodies/picks exchanged must be equal. This assures picks are not just dumped off as excess.

For the formation draft only, teams receive 4 years per player to assign. The contract years assignment is not required until after the formation draft is complete.

Article 3 - League Structure

The CHML will consist of 18 teams. Further, these teams will be divided into 3 divisions of 6 teams. The CHML will use the universal designated hitter.

Article 4 - Usage and AIM

Player usage during the regular season and playoffs will be regulated by AIM. In the playoffs, pitchers with under 150 MBF will be ineligible to participate (each playoff team is allowed 1 exception).

Stolen bases are limited to 125% of real life attempts in the regular season. Once past this limit, players will have the SB ratings changed to "R14" for the remainder of the season. In the playoffs, the rating is reset to its original value. For the duration of the playoffs, SB attempts are limited to 10% of real-life attempts.

AIM ratings for batters will be adjusted as follows for all players. Unless a team elects to retain SF and PR factors as distributed on the season disk, SF (Season Factors) will all be set to 100, and PR (Play Ratings) reduced where season factors are adjusted. This will keep the actual playing time (PAs) steady, but all players will fatigue at a consistent rate.

PR930 will be used in this league. Owners are expected to draft enough usage for the season. Under special circumstances and only with the approval of the Commissioner, free agents may be signed during the season.

Pitching MBF will be adjusted during the regular season as follows. Starting Pitchers with a grade of 3 or lower and who started at least 3 games will have their MBF adjusted to a minimum of 750 and they shall be allowed to start at least 25 games. This will provide a "PR930" of sorts for pitchers. For split grade pitchers, BOTH grades must be 3 or lower to receive this adjustment.

AIM for post-season play.

At the outset of post-season play during the creation of the organization in Advanced Draft, **Copy Initial Player Status** shall be selected instead of **Copy Current Player Status**. This will have the effect giving position players a "clean start" for post-season play. BBW already resets all pitchers to 100% .

Article 5 - Regular Season

Each team will play a 161 game schedule during the regular season. All home fields shall be set to "dome" to preclude rainouts. Any rainouts which do occur will be rescheduled at the commissioner's discretion.

Teams can play via Zoom or other remote access software if they choose. This is not required.

Since there is only one "League", there will be no interleague play for any season segment.

Article 6 - Post Season Rules [effective for 2024]

Each division winner will make the playoffs, along with three (3) wild cards having the highest win percentage regardless of division. The 'Wild Card' round will be best of 5 (2-2-1 format), the LCS will be best of 7 (2-3-2 format), and the World Series will be best of 7 (2-3-2 format). Home field advantage for the playoffs will be determined by regular season record, with division winners always ranked higher than wild cards.

A. Pitcher Playoff Eligibility:

To be eligible for the playoffs, a pitcher must have at least 150 MBF. A team is allowed one exception to this rule.

Between series, teams may make moves in a manner similar to the regular season. That is, they can recall players from the farm. But ONLY between series.

B. Round One (LDS wildcard round) best of 5 HH-AA-H

- 1 One off-day after regular season ends
- 2 The first and second best record division winners have byes
- 3 The worst division winner hosts best record wildcard
- 4 The second best record wildcard hosts third record wildcard
- 5 Ties settled according to Article 6E below
- 6 Cuts from 6 to 4 teams

C. Round Two (LCS round) and all subsequent rounds best of seven HH-AAA-HH

- 1 One off-day after scheduled Wildcard Round end
- 2 Best record division record hosts worst record Round One winner
- 3 Second best record division winner hosts best record Round One winner
- 4 Cuts from 4 to two teams

D. Round Three (World Series)

- 1 Two off-days after scheduled LCS Round end
- 2 Better regular season record home field advantage HH-AAA-HH
- 3 Tie settled according to Article 6E below

E. Tiebreakers Concerning Playoffs: [effective for 2022]

- 1 If a Bye is **not** at stake, the first tiebreaker for playoff positions shall be head-to-head record, with the team having the better record getting the better playoff slot. Second tiebreaker shall be total run differential, with the greater differential getting the better slot. Third tiebreaker shall be a random public method selected by the Commissioner (EX. Even/odd based on DJA closing).
- 2 If a Bye is at stake, the first tiebreaker for playoff positions shall be a 1 game playoff. Head-to-head record shall determine Home Field. If head-to-head is tied, a second tiebreaker shall be total run differential, with the greater differential getting Home Field. Third tiebreaker shall be a random public method selected by the Commissioner.

If more than two teams are tied and they exceed the available Byes or playoff spots available, they shall be seeded (using tie-breaker rules above) and play a single 1 game elimination series(s).

(EX. 3 teams are tied for a single WC spot. First, cumulative HTH records determine seeding, with #1 seed playing at the home of the #2/#3 winner. Run differential would be used if a tie or ties, still exist).

Article 7 - Contracts and Free Agency

Contract years are awarded for each player picked in each of the 2 drafts (free agent and rookie/replacement). Only players selected in one of these drafts can have contract years assigned to them. A minimum assignment of 1 year is required for any player selected.

