Updated: 12/29/2023

I)MWWL MISSION STATEMENT

The Mid-West Winter League (MWWL) is a not-for-profit institution dedicated to fostering an appreciation of the historical development and application of the game of baseball and its impact on our culture by simulating seasons, drafting prospects, and preserving, exhibiting & interpreting MWWL achievements for a global audience, as well as honoring those who have made outstanding contributions to our National Pastime.

Through its mission, MWWL is committed to:
- Simulating each Major League Baseball season through APBA Baseball for Windows (BBW) 5.75 represented by 24 teams placed in 2 Leagues of 3 Divisions each with teams being operated by a pro-active, knowledgeable, and committed owner.
- Documenting and exhibiting each season's results with Playoffs, World Series, All-Star teams, MVP, Cy Young, Rookie of the Year, Gold Glove, and Manager of the Year awards.
- Honoring, by enshrinement in the MWWL Hall of Fame, those individuals whom had exceptional careers, and recognizing others for their significant achievements.

II) INTRODUCTION

A quote from a fellow Baseball League player on his thoughts when forming his league. Hopefully to a great degree, these thoughts also apply to the Mid-West Winter League ... *"To me, baseball has always been larger than life. A game devoid of time restrictions, haunted by and dependent on its ghosts; where numbers become an art form and the human beings that play it are expected to be flawed and inconsistent, yet revered anyway. I hope you will see in the guidelines that follow, that I have tried to create a league that adheres to statistical accuracy yet stays simplistic; a league that will promote competition yet be played for the pure enjoyment of THE GAME. The guidelines are sometimes not extremely specific; but I hope you will see the intent and abide by it."* Dave Mindeman, Founder and First Commissioner of the Iowa Baseball Confederacy 1988.

III) LEAGUE STRUCTURE

A) **The Commissioner will provide ALL teams with the Official MWWL Season Organization Disk/Commissioner Disk. Please DO NOT set up your own organization. All owners are required by law to purchase the officially published copyrighted season disk even though a league disk is provided.**

B) **MWWL will be composed of two twelve-team leagues, with three divisions, with each division having four franchises:**
   1) American League
   2) National League

C) Both leagues will use the Designated Hitter (DH)

D) **This is a continuous ownership league and all players, once drafted, will remain with your team until traded or released. Although there will be cut downs. There will be no inter-league play.**

E) **Each team will play 162 games.**

F) **There will be no ballparks effects.**

G) **Franchise Fees.**
   1) A $50.00 Franchise Fees for the following season will be due at the end of each current season.
   2) If an owner is in both MWWL and MWBL (Mid-West Baseball League), the price would be a combined $75.

H) **Realignment**
   1) When realigning divisions, a vote must be made to approve the realignment.
   2) All teams changing divisions must agree to realignment.
   3) Including the moving team's 'Yes' vote, all Divisions receiving new teams must approve by a 3/4 majority.
   4) Including the moving team's 'Yes' vote, all Leagues receiving new teams must approve by 10/12 majority.

I) **Ownership Changes**
   1) In the event that a single change in franchise ownership occurs, the Commissioner will attempt to find a new owner for the franchise. Once the Commissioner has approved and officially handed over the franchise to the new owner, said owner will take full stewardship over the franchise. This includes the ability to make any trade, roster changes, franchise files and changing the team's name, if they so choose.
   2) If multiple owners leave the league at the same time during the off season, all affected franchises will be placed in a Dispersal Draft (See Article VII Section D).
   3) Franchise and player records will be collected based upon the time at which the new owner receives stewardship.
      (a)   If the new owner takes over before the All-Star break in the middle of the MWWL season, all franchise and player statistics will be collected under the franchise's new name and

the owner will be permitted to vote on Post-Season awards for the current season.

 (b)   If the new owner takes over during or after the All-Star break in the middle of the MWWL season, all franchise and player statistics will be collected under the previous franchise name however the owner will still be permitted to vote on Post-Season awards for the current season.

J) Rules Proposals

 1) Beginning April 1st (League Manager Calendar) all MWWL Franchises may "Propose" rule changes for the upcoming season.

 (a)   Proposals must be submitted in E-Mail to the Commissioner's Office no later than August 31st (League Manager Calendar).

