

USRL CONSTITUTION

This Constitution is the governing document of the United States Retro League (USRL).

I. MEMBERSHIP

- A. The USRL is an association of 18 members playing retro seasons of the Strat-O-Matic baseball simulation game. The league began with the 1959 season and 8 teams.
- B. Each member of USRL owns and operates one of the 18 fictitious baseball franchises. Players will be drafted from all players that are carded for that particular season.
- C. Each franchise will be assigned to one of three divisions. Subsequent expansion of MLB will be reflected in the USRL.
- D. There are no fees or dues assessed to members of USRL. Members are required to own the latest version and roster disk of the Strat-O-Matic game and install all patches when they become available.

II. SCHEDULE

- A. Each USRL team will play a 162-game schedule. The schedule will be "unbalanced," and will be determined by the commissioner with input from team owners prior to each season
- B. USRL members will play their team's home games. The home team manager may choose to send a computer manager (CM) to his opponent, or play the games via NetPlay if both managers agree.
- C. NetPlay is encouraged, but is not required. Deadlines for submission of game results will not be extended to accommodate NetPlay.
- D. A schedule of due dates will be distributed prior to the start of the season.
- E. Essentially the schedule will follow this pattern:
 - 1. CMs for each phase of games will be due out to opponents (with a copy to the Commissioner) by midnight Eastern Time on Tuesdays. We will use a Yahoo Groups distribution list located at <http://groups.yahoo.com/group/usrl/> for this purpose.
 - 2. Game results files will be due to opponents and the Commissioner by Noon Eastern Time on Sundays.
 - 3. Games not reported by the deadline will be auto-played by the league statistician using the Quick Spectator function of the game. This will ensure that the correct lineups are

being used for each game.

4. A new league file will be distributed Sundays by the league statistician.

III. PLAYOFF SCHEDULE

A. The USRL post-season schedule will approximate that of MLB in its respective season. For example, currently, each of the three division winners along with a wild card will qualify for the playoffs. Netplay is strongly encouraged in the playoffs.

B. In future seasons, additional wild cards may be added.

C. Under the current playoff format, the second round of the playoffs will be the World Series; the winners of the Division Championship Series will play for the USRL Championship in the World Series.

E. All playoff series will be best-of-seven in a 2-3-2 format, with the playing field advantage going to the team with the better record. Under the current format, the wild card team will not have the home field advantage in either round of the playoffs.

IV. ROSTERS

A. Each franchise will stock its team with 35 players. All players not selected will be placed back in the Free Agent Pool for the following season.

B. Teams may trade for additional players, and if it occurs via trade, a team's roster may not exceed 35 players. If a player has more than one card, he will only count as a single player. In such instances, the two cards will be used chronologically. The second card may not be used until the usage of the first card has been exhausted (the same rule applies for the playoffs).

C. Prior to each subsequent season's draft, by a date to be announced by the USRL Commissioner, each team may release as many players as it desires into the Free Agent Pool, however, no team may have more than 25 players on this date, so teams must release players as required to get to 25 players or less.

D. Each team will continue drafting until it once again reaches the 35-man limit.

V. IN-SEASON AND PLAYOFF ROSTERS

A. During the regular season, each team is limited to 25 active players from the beginning of the season through to approximately the end of August. In order to ensure reasonably realistic rosters, each team's active roster must include the following:

1. At least 2 catchers

2. At least 5 infielders, with at least 2 players rated at each infield position (a player may be counted at more than one position).

3. At least 4 outfielders

4. At least 9 pitchers (at least 5 of whom must be able to start); unless you have 4 active starters who can pitch on 3 days rest (look for the asterisk next to the pitcher's endurance). A starter/reliever can be counted among the 5 whether or not he is actually used as a starter. During the playoffs, these minimums drop to 8 and 4 (unless all starters can pitch on 3 days rest, then the required number of starters drops to 3).

B. The Roster Expansion Date is approximately September 1st. The league scheduler (or the Commissioner) will determine and announce the Roster Expansion Date prior to the start of each season. The Roster Expansion Date will always be the first date of a game phase.

C. All players on a team's roster may be activated on the Roster Expansion Date unless they have exceeded their usage.

D. Players may be changed from active to inactive status or from inactive to active status only at the beginning of a scheduled phase of games.

E. Each team qualifying for the post-season playoffs must announce a 25-man post-season.

F. The 25-man post-season roster may be changed between rounds of the playoffs.

VI. PLAYER USAGE

A. A player can only play a position he is rated at (unless the team runs out of players at a certain position.) The exception is an outfielder who may play any outfield position, using Strat-O-Matic's standard rules for outfielders playing an outfield position for which they are not rated. A pitcher must be rated as a starter to start a game or as a reliever to pitch in relief. Pitchers may not play any position other than pitcher, and non-pitchers may not be brought in to pitch (unless you run out of pitchers or position players.) Players who do not have a position on their card will be rated at their last carded position, with the following adjustments:

Take a DH's worst rating of the past three seasons he had a fielding rating for the first year he is a DH, then add one to it each year until he reaches the plateau off the following table:

Worst fielding rating past three seasons	Year 1 as DH	Year 2 and beyond
1	2	3
2	3	4
3	4	5
4	5	5
5	5	5
E Rating <20	20	30

	21-29	Worst+5	Worst+15
	30+	Worst+5	Worst+15
Arm	Better than -2	-1	+1
	0, -1, -2	-0	+2
	+1, +2	+2	+3
	+3 or greater	Worst+1	+5

B. Before each regular season series is played, both teams will be given 15 days of rest. After the regular season, each team will be given 2 or 3 days rest (depending on the schedule) before the first round of the playoffs begins. In between rounds of the playoffs, each team's rest will depend upon how quickly they have completed the prior series. Each off day during a playoff series will count as a day of rest.

