

2009 DBA Constitution

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Section 1 – GENERAL PRINCIPLES [\(back\)](#)

A. MISSION

- 1 - The [Democratic Baseball Association](#) (DBA) exists for the [Strat-O-Matic](#) (SOM) baseball gaming enjoyment of its owners.
- 2 - DBA owners should strive to preserve that enjoyment, and the DBA Commissioner should seek to run the league for all owners' benefits.

B. DEMOCRACY

- 1 - The DBA is a democracy where all managers are equal.
- 2 - The Commissioner is empowered to govern, but is elected by a majority of league managers.
- 3 - The Commissioner should strive to be impartial, communicative and honest.

C. SUPREMACY CLAUSE

- 1 - The Constitution is the heart and soul of the DBA, containing rules by which the DBA lives.
- 2 - The Constitution does not cover every situation, nor is it intended to.
- 3 - When subject to interpretation, the Constitution provides guidance.
- 4 - There is a fine line between intent and personal opinion, and all league members are expected to follow the intent behind these rules.

D. AMENDMENTS

- 1 - The Commissioner shall hold a yearly review of the Constitution during the off-season.
- 2 - All owners are eligible to submit proposals to be voted upon.
- 3 - All owners are eligible to vote on each proposal, as is the Commissioner.
- 4 - If a proposal gets a majority of the votes, that proposal passes and goes into affect the following off-season.
- 5 - A proposal that passes becomes an amendment to the Constitution.
- 6 - Closing dates for voting are set by the Commissioner.
- 7 – Amendments must be proposed no later than [August 31st](#) in order to affect the following season.

Section 2 – LEAGUE HIERARCHY [\(back\)](#)

A. COMMISSIONER

- 1 - To act in the best interests of the DBA and is the final arbiter of disputes and Constitutional interpretation.
- 2 - To select new owners and conduct voting among League Owners in expulsion cases.
- 3 - To align Leagues and Divisions, with consultation from affected owners.
- 4 - To schedule the upcoming season.
- 5 - To collect league dues and report their subsequent expenditures.
- 6 - To update the league [website](#) in a timely manner.
- 7 - To pick neutral managers to conduct the World Series, if necessary.
- 8 - To award a trophy/plaque to the DBA World Series winner.
- 9 - To conduct all DBA elections and voting.
- 10 - To keep track of all PENALTIES/BONUSES owners have accumulated.
- 11 - Delegate duties to league owners as necessary.

B. OWNERS

- 1 - To have knowledge of the rules, regulations and procedures of [SOM](#) and the DBA.
- 2 - To inform the Commissioner of any problems that exists.
- 3 - To exhibit enthusiasm, integrity, honesty, dedication and timeliness in their character and performance.
- 4 - To post all official game results to the league on-line [forum](#)

Section 3 – DUES [\(back\)](#)

A. USAGE

- 1 - The Commissioner sets DBA dues after voting among all DBA league members.
- 2 - Dues are \$15.00 for 2009.

B. PAYMENT

- 1 - All owners must pay dues prior to a date set by the Commissioner, which will be no later than December 31st.
- 2 - Any owner not paying dues on time can be immediately expelled from the DBA at the discretion of the Commissioner.

C. DISCLOSURE

- 1 - The main portion of the DUES will go to maintaining the website and draft site, as well as purchasing the "World Series Trophy".

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Section 4 – BALLPARKS ([back](#))

A. DIMENSIONS

.... 1 - All DBA owners will build their ballpark with any combination of dimensions allowable by [SOM](#).

B. COST

.... 1 - Ballparks are static from year to year, which means that dimensions used last year for that franchise will be used for the current year.

.... 2 - In order to change those dimensions, an owner must use treasury money.

..... a - The cost to change one (1) dimension of the ballpark by the first point is 250k.

..... b - Each point of change thereafter will cost double the previous point of change.

..... c - For example, the first point of change costs 250k, the second costs 500k, the third costs 1M, and so on.

C. DEMOLITION RULE

.... 1 - If the total cost of changing your ballpark dimensions would exceed 40M, that cost is capped at 40M and the park is demolished.

.... 2 - Any ballpark can be demolished as long as that franchise has been using that ballpark for at least three (3) years.

D. TAXPAYER RULE

.... 1 - When a franchise is taken over by a new owner, that new owner can petition the taxpayers one time for a “free demolition” of their ballpark.