 (b)   Proposals must have a valid reason along with the proposal detailing why the Proposal would be a good idea for the league to adopt.

 (c) Voting will be held after the current MWWL Season completes and results will go into effect at the start of the upcoming MWWL Season.

 (d)   Fifteen (15) votes by the league members are needed to adopt a proposal for the upcoming season

 (e)   The Commissioner's Office may at any time institute a new rule that he deems is for the betterment of the league.

K) League Disk

 1) MWWL uses the Bill James Encyclopedia for the years 1970-1997.

 2) MWWL uses the Mid-West Baseball League (MWBL) former disks from 1998-forward.

 (a)   The MWBL disk used Wizard to adjust the pitcher grades using the MLB averages from that season.

 3) All disks are adjusted in accordance with Article VIII.

IV) TEAM ROSTERS

A) Player Designations

 1) Carded Player - a player who has playing time from the previous MLB season, and is on the current season disk.

 2) Non-carded Player - a player who has not played in the previous MLB season but has played in past MLB seasons and will play in a future MLB year.

 (a)   If a Non-carded receives a 'Card', he is no longer eligible to be a Non-carded for the season in which he is carded.

 (b)   Non-carded Players count against the 40 Player limit.

B) Rosters

 1) Rosters will be limited to 40 players.

 2) Off Season Rosters will need to be cut to the following number of players following the MWWL World Series each season.

KEEPERS PER DIVISION:
    (a)   All Playoff Teams AL and NL
        (i) 1st - 19 Keepers.
        (ii)2nd or 3rd - 19 Keepers.
    (b)   Best Non-Playoff Team AL and NL
        (i) 2nd or 3rd - 20 Keepers
        (ii)4th - 21 Keepers

3) Active Rosters consist of 27 players on the 'Main' team.
    (a)   Only Carded Players are permitted on the Active Roster.
    (b)   During Doubleheader series, the affected teams will be allowed to a bring up an additional starting pitcher, allowing the roster to be 28 players for that series.
        (i) After the series, teams taking advantage of the 28th player **MUST** send in a new file, reducing their active roster back to 27 players
    (c)This includes at least one backup player for each position and at least nine (9) pitchers.
    (d)   Rosters may be adjusted during each weekly update cycle.
    (e)   There will be no limit to the number of times a player may be moved to & from the farm team roster.
    (f) During the weekly update cycle, if a team finds itself, due to injury, not have a backup for a given position, the team will be required to obtain a new player for the team either by trade or Emergency Waiver Claim (see Article VI, Section B, Number 7)
    (g)   Active Rosters expand to a max of 40 Carded players on September 1, according to the League Manager calendar.
4) Farm Rosters consist of the Draft Picks currently owned, 'not on Active Roster' Carded and Non-carded Players.
    (a)   The transfer of players from the Farm Roster to the Active Roster will be done by the team's owner during the update defaults cycle (or the Commissioner in cases of emergency).

V) DEFAULT/GAME FILES

A) The season will start at a time determined by the commissioner. The season will run for a period of approximately 28 weeks.

B) Default instructions will be sent before the season starts, and on-going during the year in the form of Franchise Files. The Commissioner will send commissioner files to the league members with full defaults compiled from each team's franchise files along with results and game setup, as appropriate.

C) Each manager will have the opportunity to override their default settings, rosters and rotations in League Manager each week during the default file phase.

D) **If no default instruction overrides are received by the scheduled weekly date, League Manager's automated mode will handle the team in the upcoming series.**

E) **Should an owner drop out of the MWWL in the middle of the season, his team will be monitored by the Commissioner for player fatigue and the auto mode of League Manager will handle the team until a new owner is found.**

F) **Default instructions will be handled through Advanced Draft and League Manager. Owners will set their rosters, moving players between their active and farm team rosters in accordance with league rules.**

G) **In League Manager, the owners have the option to do the following:**

    1) Assign lineups verses RHP's and LHP's.

    2) Designate a Micro Manager for your road Games. (The default Micro Manager for teams that don't indicate a manager will be Duke Robinson, Jr.)

    3) Enter a pitching rotation (this can be for the upcoming series or for any length of games in the future).

