

NOSL CONSTITUTION

I. Introduction

The New Orleans Salary League was formed in 2005 by Jerry Whitson and will be known as NOSL. This is a modern day salary league.

II. League Structure

2.1- NOSL is composed of two leagues- the American League and the National League.

2.2- The American League will use a designated hitter (DH). The National League will not use the DH.

2.3- Each league is composed of two divisions of five teams each for a total of 20 teams.

2.4- Player usage is limited by AIM, PR, and MBF.

2.5- The fatigue with reduced injury setting will be used

2.6- The 930 rule for innocuous hitters will be used.

2.7- Home park effects will not be used.

2.8- Any league member may propose rule changes to the constitution during the off-season at a time specified by the commissioner. All owners are required to vote in all league polls. There is a fine of \$10,000 for not voting. A simple majority of 11/20 is necessary to pass a rule change.

III. League Requirements

3.1- League dues will be \$15 a season and are nonrefundable. Dues must be paid before an owner is allowed to participate in the rookie draft.

3.2- Franchise owners must have BBW 5.75 and buy the APBA season disk.

3.3- Each franchise will select a name for their team.

IV. Beginning the Season

4.1- The season will start at a time determined by the commissioner (generally between mid-March and April 1). The season will run approximately 6 months.

4.2- The commissioner will provide the initial organization disk from the APBA data disk prior to the start of the season.

4.3- Prior to the commissioner sending out the first Play Ball file, all owners must submit their active rosters with lineups and rotations to the commissioner (see section VI for roster specifics).

V. Playing the Season

5.1- NOSL series will be 3 games in length vs. one opponent.

5.2- Games will be played in a three day period.

5.3- Franchise files with game results will be due to the commissioner by the third day by a time specified by the commissioner.

5.4- The commissioner will send out the results file at that time.

5.5- Any managers wanting to make changes to their active roster, lineup, or rotation can submit a new default file to the commissioner within 24 hours.

5.6- The commissioner will send out the new play ball file 24 hours after the results file.

5.7- Any trades that are made during the week must be reported to the commissioner by both teams before the commissioner file is sent out in order to use the players in that week's games.

5.8- Default micromanager is Felipe Hernandez.

5.9- Scripts will be sent if requested by an opponent or the commissioner.

5.10- Owners that are late with files without prior approval by the commissioner are subject to the following penalties:

3 misses = \$1,000,000 fine

5 misses = \$2,000,000 fine

7 misses = \$2,000,000 fine and 1st round pick is moved to the end of the round. In the event such a pick is not owned by the offending owner, a 1st round pick must be acquired or a \$4,000,000 fine will be assessed.

9 misses = \$2,000,000 fine and all picks are moved to the end of each round. This applies to all picks owned at the time of the offense and any original picks not owned at the time but later reacquired.

10 misses = expulsion from the league.

5.11- Pitchers must bat 8th or 9th in the batting order.

5.12- All owners must be dedicated to fulfilling their responsibilities to the league and each other. This includes fair and timely management of their team and players according to the league rules. Most importantly, it is the responsibility of owners to communicate in a timely manner with the commissioner and other owners to help maintain a smooth running league. To that end, owners must have an active e-mail account that is capable of sending and receiving the necessary files used in NOSL.

5.13- Owners are responsible for ascertaining that they have enough players and coverage at each position throughout the course of the season. The AIM guidelines call for 1200 pr per position and 7000 MBF for pitchers. If a team has usage problems during the season, the commissioner will consider these guidelines closely when determining if penalties are applicable.

5.14- There will be no free agents picked up during the season.

5.15- Owners must dome their stadiums to avoid most rainouts. Any rainouts that do occur will only be made up at the end of the season if it affects which teams will be in the playoffs.

5.16- Players are limited to 150% of their total steal attempts for the season. If a micromanager goes over the limit, there is no penalty. If an owner is managing his own team and attempts more steals than are allowed, the following penalties will be imposed:

First violation- \$250,000 fine

Second violation- \$500,000 fine

Third violation- \$500,000 fine and 1st round pick is moved to the end of the round. If the pick is not owned by the offending owner, a 1st round pick must be acquired or a \$2,500,000 fine will be assessed.

Fourth violation- \$750,000 fine and all of the team's picks currently owned or reacquired are moved to the end of each round.

Fifth violation- \$1,250,000 fine and all of the owner's remaining picks moved to the end of each round.

Sixth violation- \$1,500,000 fine.