.... 2 - That owner will get 40M added to its treasury for the purposes of demolishing the ballpark.

.... 3 - **PLEASE NOTE** -- This Section was amended after the 2008 season and all current owners can get a single “free demolition” as well.

E. DOUBLES/TRIPLES RULE

.... 1 - An owner will adopt a MLB ballpark and use its BP doubles and BP triples rating.

.... 2 - The MLB ballpark can only be changed if the ballpark is demolished.

.... 3 - This ballpark will also be used as the BP image for that team's stadium.

.... 4 - Multiple teams can use the same MLB ballpark.

Section 5 – PLAY-BY-MAIL METHOD ([back](#))

A. PRE-SEASON POSTINGS

.... 1 - Prior to the beginning of the season, you must attach your default **unlocked** CM to a post on the [DBA forum](#).

.... 2 - If no CM has been posted by the deadline set by the commissioner, a default CM will be generated.

.... 3 - The default CM will be used in the case of missed deadlines during the season.

B. PRE-SERIES POSTINGS

.... 1 - Prior to each of the 12 blocks, you must post the following on the [DBA forum](#):

..... a - BLOCK ROTATION

..... b - List of MINOR LEAGUERS or INACTIVES

..... c - COMPUTER MANAGER (.mgr) FILE

.... 2 - You must attach your CM to the post.

.... 3 - If your opponent hasn't posted a CM on the forum prior to the start of the BLOCK of play, use the default pre-season CM.

.... 4 - You must post prior to the first FRIDAY of that BLOCK.

C. POST-SERIES POSTINGS

.... 1 - Once you are finished with your series, you should post the COMPLETE RESULTS results on the [DBA forum](#).

.... 2 - If COMPLETE RESULTS aren't posted by the DUE DATE, the games will be quick-played and those results will be FINAL.

..... a - COMPLETE RESULTS for each game are defined as:

..... 1 - BOX 03-12-2007 ELR @ AAR.prt

..... 2 - PAC 03-12-2007 ELR @ AAR.prt

..... 3 - 2007DAH1.H01

..... 4 - 2007DAH1.V01

..... b - SOM generates all four of these files (PRINT folder and EXPORT folder)

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Section 6 – PLAYERS AND PLAYER USAGE [\(back\)](#)

A. SERIES PLAY

- 1 - Treat each series as continuous, meaning do not rest your team after each game.
- 2 - Let the computer handle which of your pitchers will be considered TIRED during the series.
- 3 - This will help limit over usage and force owners into more realistic bullpen usage.

B. ELIGIBLE PLAYERS

- 1 - Any player already on a DBA roster is eligible to use any innings or plate appearances on his card, even if he doesn't meet the minimum needed to be drafted.
- 2 - Hitters with 100+ PA and pitchers with either 50+ games or 50+ innings are eligible for the DBA.
 - a - If they have previously been contracted in the DBA, they are free agents and are eligible for bid at the Auction.
 - b - Otherwise, they are rookies and are eligible for drafting at the Rookie Draft.

C. ROSTER

- 1 - Team rosters will have between 28 and 40 players at the end of the Free Agent Auction.
 - a - Two (2) players rated at each position.
 - b - 162 games started (starts on cards with an S(x) rating).
 - c - 400 relief innings (innings on cards with an R(x) rating).
- 2 - At the beginning of each block, ACTIVE ROSTERS will have five (5) pitchers rated as S(x) and five (5) pitchers rated as R(x).
- 3 - In BLOCKS 1-8, 25 players will be active, otherwise all players are considered active, unless specifically inactivated by the owner.

D. PLAYER USAGE LIMITS

- 1 - Hitter usage is limited to 100% of real-life PA (AB+BB).
- 2 - Pitcher usage will be limited in two ways, GS and IP.
 - a - All SP only will be limited to 100% of real-life GS and 120% of IP.
 - b - All SP/RP will be limited to 100% of GS and 100% of IP.
 - c - All RP only will be limited to 100% of IP.

E. DUAL CARDS

- 1 - Dual cards will not be used in the DBA.
- 2 - If a player receives two or more cards, the combined card that is issued will be used for the entire season.
- 3 - Combined cards will also follow the PLAYER USAGE LIMITS.

