

DREAM TEAM FANTASY LEAGUE 25th ANNUAL BASEBALL DIVISION

You have been cordially invited to participate in the 25th annual BASEBALL ROTISSIERE LEAGUE. The objective of the game is to make major league managerial decisions to help boost your team to the top of the league standings. We will use the ACTUAL statistics of each player according to the USA TODAY newspaper. Now test your managerial skills against others and determine who is the best manager!!

NOTE: NO EXPERIENCE IS NECESARY ... ONLY A GENERAL KNOWLEDGE OF THE PLAYERS IS NEEDED.

DRAFT NIGHT: March 28th, 2015, SATURDAY

TIME: 11:00 AM PRE-DRAFT MEETING (IF NEEDED)

11:00 AM DRAFT BEGINS ENDING APPR. 3:00 PM

LOCATION: COMMISSIONER WADAS HOUSE

9833 Spruce Ct. , Cypress, CA, 90630

COST: \$60.00 PER TEAM

CONFIRM FOR SPOT WITH COMMISSIONERS:

GLENN WADA (714) 952-4435 HOME, (714)906-0780 CELL
Glennw@cosmoslink.net

DARRYL YOSHIZUMI (714) 635-0594 HOME (714) 926-4819 CELL
dyoshizumi@sbcglobal.net

TRANSACTION MESSAGE CENTER- Use the website first or e-mail me ... or home 714-952-4435

Note: You MUST be present for the draft! Or have a representative present. No drafting by phone!!!

* Unless an emergency arises then a LARGE list must be prepared and 1 of the other coaches must be willing to draft. No calling out, if you want to know who you got you have to call! We will not hold up the draft for anyone not here. You must also let the commissioners know of your not being there prior to the draft not on draft night!

BASIC RULES:

This league will consist of up to 11 teams maximum. Each manager will manage a team (or a team may consist of co-managers). Each team will select a team name for the standings.

The prize fund will consist of entry fees and transaction fees minus any expenses (Commissioner fees / Draft Night expenses). Commissioner fees include fax calls, message center, computer usage and copies.

Draft day/night:

Draft order will be by bidding for the first 4 rounds. You begin with \$100 to spend (has nothing to do with entry fees) . Bidding is by \$1.00 increments. You must have at least \$1.00 left per players needed . For instance if you need 3 more players the most you can spend on one player is \$97. After the 4 rounds of bidding, a snake order draft will be run the final 14 rounds to round out the rosters. Your snake order draft position will be determined by how much money you have left after the bidding. The player with the most money will be the first pick down to the player with the least money having the last pick. Any ties will be broken by a tie-breaker – by random playing card.

Coaches should be prepared before draft day! A list of possible players to draft should be brought to the draft by each manager (please make a big list!) and crossed off as the player is picked. This eliminates repeat picks and helps keep the draft moving efficiently. APPROXIMATELY (11 X 18) 191 PLAYERS WILL BE DRAFTED when 11 teams are playing SO PLEASE PREPARE THE LIST ACCORDINGLY.

Each team roster WILL consist of : 18 players....

quantity position

- 1 player from each infield position
- 1 reserve infielder (plays more than 1 position)
- 4 outfielders
- 1 designated hitter (any hitter – any position)
- 7 pitchers (any combo of starters and relievers)

DRAFT DAY NOTES:

- We will be playing the American League ONLY.
- A player must have played in **10** games at a position to qualify there. A reserve must play at least **10** games at **2** positions to qualify as a reserve.
- Any player may be drafted even if he is in the NBA or lives in Greenland. But, a player cannot be drafted if they are in the National League or National league minor league system.
- A player's stats only count during the period you have him on your roster. If you have a player on your roster on opening day then you will have all of his stats till you drop him. But, if you acquire a player later, then all of his previous stats do not count toward your statistics .. only his future stats!! Each team will then be compared to the others and ranked according to points. Prizes will be distributed at the end of the league.

ADDITIONAL RULES:

1. Transactions:

- When calling in a move you must state the player to be dropped to be official!!
- Once you pick up a player on the transaction line he is yours. please no change of minds ..
- A PLAYER IS NOT OFFICIALLY ACTIVE on your roster until the upcoming Monday..
- You may pick up a player on Wednesday and decide you do not want him, you may drop him again without officiall being ACTIVE on your roster, BUT once you drop a player you CANNOT change your mind, he will be on the next waiver wire.
- To place a player on the injured list , the player MUST already be on the official MLB Disabled List.
- No player in the National league or National league minor league system may be picked up during the course of the season.
- If a **national league player is traded over to the american league**, the team who lost the player will get first option to pick him up. If 2 or more teams lose players and all teams want this player, those teams will have a sealed bid auction for that player(s). If no team has player(s) involved in trade, then there will be an OPEN sealed bid auction for that player, your bids (actual money willing to pay for this player will be a one-time (sealed) bid emailed to the commissioner)
 - Please send your email with the subject heading (“**DT Baseball Sealed Bid**”). Please also put ALL CONTINGENCIES to your pickup – such as “if I get player A , don’t bid on player B” ... or “if I don’t get player A, increase the player B bid \$10”, etc, etc ...
 - **Note:** the commissioners will put in their sealed bids to each other first before collecting any sealed bids from email. The bid will be due on the first Sunday after the trade was made. Unless, the trade was made on a Friday , Saturday or Sunday , then it will be the following Sunday to allow all players an equal chance to get their bids in. If a player does not want to be claimed by the team that had it’s rights, then the player will also be up for an open sealed bid auction (as per voting June 1995).
 - **Player qualifies as on your roster for the trade: To qualify as the owner of a player, the player must be ACTIVE on your roster collecting stats zeroes or whatever ... so if you feel a player is getting traded tomorrow for somebody in the other league he must already be active collecting stats to qualify .. this could be a minor or major leaguer or they need to be officially on your DL list. So, if you pick up a player on Sunday, he is not active till the 1st game starts on Monday.**