C. All players are limited to 105% of their actual MLB plate appearances (PA) or innings pitched (IP) during the regular season. Fractional innings are rounded off.

D. As long as a player has not reached his 105% limit, he is eligible to play. Players can no longer be used after they have exceeded the 105% limit.

E. Any team abusing usage limits risks losing that player into the free agent pool.

F. During the playoffs, all players are limited to 10% of their actual MLB PA or IP for each playoff series. In the playoffs, these limits cannot be exceeded; a player or pitcher reaching their series limit must be immediately removed.

G. During the playoffs, player injuries will be reduced as follows:

1 to 5 game injuries will be reduced to remainder of game.

6 to 10 game injuries will be reduced to remainder of game plus 1 actual game.

11 to 15 game injuries will be reduced to remainder of game plus 2 actual games.

VII. TRADES AND FREE AGENT CLAIMS

A. Teams may trade players and or draft picks. There is no limit to the number of players and/or draft picks included in a trade.

B. Trading is open at all times, except for from the Roster Expansion Date through the end of the World Series. Any gentlemen's agreements entered into during a period closed for trading are NOT enforceable. Both teams must announce the trade after trading re-opens.

C. When a trade is agreed upon, both teams must announce the trade and the effective date of the trade in order for the trade to be official.

D. No future considerations may be included as part of a trade.

VIII. DRAFT

A. At the end of each season, at a date to be determined by the Commissioner, USRL teams will participate in the draft of all players not currently on an USRL roster.

B. After the first round of the draft, teams will draft in reverse order of their previous season's won/lost record, except that the World Series loser will draft 17th in each round and the World Series winner will draft 18th.

C. The order of picks in the first round of the draft will be determined by a weighted lottery for the first pick, and then a weighted lottery for the second pick. Each team will have a chance of earning either the first or second pick except for the teams qualifying for the playoffs.

1. The World Series loser will draft 17th.

2. The World Series winner will draft 18th.

E. In subsequent rounds of the draft, teams will draft in reverse order of finish, with the World Series winner and runner-up drafting 17th and 18th.

IX. PLAYING RULES

A. The following settings will be used on the Options/Rules screen:

1. Main Rules: Maximum Level

2. Stealing: Super Advanced Steal System

3. Miscellaneous: Use Miscellaneous Rules

4. Injuries: Use Injuries (Injuries will only last a maximum of the length of the series being played)

5. Groundball A: Prevent GBA on Pitcher Cards

6. BP/Weather/Clutch: Use BP

7. Strategy: Super Advanced Strategy Charts

8. Closer: Do Not Use Closer Rules (This will change when closers become more prominent)

9. Pitcher Fatigue: Use SADV Fatigue & Pitch Count

10. The following settings will be used under Maximum Rules:

Bunt for base hit

Improve out distribution

Improve base-running realism

More base-running decisions

Doubles/Triples options

Realistic throwing errors

Pitch-Around option

Robbing HR rule

Improve statistical accuracy

X. GAME PREFERENCES

A. The following game preferences are to be used on the Game Preference Screen:

1. Entry Mode: None

2. Play by Play Level: Minimal Play by Play

3. Computer Manager: Visiting team managed by computer.

XI. LINEUPS AND USAGE

A. The following settings will be used on the Lineups and Usage Options screen:

1. Visiting Team Lineup: Draft League Mode No Rest

2. Schedule Days Off: No Scheduled Days Off

3. Minor Leaguers: Minor Leaguers - INELIGIBLE

4. Home Team Lineup: Draft League Mode No Rest
5. Auto Swap: No Auto Swap-O-Matic
6. Over-usage: Ignore Over-usage
7. The Super Hal Bullpen and Lineup Subs boxes will be checked.

XII.TIEBREAKERS

A. If two teams are tied for a division title, and there is a wild card team with a better record, they will play a one game playoff after the regular season. The winning team will be declared the division champion and advance to the playoffs, and the statistics generated will count toward the regular season. All regular season rules apply. Home field advantage for tiebreaker playoff games will be determined as follows:

1. Best record in head-to-head play
2. Best record in road games (if tied in head-to-head play)
3. Best record head-to-head with all tied teams if more than two
4. Most runs scored in head-to-head games
5. Fewest runs allowed in head-to-head games
6. Coin toss

B. If two teams are tied for the wild card, the same format will be followed. If two teams are tied for a division title, and there is no team with a better record for the wild card, then the division title will be determined with the aforementioned tie breaking system, except that the second of the criteria will be record within the division.

C. Ties for draft position will be broken using the above tiebreakers. Since the draft is in inverse order of finish, the team with the better record will receive the later draft position.