F. PITCHER RATINGS (S/R/C)

- 1 - A pitcher who isn't rated S(x) CANNOT start any game.
- 2 - A pitcher who isn't rated R(x) can relieve in one (1) single game during the season.
 - a - This should be EMERGENCY usage only: extra innings, road HAL, no pitchers, etc.
- 3 - A pitcher who has both S(x) and R(x) CANNOT start and relieve in the same SERIES (a set of consecutive games against the same opponent at the same location)
- 4 - An owner may remove the R(x) rating from any S/R rated pitcher after the auction but prior to the start of the season.
- 5 - An owner may replace the S(x) rating on any pitcher under 100 IP with R(S-4) as a R rating after the auction, but prior to the start of the season.

G. RELIEF PITCHER GUIDELINES

- 1 - Relievers should not pitch more than one (1) inning past his endurance rating in any single game, unless that pitcher is the last available reliever.
- 2 - A pitcher rated S(x) only MAY relieve one (1) single game during the season.

H. INJURIES

- 1 - The DBA does not use injuries.

I. PLAYER POSITIONS

- 1 - Any player is allowed to play any position (other than pitcher), even if not rated.
- 2 - If not rated, his rating will be whatever the computer assigns.
- 3 - NOTE: This does NOT relieve the team of the MINIMUM of two (2) players RATED at each position.

J. PLAYER MISUSE

- 1 - Misuse will result in [PENALTIES](#).

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Section 7 – PLAYER RETENTION SYSTEM [\(back\)](#)

A. CONTRACTS

- 1 - There are three (3) contracts in the DBA.
 - a - ROOKIE contract is the first contract a player receives when entering the DBA through the Rookie Draft.
 - b - Rookies resigned at the end of the ROOKIE contract are signed to a RFA contract.
 - c - RFA contracts give the owner MATCHING RIGHTS to the next contract that player is offered.
 - d - All future contracts, after the RFA contract, are FREE AGENT contracts.
- 2 - No MAXIMUM on FREE AGENT contract length.
- 3 - When bidding, the minimum annual contract value is 1M per year of contract (5 yr contract = 5 mil per year).
- 4 - If you no longer want a player who is under contract on your roster, you have three options:
 - a - TRADE
 - b - WAIVE
 - c - BUYOUT

B. ROOKIE RESIGN PERIOD (October)

- 1 - At the end of all ROOKIE contracts, a team can elect to resign the rookie to a 1-2 year RFA contract extension at twice the ROOKIE contract CAP value per year.
- 2 - At the end of October, each ROOKIE that is not extended becomes a FREE AGENT, eligible for bid during the [FREE AGENT AUCTION WEEKEND](#) in March.

C. AUTODRAFT SITE ROOKIE DRAFT (November)

- 1 - Starting at or near November 1st, the Rookie Draft will begin.
- 2 - For the first round, you will get twenty-four (24) hours per selection.
- 3 - That time period will be reduced to six (6) hours for the remaining five (5) rounds.
- 4 - Only picks made through the [Auto Draft Site](#) will be valid.
- 5 - **LOTTERY PICKS (#1-#6)** can be signed to a ROOKIE contract for 2-5 years at 2M per year CAP.
 - a - The signing team also pays a "Signing Bonus" of 2M per year of the deal.
 - 1 - A Lottery Pick signed for 2 years would get a 2/4 deal, with an additional 4M (2M x 2yrs) out of the treasury.
 - 2 - A Lottery Pick signed to 5 years would get a 5/10 deal, with an added 10M out of the treasury.
- 6 - **FIRST ROUND SELECTIONS (#7-#18 plus all supplemental 1st)** can be signed to a ROOKIE contract for 2-4 years at 2M per year CAP.
 - a - The signing team also pays a "Signing Bonus" of 1M per year of the deal.
- 7 - **SECOND ROUND SELECTIONS (#19-#36)** can be signed to a ROOKIE contract for 1-3 years at 1M per year CAP.
- 8 - **ALL OTHER SELECTIONS (#37-#108)** can be signed to a ROOKIE contract for 1-3 years at 500k per year CAP.

D. OFF-SEASON MOVES (December thru February)

- 1 - TRADE
 - a - Any player under contract can be TRADED as long as both teams remain under the CAP at the end of the trade.
- 2 - WAIVE
 - a - 50% of his remaining contract value will be applied to the WAIVING team's CAP as a penalty.
 - b - The WAIVED player is eligible to be CLAIMED at the FREE AGENT AUCTION WEEKEND in March.
 - 1 - If CLAIMED, the WAIVE penalty is removed and the CLAIMING team takes over the remaining contract.
- 3 - BUYOUT
 - a - 50% of his remaining contract value will be deducted from the BUYOUT team's TREASURY.
 - b - The player immediately becomes a FREE AGENT, eligible for bid during the FREE AGENT AUCTION WEEKEND in March.