- Free Agent Draft: For each player selected in the Free Agent Draft, 3 years are available for assignment
- Rookie/Replacement Draft: For each player selected in the rookie/replacement draft, 5 years are available for assignment.

Free Agency Defined:

Eligible players (PFAs) (whose contract has run out heading into the current season) must be either tendered or non-tendered (released) by their owners. If released, the players are not eligible for the FA draft. If tendered, there is a 25% chance they will be declared eligible for the free agent draft.

If ineligible for the FA draft, players are returned to their tendering teams with 3 assignable contract years per player. Such player is designated as an RFA.

For eligible free agents, the FA draft begins with the same order as the rookie/replacement draft. A team may either select a free agent or pass. If they select a free agent, the corresponding rookie/replacement draft pick gets assigned to the team who tendered the free agent. A team is out of the free agent draft by either passing 3 times or declaring themselves done.

If an eligible free agent goes unselected, he is returned to his tendering team with 3 assignable years. Such player is designated as an RFA.

Players traded between the FA draft and contract assignments are traded along with their assignable years. You cannot trade a player and only 1 of his assignable years; all his assignable years go with him.

Article 8 - The Annual Free Agent Draft

Only in the formation season, subsequent expansion, contraction or dissolution of a franchise does the FA draft not occur.

For obvious reasons, only "carded" players in the current season may be selected in the free agent draft.

To make a selection in the Free Agent Draft, you must have the corresponding selection in the Rookie/Replacement Draft. If you trade away #1 overall, it is #1 overall **in both drafts**. The order of this draft is identical to the rookie/replacement draft, and no trading of these picks is allowed.

Teams are not required to make a selection. They may pass, but passing 3 times total ends their participation in the FA draft.

The actual draft works as follows:

Teams may either make a selection or pass.

If they pass, no action is take with respect to their corresponding rookie/replacement pick. 3 passes, and a team no longer participates in the Free Agent Draft.

If a team makes a selection, their corresponding pick becomes property of the team losing the player. If a team selects its own player, the corresponding rookie/replacement pick drops 10 places in the Rookie/Replacement Draft.

Article 9 - The Annual Rookie/Replacement Draft

This draft occurs after the free agent draft. Also, for the formation draft only, contract years available for players selected are 4.

Round 1 order for non-playoff teams is determined by weighted lottery. The team with the worst record gets the most chances at the top pick. Playoff teams are ordered by the round in which they were eliminated, then by regular season record.

Rounds 2 and following are determined by regular season record (reverse order) of non-playoff teams. Playoff teams remain in the same order as round 1.

Tiebreakers Concerning Draft Order:

Tie-breakers - Tie-breakers - Because there is no inter-league play, the first tiebreaker for draft position is home-away record, with the team having the worse home record getting the better draft slot. Second tiebreaker is total run differential, with the lower differential getting the better slot. Third tiebreaker will be a random public method selected by the Commissioner.

Draft picks may be traded as outlined in the section on trades. Only picks in the current draft may be traded. "Current Draft" is defined as the draft in progress, or the next upcoming draft.

Refer to the section "**Contracts and Free Agency**" for more information on contracts and the rookie/replacement draft.

The only players eligible to be selected in the Rookie/Replacement Draft are carded players. No minor leaguers, no uncarded former players... not the kid down the street with a really good curve ball. Carded players only.

Article 10 - The Roster

A full roster shall be considered 40 players. Active rosters may not be more than 28 players, and must contain 11 pitchers, 6 of whom must have starter ratings. The player mix on the roster must be such that a team is able to field a valid lineup for the first game in a given scheduled series. A backup should also be available on the roster whenever possible. You must carry at least 1 backup catcher on your roster. The player's primary position does not necessarily have to be catcher, but there must be an available "emergency" catcher. As with Major League Baseball, there will be a "September Roster Expansion" period where teams may go beyond the 28 man active roster. The limit on active players during this time is the complete roster. This Expansion period begins with 4 scheduled series left in the season.

Article 11 - Trading and the Trade Deadline

All trades must be approved by the Commissioner prior to becoming effective. For trades involving the Commissioner, a league representative will be the approval authority of the trade.

During the regular season, trades (In-Season trades) can be made freely from the Cut-Down day until the week 20 play ball file is sent. At this point, trading is suspended until the conclusion of the World Series.

Between the end of the World Series and Cut-Down day, roster limits (40 maximum) are removed.

Between Cut-Down Day and the conclusion of the In-Season trading period, trades must be even in numbers of "bodies" (no trading of draft picks allowed).

With the exception of trades between the end of the World Series and Cut-Down Day, teams may not have a roster of players over 40.

Should a team make a trade or trades between the conclusion of the Rookie/Replacement Draft and the Cut-Down day that results in the team's roster being less than 40, that team may increase its roster only by means of the In-Season Free Agent rule in Article 12 following.