H) **All games should be completed on time. If the results are not in by the deadline, the games will be played in the AUTO-MODE to keep the season on track.**

I) **Franchise Files (for Default instructions and Game Results) are to be submitted (using the League Web Site Form) to the Commissioner in accordance with the following schedule:**

    1) Commissioner File After Games / Initial file Sent to League: By 8:00 AM EST Mondays - Commissioner Sends.

    2) Franchise Default Files with weekly rotations / lineups / roster changes submitted to the commissioner via the Web Site Form by 8:00 AM EST / EDT Wednesdays - sent by League Members.

    3) Commissioner File for Playing Games sent to league members by 8:00 AM EST / EDT Thursdays - Commissioner Sends.

    4) Franchise Game Result Files submitted to the commissioner via the Web Site Form by 8:00 AM EST / EDT Mondays - sent by League Members.

    5) The files will be named with the following naming convention:

        (a) Commissioner Files will be C-MWWL-DEFAULT-FILE#XX.LPF for C-MWWL-GAME-FILE#XX.LPF (xx stands for the series number)

        (i) The Default file will contain the results of the previous week's games.

        (ii) The GAME file is the file that is to be used for PLAYING the games.

            (1) If a manager fails to load the GAME file and plays the games from the DEFAULT file, the road manager may request that the games be replayed.

a. The Commissioner must be notified prior to the new Default file going out.

b. In this event, the Commissioner will reload the current week's Game File, play the series in question in auto-mode and then reload the remainder of the franchise files.

(2)　　It is imperative that HOME managers follow the procedure. Each week when the file is sent, the procedures will be posted.

(b)　　Franchise Files will be F-YYY-DEFAULT-#XX.LPF or F-YYY-GAME-#XX.LPF (yyy stands for the Team's initials, xx stands for the series number)

(i) The Default franchise files should be submitted by the Owner to the commissioner via the Web Site Form by Thursday 8AM ET each week.

(ii) The xx will be the SAME as that used in the Commissioner's Default file that week.

(iii)　The Game results should be submitted by the HOME franchise Owner to the commissioner via the Web Site Form by Tuesday 8AM ET each week.

(iv)　The xx will be the same as the corresponding Commissioner's Game file that was sent out Friday.

(v) DO NOT create a second Franchise File with the same name after playing the games - you will lose the results. **If you find that you have an error (naming or otherwise), please notify the Commissioner immediately**.

(vi)　Please follow these instructions when making the files:

(1)　　After the games make any roster changes, rotation changes and lineup changes you want for next week THEN save the file!!

(2)　　Once the file is saved, DO NOT RE-SAVE it with the same name - this will wipe out the results.

(3)　　Default Franchise files (or a report that none will be sent) are not required each week, just be sure to monitor your team if you do not create a new one.

6) Remedies for Not loading the Commissioner Game file and then playing the games

(a)　　Background: Each week the Commissioner puts out the GAME file that contains each managers' (especially the Road Mangers) defaults for the week. It is the responsibility of all managers (especially the Home Team managers) to load this file BEFORE playing games. Failure to do so can do any of the following things:

(i)　　NOT reflect the players who are supposed to be on the active roster for the current weeks game – causing player who should be on the farm to play, or fatigued players to

have to play who otherwise would have been out of the lineups (or benched).

(ii)   NOT following the desired and SET rotation

(iii)   CAUSING PLAYERS who were supposed to be on the Farm to be used in games – and subsequently they are INJURED or fatigued and lost to the road manager for the duration of their injury or fatigue situation – and they were supposed to have been on the farm and not appear in any game. [This one is very easy to spot the next week when the Default C file comes out and Players who are on the FARM for a Road team from the previous week show GAMES PLAYED during that week and/or injuries sustained.]

(iv)   These are a sample of what can happen to a road team when the C File was not loaded.