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E. FRANCHISE RFA BIDDING (February)

- 1 - Each team is allowed to designate any number of RFA each year as FRANCHISE RFA (FrRFA).
- 2 - The team selects the exact year length of the contract the FRANCHISE RFA will receive (cannot be altered by HOME TEAM DISCOUNT).
- 3 - Bidding for all FRANCHISE RFA will be prior to the first bid for normal RFA and will go in contract length order.
- 4 - Bidding proceeds like normal RFA.
- 5 - If no bids, the team MUST resign player at contract length minimum.
- 6 - If not matched, signing team pays a fee of 2M per contract year to the team with the FRANCHISE RFA rights.
- 7 - If the non-matched contract exceeds four (4) years and 8M per year, the FRANCHISE RFA team gains a supplementary FIRST ROUND pick at the end of the round.
- 8 - The first lost FrRFA gets the first supplemental pick and so on.

E. FREE AGENT AUCTION WEEKEND (March)

- 1 - All RFA's and Free Agents are available to be bid on.
- 2 - HOME TEAM DISCOUNT
 - a - When bidding on an RFA has ended, the team with matching rights can match the total contract value with +/- one (1) total year.
 - b - For example, ILL has Randy Johnson's matching rights and the final bid on Randy is 2/20.
 - c - ILL can match at 1/20, 2/20 or 3/20.
- 3 - All RFA's will be up for bid first, followed by a short break, then all Free Agents.
- 4 - Teams are ordered by WL%.
- 5 - First team announces the player, original team and initial bid.
 - a - If a team wishes to make a WAIVER CLAIM on a player instead of bidding, that team announces "Team claims Player X" instead of announcing an initial bid.
- 6 - Initial bid can be 1/2 but all following bids must be for a minimum of two (2) years.
 - a - Following bids must exceed/match both the number of years and yearly CAP figure.
 - b - For example, if a bid was 2/4, the next valid bid must be greater than or equal to 2/5 or 3/9 .
- 7 - Bidding continues until ... once, twice, SOLD ... then the owner with matching rights has one (1) minute to match.
- 8 - The owner that put the player up for bid goes to the bottom of the list, followed by the owner that won the bidding, if different.
- 9 - The next owner announces an initial bid on a remaining RFA/Free Agent.
- 10 - Bidding continues on RFA/Free Agents until all teams have PASSED.
 - a - Once a team has PASSED, it CANNOT place any bids, but can still use its MATCHING RIGHTS.
- 11 - Any RFA not receiving a bid is eligible to be resigned by the team with matching rights for 1/2, 2/4 or 3/6 contracts, which must be announced during the break between the RFA and Free Agent portions of Auction Weekend.

F. PRE-SEASON MOVES (after AUCTION WEEKEND, before the SEASON begins)

- 1 - TRADE
 - a - Any player under contract can be TRADED as long as both teams remain under the CAP at the end of the trade.
- 2 - BUYOUT
 - a - 50% of his remaining contract value will be deducted from the BUYOUT team's TREASURY.
 - b - The player immediately becomes a FREE AGENT, eligible to be SIGNED during the season.

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G. IN-SEASON MOVES (April thru July)

- 1 - Each owner is allowed five (5) IN-SEASON MOVES.
- 2 - Each IN-SEASON MOVE is effective at the start of the next BLOCK.
- 3 - TRADE
 - a - Any player under contract can be TRADED as long as both teams remain under the CAP at the end of the trade.
 - b - TRADES do not count as an IN-SEASON MOVE.
 - c - TRADES confirmed prior to the end of the BLOCK take effect the next BLOCK.
- 4 - WAIVE
 - a - 50% of his remaining contract value will be applied to the WAIVING team's cap as a penalty.
 - b - The WAIVED player is eligible to be CLAIMED in a future BLOCK.
 - 1 - If CLAIMED, the WAIVE penalty is removed and the CLAIMING team takes over the remaining contract.
 - c - WAIVING counts as one (1) IN-SEASON MOVE.
 - d - WAIVING period is the first week of each BLOCK.
 - e - An OVERUSED player CANNOT be WAIVED.
- 5 - CLAIM
 - a - Any WAIVED player can be CLAIMED, taking over the remaining contract, as long as the team remains under the CAP.
 - b - CLAIMING counts as one (1) IN-SEASON MOVE.
 - c - CLAIMING period is the last week of each BLOCK.
- 6 - SIGN
 - a - Any FREE AGENT can be SIGNED to a 1/750k RFA contract, as long as the team remains under the CAP after the signing.
 - b - SIGNING counts as one (1) IN-SEASON MOVE.
 - c - SIGNINGS prior to the end of the BLOCK take effect the next BLOCK.
 - d - SIGNING deducts 750k from the team's TREASURY.
- 7 - In the case of multiple teams CLAIMING or SIGNING the same player, the team with the lowest current WL% gets priority.