Article 12 - In Season Free Agents (Waiver System)

Waiver moves are increased from 3 to 5 for any regular season **[effective for 2023]**

Waiver claimed players are automatically treated as PFAs for the team which claimed them and will be subjected to PFA tenders and non-tenders and the entire Free Agent process for the ensuing season

Waived players may be claimed by other teams during the season with their AIM status carried forward

Unclaimed waived players at the end of the season fall into the next Rookie/Replacement Draft

To be valid, waiver moves must be submitted to the Commissioner before the next C-file playfile is scheduled for distribution

Conflicting waiver claims shall be adjudicated in favor of the team with worse or worst record as of the standings at the time of the waiver move

If it becomes necessary to sign more than 5 during the season to cover usage, draft picks will be forfeited in the upcoming draft.

Players in the last year of their contract may not be released to make room for these free agent signings.

Article 13 - Excessive Sims

This rule applies only to sims where the owner does not inform the commissioner. Teams are allowed to have life events, and have their series simmed. They need to inform the commissioner beforehand (or as soon as possible if there is an emergency).

Sims will have penalties associated with them if they are excessive.

- 1st and 2nd Sim: No penalty
- 3rd Sim: Forfeit 3rd round pick
- 4th Sim: Forfeit 2nd round pick
- 5th Sim: Forfeit 1st round pick
- 6th Sim: Expelled from league, new owners take over with penalties abated.

The Commissioner also reserves the right to charge sims for things like failing to manage your roster. Fatigue is a huge factor and owners must address fatigue and injuries.

Article 14 - Cancelled Games

Please be aware that any League Play game started from the Play League Game menu that is canceled after it is started (at least once) prior to its finally being played to completion is denoted as such by a (c) in the Game Box for that day.

The commissioner may require the home manager to submit an explanation as to why the game was cancelled. If the reason is found to be unsatisfactory in the commissioner's view, the SERIES will be replayed by the Commissioner.

If there is a pattern of cancelled games, the owner may be expelled from the league at the Commissioner's discretion. The league will be notified as to the specific reason of the expulsion. Membership is entitled to this information.

Article 15 - Intentional Losing

Intentional losing is **expressly** forbidden in this league. You are expected to put your best team forward at all times.

"Intentional losing" is defined as, but not limited to, the following:

- Putting your best players on the farm
- Making TERRIBLE decisions in games (stealing constantly with low percentage base stealers would be an example)
- Putting an "upside down" lineup on the field (your normal lead off hitter bats last, while the pitcher hits lead off. You get the idea.)
- Doing the wrong things in games

If an owner is suspected of this practice, he will be confronted. If no satisfactory explanation is given, the owner will be expelled from the league. A harsh penalty, but we're here to have fun and compete honestly. Ditching games for draft picks is not part of that.

Article 16 - Owning The Disk

Due to copyright laws on distributing APBA's disk, it is **expected** each owner has their own copy of the disk for the current season. An owner is expected to have purchased the disk from APBA directly, or obtained some other legal copy of the disk. Failing to have a legal copy of the current season disk will be grounds for expulsion from the league. Effective for the 2012 season, the CHML migrated to

Article 99 - Usage Requirements

The league requires teams have certain minimum coverage for both batting and pitching. These are outlined below.

- 1100 Adjusted PR per position (including EACH of the 3 OF positions and DH where applicable). Players who are rated as PR930 must have a minimum of 200 plate appearances to count against this limit. They will not count otherwise.
- Eligible starting pitchers will total 4500 MBF and the balance of pitchers must total 2250 MBF at a minimum. It is HIGHLY recommended you have an overage.
- A team MUST carry 3 catchers on its roster. 2 of these must be uninjured and active at the start of every series.
- Valid backups for positions must be uninjured and not have a fatigue status or TIRED or BUSHED. They have to be able to play in game 1 of any series.
- If a team has an injury that violates coverage rules, a free agent must be signed and a player dropped from the roster. The Commissioner will assign the player based on **need**, not **quality**.
- Each owner shall declare to the Commissioner not later than the deadline for finalization of rosters at the beginning of the season (Cut-Down day) whether or not he desires to make the SF=100 adjustment to a player under contract for the season. With respect to each such player under contract, he shall state that he wishes to make the adjustment or to retain the PR/SF ratings as published on the season disk. His election as to each such player shall be binding for the entire regular and post-season and shall carry over to any team to which the player may be traded after the season has commenced. Failure to make a timely election will cause a player's SF to be adjusted to 100 with the corresponding decrease in PR.

Before commencement of play in the Season, the Commissioner's Office may audit each team's 40-man roster for compliance with Adjusted PR and pitcher MBF requirements. The Commissioner, at his discretion, may replace pitchers and/or position players by exchanging players with those on the undrafted player pool for any team in non-compliance. During the season, should it be necessary for the Commissioner's Office to move players from a team's Farm Roster to the Active 28-man roster in order to have sufficient starting pitchers and/or position players, such an action shall be deemed to be an "excessive sim" within the meaning of Article 13

Article 100 - Amending The Constitution

Amendments to the Constitution can be proposed by any owner in good standing.

Amendments are passed on a 2/3 vote of the current ownership. If an amendment fails to pass, it may not be re-proposed for 2 full seasons.

Voting on amendments is done between the conclusion of the World Series and the call for cuts prior to the Rookie/Replacement Draft.