(b)   ISSUE discovered BEFORE the default C-File is sent out:

(i)   ROAD manager is given the option to play the games on the Road Manager's computer, or

(ii)   ROAD manager can elect to have the Commissioner SIM the games, or

(iii)   ROAD manager can elect to let the games stand. All options belong to the road manager as long as he can provide positive evidence the C-File was not loaded by the Home Manager

(c)   ISSUE discovered AFTER the default C-File is sent out: (limited options because at this point it is too difficult for commissioner to go back and reassemble the leagues games)

(i)   INJURIES sustained to Road Team players who WERE on the FARM in accordance with the GAME C-File will be reset (as if they didn't happen). Pretty much the only active remedy for the visiting team.

(ii)   WARNING to the offending HOME TEAM MANAGER as this is a long standing league procedure that can have detrimental affects to the ROAD TEAM as well as jeopardize playoff races (and even post season play). And with the warning will also go a reminder to the league (which essentially is already in the weekly notices that go out with the GAME C-FILE.

(iii)   PENALTIES to the offending team:

(1)   TWO occurrences during a season incurs the loss of a 3rd round draft pick

(2)   THREE occurrences during a season moves the loss of the pick to the 2nd round draft pick.

(3)   FOURTH occurrence during a season moves the loss of the pick to the 1st round draft pick.

(4)   In the event that the pick lost is no longer available due to trade – the team will loss the next TWO available

picks. In other words, if the team was to loss the 3rd pick and it was traded, he would the 4th and 5th picks (or 4th and 6th – whatever combinations are left). If it was the 2nd pick, he loses the 3rd and 4th or whatever combinations are available. If it was the 1st, he loses the 2nd and 3rd or whatever combinations are available.

(5)   Also – if a team reaches TWO occurrences in the same season – he will no longer be able to trade draft picks below ROUND 8 until the season is concluded and his pick status is finalized.

(6)   FIVE OCCURRENSES in the SAME season is grounds for expulsion from the league.

7)

VI) PLAYING THE GAME

A) Injuries

1) With Advanced Injury Management (AIM) being used, injuries last for the duration of the injury.
2) An injured player counts against the 27-man Active Roster, unless the player is placed on the DL.
3) Any player placed on the DL does not count against the Active Roster.
4) Players in an injured status cannot be removed from the ACTIVE roster.
5) If the manager wants a player put on the DL, he will inform the Commissioner of the player via the <u>Disabled List Report Form</u> on the League Web Site.
6) The Commissioner may edit the duration of the injury to add the number of days per Owner's instructions.
7) Disabled List
    (a) A team may carry up to 3 players at any time on the 15 Day Disabled List.
    (b) If a player is on the DL, another player may be called up to replace him during the injury.
    (c) A player may be placed on the 60 Day Disabled List if his injury is LONG or if he already has 3 players on the 15 day DL.
    (d) Placing a player on the DL makes a team eligible to make an EWC.
    (e) If an injured player is moved to the farm he is automatically placed on the 15 day DL and returned to the active roster. If a team is already at 3 players on the 15 day DL, he is placed on the 60 Day DL.

B) Pitchers

1) There are no restrictions on how long a starter is to remain in a game, after facing a batter.
2) To start a game, a pitcher has to have had at least one start in MLB
    (a) An exception would be a road team if the team is "physically disabled" and the auto mode of League Manager chooses a non starter to start
3) Pitchers cannot be used as a DH or as pinch hitters unless all other players on the bench have been used in an extra-inning game, OR they were regularly used as a DH or position player in MLB.
4) Pitchers can be used as pinch runners.
5) Pitchers are allowed to play only the positions listed on their "cards". So unless they have Player Position (OF, 1B, etc) on their card, no double switching by placing a pitcher in the OF for righty-lefty matchups
    (a) The ONLY exception is when the last available position player is injured during the game or series.

6) Once a pitcher's RUse has reached 0% and -6 BF, he is effectively gone for the Remainder of the Regular Season. Pitchers who reach this status are required to be moved to the farm during the next Franchise File Update session.
7) There is no restriction on days of rest when going from a starter to a reliever and vice versa except that imposed by fatigue status cause by AIM.
8) Starting Pitchers cannot start more than 110% of the starts obtained in MLB for the given season.
   (a)   No pitcher should exceed 39 starts during the regular season (unless their MLB Starts were greater than 39, then that actual total would be their allowed total of starts).
   (b)   Penalty: If a manager starts a pitcher in more games than allowed – penalties carry into the postseason):
     (i) First offense: 1-week suspension
     (ii)Second offense: 2-week suspension
     (iii)   Third offense: Pitcher's arm is dead for the rest of the season.