H. POST-DEADLINE TRADES (August)

- 1 - Each POST-DEADLINE TRADE is effective at the start of BLOCK 9.
- 2 - A player can be eligible for TRADE once that player passes thru the 24-HR WAIVER WIRE.
- 3 - Players can be placed on the 24-HR WAIVER WIRE during BLOCK 7.
 - a - Any team with a lower WL% than the WAIVING team can CLAIM that player.
 - 1 - If CLAIMED, the WAIVING team has three options.
 - a - Pull the player off of the 24-HR WAIVER WIRE.
 - b - TRADE the player to the CLAIMING team.
 - c - SELL the player to the CLAIMING team for 1M.
 - 2 - If not CLAIMED, the player can be TRADED to any team.
- 4 - If any team EXCEEDS the CAP during this period, that team will be fined 1M per 1M over the CAP, and the recently acquired players ARE NOT ELIGIBLE for the PLAYOFFS.

I. EXPANSION TEAMS

- 1 - Each new team will start with a treasury of \$400,000,000

J. CONTRACTION TEAMS

- 1 - Each contracted team's TREASURY will be distributed evenly to the remaining DBA teams.

K. SALARY CAP

- 1 - \$120,000,000 for 2003, 2004, 2005, 2009
- 2 - \$105,000,000 for 2006, 2007
- 3 - \$112,500,000 for 2008

L. TREASURY

- 1 - Used to sign contracts.
- 2 - Contracts are PAID IN FULL when signed.
- 3 - During the season, each team will have the ability to earn in excess of \$120,000,000.
 - a - \$5,000,000 each BLOCK for posting Starter Schedule.
 - b - \$5,000,000 each BLOCK for posting INACTIVES.
 - c - \$2,000,000 if team has Cy Young or MVP on team.
 - d - \$10,000,000 if team makes the playoffs.
 - e - \$10,000,000 if team wins World Series.
 - f - \$5,000,000 if team gets no penalties during the season.

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Section 8 – SEASON ([back](#))

A. ROSTER

.... 1 - At the end of the FREE AGENT AUCTION, all teams will be under the CAP, have at least 28 players, two (2) players rated at each position, 400 ReIP and 162 GS.

.... 2 - If a team doesn't meet those requirements, that team will be INELIGIBLE for the playoffs.

B. LENGTH

.... 1 - The DBA will have a 162 game season; 81 home games and 81 road games.

.... 2 - Each team will have 108 league games.

..... a - Each team will have 48 games in division.

..... b - Each team will have 60 games against the other division in the league.

.... 3 - Each team will have 54 interleague games.

C. BLOCKS

.... 1 - The season will consist of twelve (12) BLOCKS.

.... 2 - BLOCKS 1-2 will be one (1) month in length (April, May).

.... 3 - BLOCKS 3-4 will be two (2) weeks long (June).

.... 4 - BLOCKS 5-6 will be two (2) weeks long (July).

.... 5 - BLOCKS 7-8 will be two (2) weeks long (August).

.... 6 - BLOCKS 9-12 will be one (1) week long (September).

C. SERIES

.... 1 - A total of 50 series will be played by each team (25 home series, 25 road series).

.... 2 - Each series will consist of 3-4 games.

.... 3 - A team will play both a home and road series vs the same team during the same block.

..... a - BLOCKS 1-2 -- 8 to 10 series each.

..... b - BLOCKS 3-8 -- 4 series each.

..... c - BLOCKS 9-12 -- 2 series each.