5.17- If a new owner takes over a team, the picks and monetary penalties for missing deadlines and/or overuse of steals are restored.

VI. Roster Rules

6.1- Team rosters will be no more than 60 players, including up to 6 never-carded prospects (NC).

6.2- Players that have been carded by APBA in the past but are not carded during the current season will be given a (CP) designation. These players do not count toward the 6 never-carded prospect (NC) limit.

6.3- NC and CP players cannot appear in NOSL league games.

6.4- Teams must have a minimum of 30 players at all times.

6.5- Active rosters will be 26 players with the balance on the farm teams.

6.6- Active rosters must contain at least one backup at every position. A player may backup multiple positions.

6.7- Teams must carry at least 4 starting pitchers on their active rosters at all times.

6.8- During the final month of the regular season, active rosters may be expanded to a maximum of 40 players. The commissioner will notify the league in advance when this will take place.

VII. Playoffs

7.1- Active roster for the playoffs is 26 players.

7.2- Active rosters can only be changed between series.

7.3- The winner of each division will make the playoffs.

7.4- The two non-division winners each league with the best records will make the playoffs as wild card teams.

7.5- In the event of a tie in a division, a one game playoff will determine the division winner. Wild card teams whose records are tied will be determined by head to head record, then division wins, then runs scored, then a coin toss by the commissioner to determine who makes the playoffs or has home field advantage.

7.6- All playoff series will be a 2-3-2 format.

7.7- In each league, the wild card team with the worst record will play the division winner with the best record and the wild card team with the best record will play the division winner with the worst record.

7.8- Division winners will have home field advantage over wild card teams in the first round of the playoffs. In subsequent series, including the championship series, home field advantage will be determined by winning percentage. In case of ties, head to head record, then division wins, then runs scored, then a coin toss by the commissioner will determine home field advantage.

7.9- Injuries and fatigue will be reset prior to the start of the playoffs but any injuries and fatigue that occur during the playoffs will stand.

7.10- All playoff games must be played live using Team Viewer or some other agreed upon program.

7.11- Steal attempts during the playoffs are limited to 20% of attempts during the regular season. The penalty for going over is the loss of the offending team's 8th round (or latest) pick in the upcoming draft.

VIII. Trading

8.1- Trading is open all year. However, in-season trades must be completed by the end of four months of play (week 33 results file) to take effect for the rest of that season, including the playoffs. The commissioner will announce in advance the specific date. Any trades made after that deadline will not take effect until the off-season.

8.2- Teams must adhere to the salary cap (see section IX). Any trade that would put a team over the salary cap will be voided by the commissioner.

8.3- Teams may never have more than 6 never-carded (NC) players on their roster. Any trade that would put a team over this limit will be voided by the commissioner.

8.4- Only draft picks for the immediate upcoming draft may be traded. Trading of future draft picks (two or more years away) is not allowed. The conclusion of the pre-season draft marks the time when next year's draft picks can be traded.

8.5- Cash may be used in a trade at any time, as well as one owner paying part or all of a player's salary. If an owner agrees to pay part or all of a player's salary, they must stipulate for how many years of the contract this is in effect. If that player is traded to another team, the first team must continue to pay what they agreed to the new owner of the player. If an owner buys out the contract (see section IX), the original owner is not required to pay any part of the buy out and their financial obligation is complete.

8.6- Trades are deemed complete when both managers notify the commissioner, via e-mail, what the trade is and that they agree to it. Trades must be confirmed by each owner within 48 hours or the owner that first reported the trade to the commissioner may pull the trade off the table. Once the commissioner has seen that both owners have confirmed the trade and that it meets all of the parameters stated above, the trade will be reported to the league.

IX. Salaries and Contracts

9.1- Each team receives \$100,000,000 per year for team operations.

9.2- Owners are limited to a budget of \$100,000,000 for player contracts extending beyond the current season.

9.3- Under no circumstance may a team go over the salary cap due to a trade, auction, or draft pick.

9.4- When final rosters are turned in prior to each season, some teams may find that they have some remaining funds available. Teams may carry forward an amount up to a maximum of \$10,000,000 to the next season. It is therefore possible to begin the next year with up to \$110,000,000. Any funds remaining over \$110,000,000 are lost.

9.5- Contracts are 1 to 7 years in length. The owner sets the length at the time the player is signed and it cannot be changed, even if the player is traded.

9.6- The minimum salary for players is \$150,000 per year.

9.7- Any player whose annual salary is \$630,000 or less is only allowed to be placed under a one, two, or three year contract.