C) Position Players
1) Players are only allowed to play the positions listed on their "cards".
   (a)   The ONLY exception is when the last available player at a position is injured during the game or series.
   (b)   When using a player in a position not rated on his card, the substitute should be a reasonable choice.
   (c)If a team cannot cover a position for the first game of a subsequent series due to an injury, the team will be required to either trade or make an EWC for coverage.

D) Emergency Waiver Claims (EWC)
1) EWC players are players that appear in Advanced Draft and are NOT owned by another MWWL franchise.
2) During the weekly update cycle, if a team finds itself, due to injury or they ran out of usage, to not have a backup for a given position, the team will be required to obtain a new player for the team either by trade or the EWC.
3) A team can choose a player of the same positional coverage needed when there is no more coverage left for a position on their team, due to a player being assigned to the DL or a player's usage has run out, by using this form.
4) Teams are only allowed an EWC player under the following condition.
   (a)   930 positional players first.
     (i) If no 930 player is available, then the player with the highest PR/SF is to be used.
   (b)   Grade 3 pitcher.
5) No Emergency Waiver Player or Pitcher can ever be sent to a farm roster and is a Free Agent once they are no longer needed or at the end of the season.

6) While there is no limit to the number, or how long an EWC player will be used on a single team, it is not to be used in lieu of drafting or trading coverage. Owners need to always consider the make-up of their team and not use the EWC as their 'out'.

7) If the Commissioner's Office feels a team is abusing the process the Commissioner's Office can inflict penalties that could result in the loss of a pick(s) in the upcoming Annual Draft.

VII) DRAFTS
A) Pre-Season Draft
1) The pre-season draft will be at a time determined by the Commissioner, after checking with a majority of the league members.
2) The draft will consist of 20 rounds.
   (a)   Each Franchise will be given 1 pick in each round, which they can trade at their discretion.
3) There are no minimum or maximum number of draft picks that can be owned by a Franchise.
4) Draft Order
   (a)   The Draft Lottery is designed to determine the Draft Order for the first three picks in the first round. The process incorporates the five worst teams from each league.
   (b)   The number of teams involved in the lottery is 10
   (c) The random balls will be distributed throughout 1-100 for the lottery.
   (d)   The 4 worst teams in each league (based on W-L records) will be in the lottery and receive the number of balls as indicated below.
   (i) 1st worst AL Team - 25 balls   1st worst NL Team - 25 balls
   (ii) 2nd worst AL Team- 13 balls   2nd worst NL Team - 13 balls
   (iii)   3rd worst AL Team - 8 balls   3rd worst NL Team - 8 balls
   (iv)   4th worst AL Team - 4 balls   4th worst NL Team - 4 balls
   (e)   In case of ties based on W-L records, the team with a better home record would receive more lottery balls
   (f) Draft order of the non-lottery winners (picks 4-10) will be in reverse order of the team's record from the previous season.
   (g)   Draft order for the 11-14 picks will be in reverse order of the team's record from the previous season.
   (h)   The ten playoff teams will draft in the last ten positions based on the following criteria, regardless of record.
   (i) 24th - World Series Winner
   (ii) 23rd - World Series Loser
   (iii)   22nd - LCS Loser with better record
   (iv)   21st - LCS Loser with worst record
   (v) 20th - Division Series loser with best record
   (vi)   19th - Division Series loser with 2nd best record
   (vii)   18th - Division Series loser with 3rd best record
   (viii)   17th - Division series loser with worst record
   (ix)   16th – Wild Card series loser with best record
   (x) 15th – Wild Card series loser with worst record

(i) The order for ties will be determined by teams' HOME record for the previous season - with the team with the better HOME record drafting first.

(j) The Commissioner will post the Draft Order prior to Draft Day. This includes information on all traded draft picks as available at time of the draft

(k).ONLY un-owned CARDED players currently on the current MWWL 'disk' will be eligible for drafting.

(l) All teams draft until they meet the 40 player threshold, then they stop.

   (i) Teams are not permitted to draft past 40 players and if they do, the last player(s) drafted will be immediately waived once discovered.