D. SCHEDULE

.... 1 - The regular-season schedule will consist of 25 sets of home/road series against the same opponent.

.... 2 - The regular-season schedule will run from April 1st to September 30th.

.... 3 - The playoffs will start one (1) week after the end of the season, October 7th.

.... 4 - The commissioner can extend the length of the regular-season or playoffs if necessary.

E. STARTER SCHEDULE

.... 1 - A 162-game "default" Starter Schedule is required at the start of the season.

.... 2 - A pitcher CANNOT start more than once in each series.

.... 3 - Each team must post a BLOCK starter schedule at the beginning of each BLOCK.

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Section 9 – PLAYOFFS [\(back\)](#)

A. QUALIFICATIONS

- 1 - The winners of each division (4) and the best remaining record “**wild card**” in each league (2) advance to the playoffs.
- 2 - If a team is disqualified from the playoffs for whatever reason, the team with the next best record becomes eligible.

B. TIE BREAKER - DIVISION

- 1 - Used if two or more teams finish the regular season atop a single division with identical records.
 - a - Better record in head to head meetings;
 - b - Better record within division;
 - c - Single-elimination game(s) (FTF or quick played only).
- 1 - If single-elimination games are required, a random roll will determine the home team.

C. TIE BREAKER – WILD CARD

- 1 - Used if two would-be wild card teams finish with identical records.
 - a - Single-elimination game will be played (FTF or quick played only), random roll determines the home team.
- 2 - Used if three would-be wild card teams finish with identical records.
 - a - Random roll determines the team with the bye.
 - b - Another roll determines the home team in the first game.
 - c - The winner of the first game will play at the team with the bye to determine the Wild Card.
- 3 - Used if four or more would-be wild card teams finish with identical records.
 - a - Single-elimination tourney will be held, with random rolls determining byes and home teams as necessary.

D. PLAYOFF PROCEDURE

- 1 - Each series will be a best-of-seven series.
- 2 - The schedule will be as follows -- OFF - G1 - G2 - OFF - G3 - G4 - G5 - OFF - G6 - G7 - OFF.
- 3 - Each series will be scheduled in its entirety.
 - a - (DS) DIVISION -- October 7th-17th.
 - b - (CS) CHAMPIONSHIP -- October 18th-28th.
 - c - (WS) WORLD -- October 29th-November 6th.

E. DIVISION SERIES

- 1 - The division winner with the best record in each league gets a bye.
- 2 - The other division winner will play the wild card.
 - a - The division winner is the home team for games 1, 2, 6 and 7.

F. CHAMPIONSHIP SERIES

- 1 - The bye team plus the winner in each league’s DS will play each other.
 - a - The division winner with the best record is the home team for games 1, 2, 6 and 7.

G. WORLD SERIES

- 1 - The two (2) winners from the CS will meet in the World Series.
 - a - The division winner with the best record is the home team for games 1, 2, 6 and 7.
 - b - If two wild card teams meet, the wild card with the best record would be home team for games 1, 2, 6 and 7.

H. PLAYOFF PLAYER USAGE

- 1. Starting pitchers must have 100 IP to start one (1), 150 IP to start two (2) and an asterisk (*) to start three (3) games.
- 2. Any S(x) will also be given R(S-4) throughout the playoffs.
- 3. A pitcher must rest two days between a starting appearance and a relief appearance.
- 3. Each occurrence of playoff misuse will result in [PENALTIES](#), unless HAL was directly to blame.
- 4. Hitters are limited to 10% of their PA (AB+BB).
- 5. Pitchers are limited to 10% of their IP (rounded up).

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Section 10 – ROOKIE DRAFT ORDER [\(back\)](#)

A. FIRST ROUND

- 1 - The first six (6) picks will be determined by a lottery.
 - a - The bottom six (6) number of wins will be included in the lottery.
 - 1 - Fewest wins gets 50 chances.
 - 2 - Second fewest wins gets 25 chances.
 - 3 - Third fewest wins gets 13 chances.
 - 4 - Fourth fewest wins gets 7 chances.
 - 5 - Fifth fewest wins gets 3 chances.
 - 6 - Sixth fewest wins gets 2 chances.
 - b - Teams will be drawn at random.
 - c - The most draft spots a team can drop will be two (2).
- 2 - The next six (6) picks (non-playoff teams) will be ordered by fewest wins.
 - a - In case of ties, the fewest wins in the previous year will get the lower pick.
- 2 - The final six (6) picks (playoff teams) will be ordered by the round they exit the playoffs.
 - a - If exiting in the same round, fewest wins will get the lower pick.
 - b - If still tied, fewest wins in the previous year will determine the lower pick.