9.8- A contract can be bought out by paying half of the contract's remaining value. For example, if there are 4 years remaining on a contract with an annual salary of \$500,000, the contract can be bought out for \$1,000,000 payable out of a team's current funds. That player is then cut from the roster.

9.9- When an owner has a player that has reached the end of their contract, a decision must be made as to what to do with that player. This decision is due to the commissioner by the date specified by him. The two options are as follows:

A. Extend the contract for one year by doubling the previous contract's annual salary. For example, if a player had an annual salary of \$750,000, the contract can be extended for one additional year for \$1,500,000.

B. Release the player into the free agent auction (see section XI). No further obligations or ownership rights would exist. An owner could still bid on the player in the auction along with the rest of the league.

9.10- Any player that is on a major league roster or minor league organization in MLB must be paid in NOSL. The only exception is a player who signs a one day contract to retire with a MLB team. However, if a player dies, retires from MLB, or leaves MLB to play in another country, the team that owns that player in NOSL may be released from their contract the following season and give up their rights to that player. If an owner wants to retain the rights to such a player, they must continue to pay him.

9.11- At the time a team is taken over, the new owner may drop one player's contract without penalty. This is allowed so that a new owner is not unfairly hindered by many bad contracts from a previous owner. The dropped player will enter the free agent pool where he may be bid on by any owner.

9.12- Salaries will be paid on the first of the month during the season.

X. Draft

10.1- The draft will be at a time determined by the commissioner.

10.2- The draft will be conducted via e-mail. Each owner will be given 24 hours to make their pick. The commissioner may adjust this clock as he deems necessary.

10.3- An owner that misses his pick may make it up at any time.

10.4- Draft order will be reverse order of finish from the previous NOSL season for all non-playoff teams. The 8 playoff teams will draft 13-20 regardless of record. The 4 losers of the LDS round will draft 13-16 based on regular season records, the two LCS losers will draft 17 and 18 based on regular season records, the world series loser will draft 19 and the league champion will draft 20.

10.5- Ties will be broken by head to head record, then division record, then runs scored, then coin toss by the commissioner.

10.6- All players, professional and amateur, not on NOSL team rosters at the beginning of the draft are eligible to be drafted.

10.7- The draft will be 8 rounds.

10.8- Players drafted will have their salaries set as follows:

1st round- \$1,400,000 for the first player taken, decreasing by \$20,000 per pick, down to \$1,020,000 for the 20th pick.

2nd round- \$1,000,000 for the first pick in the round, decreasing by \$20,000 per pick, down to \$620,000 for the 40th pick.

3rd round- \$600,000 for the first pick in the round, decreasing by \$10,000 per pick, down to \$410,000 for the 60th pick.

4th round- \$350,000 for all players in the round.

5th through 8th rounds- \$150,000 for all players.

10.9- The maximum contract length for all players taken in the rookie draft is 3 years.

XI. Live Auction

11.1- Each team will be allowed 2 of each of the long term contract lengths (5, 6, and 7 years) in each year's auction.

11.2- Contract lengths can only be offered to players until their 40th birthday. A player age 39 or older can only be signed to one year contracts. Player age will be determined by whatever age they will be during the calendar year for each season and will be listed on the NOSL spreadsheet. The spreadsheet will be the final word on players' ages.

11.3- When bidding on a player in the free agent auction, the highest bid wins. A bid is equal to the total contract value (annual salary times years). For example, a bid of \$1,000,000 annually for 5 years (\$5,000,000) would beat \$2,000,000 annually over 2 years (\$4,000,000).

XII. Commissioner's and Vice Commissioner's Roles

12.1- The commissioner's role is to best serve the interests of NOSL. He shall be accessible to league members and help promote communication and understanding among league members.

12.2- The commissioner shall appoint a vice commissioner.

12.3- The commissioner will mediate disputes between managers and make final decisions after all sides have presented their case.

12.4- The commissioner shall have the authority to assess penalties up to and including expulsion from the league for missed deadlines, lack of correspondence on league matters, and other conduct, such as collusion or cheating, that is detrimental to the league.

12.5- An owner may appeal a decision by the commissioner by taking it to the league within 48 hours. Only the owner of the team in question can appeal the decision. A majority (10/18- not including the commissioner and the member appealing) are required to overturn the commissioner's ruling.

12.6- The commissioner shall appoint a vice commissioner who will assist the commissioner in handling the salaries, contracts, and other league business.

