



Manage Your Team League

MYTs is a 12 team league divided into two 6 team divisions, playing an aggressive schedule of 72 games per season plus playoffs. 60 games against your division and 12 against the other. This will be played on APBAGO, you will need custom teams, collections and the current season we are playing. This league is designed to allow managers to have as much control as possible.

STANDINGS:

<https://docs.google.com/spreadsheets/d/16IsKTXXbMV43JayQvs7dkhCWKK0uXn3dWHI92ysrY3o/edit#gid=216181774>

WEBSITE:

<http://myt.drafthammer.com/index.asp>

The goal is to play a minimum of 2 series per week, meaning we should finish a regular season in 3 months and a season in 4-5 months.

There is a cost of \$5 per team, per season to cover the cost of the website.



DRAFT

The draft is 10 rounds. Non-playoff teams go by record, playoff teams go by 1st round losers by record, 2nd round loser by record, WS loser, WS winner. Tie breaker 1st FTF, 2nd vs division, 3rd vs other division.

All players on the website are available to be drafted but only those carded in APBAGO can be used during the season.

CONTRACTS

Each team has 100 contracts years available for each season. You may not go over 100 anytime during the season. You must spend at least 75 years each season. Unused years do not carry forward to the next season but can be used to add players during the trading period.

You determine how many years each player signs for after the draft. IE you Draft Ty Cobb and want him for the next 7 season. He would count as 7 years against your 100 contract years for each of the next 7 years, and you would have 93 left for each of the next 7 years.

Contract goes with the player if traded.

1 and 2 year contracts are considered short term and those players automatically go back to the draft pool when their contract expires.

3+ years contracts. Once the contract expires those player Free Agents.

A Free Agent (RFA) is a player whose contract was 3+ years and has expired. A list of all RFA will be sent out and EVERY manager and each manager may offer any RFA a contract, RFA's always sign with the team with the most years. If there is multiple offers for the same number years he will resign with his last team if they were on of the highest offers, unless the finale year of his contract is included then it will go to draft picks to determine who he sings with. If multiple teams offer the same and the players last team is not involved teams will have 1 chance to add a draft pick in the upcoming draft, The highest draft pick is where the player signs and the pick is forfeited. You may only bid up to a player's final year in the MLB.

Any player cut still under contract cut still counts toward your 100 years until the contract expires.

WAVIERS

24 hours last to first by record, you must be willing to take on the players remaining contract.

Rosters minimum of 20 players during the season.



Pitching

Starters are limited to 10 innings in a start.

Only pitchers with a starting grade can start a game.

Starting pitchers require 2 games off between starts.

Pitchers that only Start get 50% of GS or IP

Relievers and starters who will pitch in relief get 50% of IP

Split grade pitchers get 50% of IP

Relievers may pitch 2 2/3 innings per game with a max of 5 IP per 3 game series. They may pitch 2 2/3 innings in 1 game of a double header.

Starters and split grades may pitch up to 4 innings in a game but must sit for the next 2 games after pitching 3 or more innings in a single game.

Pitchers may pitch run without it counting as a game played but if the pitch hit they must pitch to at least 1 batter the next inning.

Offensive Players

No Designated Hitter for now maybe in 1973.

J0-3 hitters can use 50% of the MLB total plate appearances or games played.

J4 hitters get 50% PA

RAINOUTS should be disabled before the start of each game.

GLITCHES are to be replayed as if the game never happened

INJURIES disable Injuries should remain OFF, All injuries are for current game only, disregard the number of days it says.



OVERUSAGE

Any player over used will be ineligible for the playoffs, length to be determined by the rules committee. In cases of multiple players over used teams are subject to further restrictions including loss of draft picks. Penalties are all at the commissioner's decision.

TRADING

Draft picks may only be traded 1 year out. After the 1930 WS the 1932 picks will be release.

Starts after the World Series and ends right before the season begins (date TBD). There will also be a mid-season trading period between games 28 and 54.

No Conditional picks trades allowed.

FREE AGENTS

Any free agent may be signed to a 1 year deal for the rest of the current season.

Free Agents can NOT be added after the trading deadline.



PLAYOFFS

3 teams from each division 2v3 play 5 games 2-2-1, W23v1 play 7 games 2-2-1-1-1 and a 7 game World Series 2-2-1-1-1.

In a 5 game series for pitchers (MLB actual $X .09 =$ innings allowed) for the playoff series, for hitters (MLB games played $X .031 =$ games allowed) for the series.

In a 7 game series for pitchers (MLB actual $X .135 =$ innings allowed) for the playoff series, for hitters (MLB games played $X .044 =$ games allowed) for the series.

No carry over from one series to another. In case of a tie there is a 1 game playoff. If a tie for the final playoff spot it is a 1 game playoff, otherwise ties are determined by best record H2H, vs division, vs other division, coin flip.