B. ROUNDS TWO THRU SIX

- 1 - Order determined by number of wins, fewest to most.
 - a - In case of ties, the fewest wins in the previous year will be the lower pick.

Section 11 – TRADING [\(back\)](#)

A. TRADES

- 1 - All trades must be reported and confirmed on the [DBA Forum](#) by all owners involved before the trade will be considered official.
- 2 - Owners CANNOT make trades that include provisions concerning player performance or any other contingency.
- 3 - Owners CANNOT trade draft picks, CAP room, or “nothing”
- 4 - If TREASURY is involved, a NET of 1M (\$1,000,000) must be transacted.
- 5 - Each trade must include a player, RFA rights, or TREASURY on each side.
- 6 - After the trade, each team must be under the CAP, otherwise the trade is VOIDED.
- 7 - Disbursal Owners CANNOT trade the first two (2) players selected by its team in the disbursal draft for one (1) year.
- 8 - Expansion Owners CANNOT trade the first two (2) players selected by its team in the expansion draft for one (1) year.

Section 12 – OWNERSHIP CHANGES [\(back\)](#)

A. FIRST IN-SEASON DROPPED OWNER

- 1 - All missing games will be quick played.
- 2 - All roster decisions will be made by the commissioner.
- 3 - A search for replacement owner will begin.

B. MULTIPLE IN-SEASON DROPPED OWNERS

- 1 - All missing games will be quick played.
- 2 - All roster decisions will be made by the commissioner.
- 3 - A DISBURSAL DRAFT will be held in September.

C. DISBURSAL DRAFT

- 1 - All dropped teams will pool all of their assets (picks and players under contract for the next season).
- 2 - Disbursal owners will be located.
- 3 - A snake draft will be held; first located owner gets choice.
- 4 - All players and picks will be drafted.
- 5 - All total contract values and disbursal treasuries will be totaled and then divided evenly.
- 6 - All drafted contracts will be subtracted from each team’s treasury amount to give initial treasury.

D. EXPANSION DRAFT

- 1 - If the DBA retains over 80% of its owners for a single four-year period, it will expand by two teams.
- 2 - When that happens, expansion rules will be added here.

E. CONTRACTION

- 1 - If too many owners exit the DBA in a single year, the DBA might consider contraction.
- 2 - Contracted treasuries will be distributed evenly to the remaining teams.
- 3 - Contracted rookies will immediately become FREE AGENTS.
- 4 - Contracted players under contract for the following year will have their contracts auctioned off prior to the FREE AGENT AUCTION WEEKEND.

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Section 13 – COMPUTER SETTINGS [\(back\)](#)

A. MAIN RULES – Maximum Level

- 1 - IMPROVE STATISTICAL ACCURACY - CHECK
- 2 - BUNT FOR BASE HIT - CHECK
- 3 - IMPROVE OUT DISTRIBUTION - CHECK
- 4 - IMPROVE BASERUNNING REALISM - CHECK
- 5 - HOME FIELD ADVANTAGE - CHECK
- 6 - STARTING PITCHER CLUTCH - CHECK
- 7 - MORE BASERUNNING DECISIONS - CHECK
- 8 - DOUBLES/TRIPLES OPTIONS - CHECK
- 9 - FORCE DAILY INJURIES - NO
- 10 - REALISTIC THROWING ERRORS - CHECK
- 11 - ALLOW EXTRA PRE-1900 ERRORS - NO
- 12 - PITCH AROUND OPTION - CHECK
- 13 - ROBBING HOMERUN RULE – CHECK
- 14 - CORRECT BOARD GAME EXCESSES – NO
- 15 - ALLOW ERRORS ON BUNTS – CHECK
- 16 - ALLOW ERRORS ON PICKOFFS - CHECK
- 17 - STEALING - Super Advanced Steal System
- 18 - MISCELLANEOUS – Use Miscellaneous Rules
- 19 - INJURIES - DO NOT Use Injuries
- 20 - GROUND BALL A – Allow GBA on Pitchers Cards
- 21 - BP/WEATHER/CLUTCH – Use BP/DO NOT Use Weather/Use Clutch
- 22 - STRATEGY CHART - Super Advanced Strategy Charts
- 23 - CLOSER RULE – Use Closer Rules
- 24 - PITCHING FATIGUE – Use SADV Fatigue and Pitch Count
- 25 - OVER USAGE - DO NOT Use