- **Bid process will complete on Sunday night at 10:00pm. If players are not bidden on, they will immediately become free-agents.**
- A player's position at draft night is last year's position. Once the season starts a player's position is now whatever he is currently playing or has played this year. Exception: A rookie with no games this year reverts to last year. Or if you draft a player at 3b and move him to 1b you can move him back to 3b anytime. If you drop him and pick him back up you must acquire him at the new position only. Referred to as a "grandfather clause"
- Addition to rules (2013) – If a player does not play last year, then his position may revert to the previous year he qualifies for a position.
- All roster changes are made with the league commissioners ONLY through the transaction line or if necessary - the commissioners.... All acquisitions are on a first-come first-serve basis. If two teams want the same player, whichever team officially announces the move with the commissioner first will receive him!! The commissioners, as always, for a transaction to be official must call the other commissioner for their transaction - all the same rules apply. The commissioners will keep track of the time and date for all transactions and record it to avoid any discrepancies

2. Trades:

- All trades are subject to approval by the commissioners. When trading a player, if an injury is known and not made known during the trade, the trade can be nullified by the league. This is a friendly league so collusion between 2 or more teams will not be tolerated. We have never had this problem, nor do we believe we ever will, as this is why we are critical as to whom we will allow to join our baseball and basketball leagues. If proven guilty of collusion a player will be banished from the league. If a trade is obviously collusion please bring it to the attention of the commissioners for review. Remember, if you think a trade is collusion, trades are never perfectly even - sometimes one team is gambling on 1 of the players. Categories traded for must also be considered - a player strong in 1 category cannot be compared evenly with a player strong in a different category. So, consider all things before declaring a trade illegal - there must also be an intention of collusion, what place the teams are in and what part of the season we are in also matters. If collusion is agreed, the teams will be dealt with including possible banishment from the league until hell freezes over or clippers win the NBA championship whichever comes first. Also, money may never be involved when making a trade. Since we are all friends and enjoy playing - win or lose – I don't think it will ever come down to that, but I thought it needs to be stated.
- **MLB Trade note:** To qualify as the owner of a player that was traded, the player must be ACTIVE on your roster collecting stats zeroes or whatever ... so if you feel a player is getting traded tomorrow for somebody in the other league he must already be active collecting stats to qualify .. this could be a minor or major leaguer or they need to be officially on your DL list.

3. Waivers:

- To give a fair chance to all players in claiming a player that was dropped this week, the waiver list has been imposed. Players that are released by a team will be placed on waivers. the waived player will be on the waiver list for a period of 1 week. The deadline to put your bids in is Sunday night at 10:00 pm.
- **Appended 2003:** The waiver pick-up order will no longer be by lowest in the standings. The order will be determined on draft day by a random draw. When a player makes a waiver claim they will be then claimed in order of this list, once you make a waiver claim, you will then drop to the bottom of the list.. if multiple teams make claims, the lower team will go to the bottom of the list first.
if you drop a player you **can't** use your waiver pick on him, you can put a free-agent claim so if he passes through waivers you will can get him back. If multiple teams say they don't want to use their waiver wire

order and want to
claim the player as a free agent then the order is:

1. team who dropped the player
2. reverse order of the waiver wire standings. (so if you really want him and you are high in the waiver order , then use it ...)

- At 10:01 pm Sunday all players not claimed become free-agents and can be picked up by anyone! A team can only claim 1 player off waivers per week. A team cannot claim the player he dropped on waivers until after he becomes a free-agent. This gives a teams an equal chance of claiming a player, since some teams get their standings after others.

4 Transaction Deadline:

- Transaction deadline is 10:00 pm Sunday for waivers and 4:00 pm Monday or before any games start whichever comes first for transactions. Transactions need to be done by website. Transaction telephone number is (714) 906-0780 if you don't have access to the website. If there is a tie to the minute then the team using the website will get the advantage ...

5. Categories:

- Hitters: HR, RBI , SB, AVG , Pitchers: W, S, ERA, K/W (Strikeouts to walk ratio)
- **New Rule 2001:** Using R (runs scored) as a category ... we now have 9 categories to score from.

6. Minimum Requirements:

- Minimum Innings Pitched for your pitching staff is 900 innings. If you fail to qualify for the 900 innings you will automatically receive a last place finish in ERA and K/W categories.

7. Amendments:

- All established Dream Team Classic League rules were determined in fairness to ALL teams. Each season at draft night, amendments to existing rules or new rules may be voted in, but they must be formally written up as rule change proposals. Any rules not covered herein will be decided by the commissioners as necessary.

Current Possible Teams:

Staypuft Marshmallows – Glenn Wada

Bartman – Darryl Yoshizumi

Bus Drivers – Jon Oganeku and Jon Schlegel

Team CP – Chris Inouye and Dave Yamazaki ?

Nak Attack – Jeff Nakamura

Basement Bound – Scott Zeidman – Out for 2015

Bad Hops – Wayne Hokama

Flying Solo – Glenn Kaminishi

Drillys – Jimmy Jue

French Toast – Rob & Bryce Wada

Coyotes – Randy Fox

Team Kamaaina – Eddy Wong

So far 10 teams definite. Possible 11th team – waiting on Team CP