B. LINEUPS and USAGE

- 1 - VISITING TEAM LINEUP – Draft League Mode NO Rest
- 2 - HOME TEAM LINEUP – Draft League Mode NO Rest
- 3 - SCHEDULED DAYS OFF – NO Scheduled Days Off
- 4 - AUTO SWAP – NO Auto Swap-O-Matic
- 5 - MINOR LEAGUERS – 40/25 Method
- 6 - OVERUSAGE – Try To Limit Overusage
- 7 - USE 'SUPER HAL' BULLPEN – YES
- 8 - USE 'SUPER HAL' LINEUP SUBS – YES
- 9 - ALLOW EXTRA GS FOR CERTAIN PITCHERS – NO
- 10 - USE ACTUAL PITCHER BATTING CARDS – YES

C. GAME PREFERENCES

- 1 - ENTRY MODE - ANY
- 2 - PLAY BY PLAY LEVEL - ANY
- 3 - RESULTS AND OPTIONS – Save PBP to file
- 4 - COMPUTER MANAGER – Visitor Managed by Computer

D. AUTOPLAY/BOXSCORE

- 1 - OUTPUT – WHAT --- Boxscore, PAC, and Scoresheet
- 2 - OUTPUT – WHEN --- Always
- 3 - OUTPUT – WHERE --- Save to File
- 4 - CHECKBOXES --- Check all Checkboxes, especially CREATE GAME RESULT FILES

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Section 14 – PENALTIES [\(back\)](#)

A. PENALTIES

- 1 - Failing to post a default CM (unlocked with starter schedule) prior to the beginning of the season, 5M (\$5,000,000) removed from TREASURY.
- 2 - Any unauthorized quick played game, 1M (\$1,000,000) removed from TREASURY.
- 3 - Any overused (>100%/120%) player, 1M (\$1,000,000) removed from your TREASURY per 1%.
- 4 - Any underused (<25%) player, 1M (\$1,000,000) removed from your TREASURY per 3%.
- 5 - Pitcher exceeds allowable GS, 5M (\$5,000,000) removed from your TREASURY per GS.
- 6 - Improper rest between GS, 2M (\$2,000,000) removed from your TREASURY per instance.
- 7 - Using any player on the MANDATORY INACTIVE LIST, 5M (\$5,000,000) removed from your TREASURY per game played.
- 8 - Using more than 25 players any single block, BLOCKS 1-8, 2M (\$2,000,000) removed from your TREASURY per player used.

B. RESULT

- 1 - If any penalties during the year, owner loses NO PENALTY bonus to TREASURY.
- 2 - If TREASURY becomes negative due to excessive penalties, an immediate vote to expel the owner will be conducted.
- 3 - If a player has exceeded 100%/120% usage, that player is placed on the MANDATORY INACTIVE LIST for the remaining BLOCKS of the season.
- 4 - If a player is overused, the following additional penalties will be enforced.
 - a - Overused by 2-3%, fifth round rookie draft pick is lost.
 - b - Overused by 4-5%, fourth round rookie draft pick is lost.
 - c - Overused by 6+%, player is immediately WAIVED and third round rookie draft pick is lost.
 - d - If a draft pick is already lost due to penalties, the next best draft pick is lost instead.
- 5 - If a player is underused, the following additional penalties will be enforced.
 - a - Used less than 20%, sixth round rookie draft pick is lost.
 - b - Used less than 10%, player is immediately WAIVED and fifth round rookie draft pick is lost.
- 6 - If a team uses more than 25 players in any single block, BLOCKS 1-8, the following additional penalties will be enforced.
 - a - First player, fifth round rookie draft pick is lost.
 - b - Second player, fourth round rookie draft pick is lost.
 - c - Three or more players, third round rookie draft pick is lost and a vote to expel the owner will be conducted.
 - d - If a draft pick is already lost due to penalties, the next best draft pick is lost instead.

C. COMPENSATION

- 1 - All TREASURY penalties will be pooled together and distributed evenly to all non-penalized teams.
- 2 - All rookie draft pick penalties will be pooled together and distributed by number of wins to all non-penalized teams.