B) Dispersal Draft

1) If a Dispersal Draft is needed, all Carded and Non-Carded Players, as well as all draft picks, belonging to the franchises involved, will be placed in the Dispersal Draft Pool.

2) The order of selection will be determined randomly by the Commissioner's Office.

3) The draft order will snake through the rounds (example- Team 1, Team 2 then Team 3 will pick in Round One, then in Round 2 the order will reverse with Team 3, Team 2, and then Team 1 picking).

4) The draft will continue until all players and draft picks have been selected.

5) Dispersal Draft picks are eligible to be traded during the Dispersal Draft ONLY and ONLY to Dispersal Draft Owners, but the trade has to be in equal pick/player exchanges (i.e. 1 for 1; 2 for 2, etc…).

C) Waiver Draft

(a)   There is NO Waiver Draft.

VIII)   PLAYER CHANGES, RESTRICTIONS & USAGE

A) Maximum Batters Faced (MBF) Changes

1) All pitchers receiving grades 1 or 2 on the data disk will be upgraded to grade 3.

   (a)   All 3, 4 & 5 grade pitchers will have their injury rating and durability each set to 2 (unless already a 1).

2) Starting Pitchers

   (a)   All pitcher's usage is restricted by AIM to give pitchers a limitation of 110% or their actual usage (except as noted below).

   (b)   Grade 3 starting pitchers with their MBFs less than 1080 will have them increased to 1080

   (c) Grade 4 or 5, have their MBF increased by 100%, with a maximum of 1080 allowed

   (d)   Grade 6 or 7, have their Maximum Batters Faced (MBF) increased by 25%.

3) Relief Pitchers

(a)   Grade 3 starting pitchers with their MBFs less than 1080 will have them increased to 1080

(b)   Grade 6 have their Maximum Batters Faced (MBF) increased by 10%.

(c) Grade 5 or less, have their MBF increased by 100%, with a maximum of 1080 allowed.

4) Split Grade Pitchers grade 7 or less for Starting Grade have their MBF increased by 10%.

(a)   Split grade pitchers who have a rating higher than 5 will NOT have their injury rating and durability altered

B) Reliever Setup/Closer Changes

1) Each team is allowed to request adjustment of up to two relievers in efforts to dictate to the Micromanager how they are used (i.e. Closer, setup).

2) Allowable adjustments are to the ACTUAL Save values. Most Micromanagers use the pitcher with the highest Actual Saves totals as the primary closer.

3) If you prefer to have someone else close for you, you can request that up to two relievers actual save totals be raised or lowered.

C) Pitchers Batting Card Changes

1) Pitchers with 25 PA or less will have their Batting Card adjusted to a Pitchers Average Batting Card

D) Position Player Normalization Changes

1) All players who have an SF (Season Factor) rating below 100 will have that rating increased to 100, and their PR (Play Rating) rating decreased accordingly.

2) All 930 (innocuous) position players will have their injury rating set to 1.

E) Position Player Restrictions

1) Player's usage is controlled by AIM which will usually limit a player's to at or near his real-life games total or Plate Appearance totals.

2) Players who receive a 930 PR (OBP + SLG% <.600) can exceed their actual limits, allowing players play in approximately 151 games.

3) 930 (Innocuous) players can be used as often as AIM dictates.

F) Stealing Restrictions

1) Base stealers will be limited to their actual stolen base attempts plus 20%. This includes attempts made during hit & run plays and squeezes.

2) Stolen base attempt amounts will be checked periodically during the year by the Commissioner.

3) Once a player has reached his 120% of stolen base limits, his stolen base numbers will be adjusted so in most cases a stolen base attempt would result in a caught stealing.

G) Usage Checkpoints

1) It is the responsibility of each Owner to monitor their own players' usage.

2) Failure to review usage/fatigue can cause fatigue problems and lead to injuries.
3) When a player has reached 0% Ruse, they must be moved to the FARM roster and replaced on the Active Roster.
4) If any problems should arise during the season please communicate concerns to the Commissioner's Office.
5) Flagrant violation of the player usage will result in penalties determined by the Commissioner's Office. See Article XII.

H) Usage Free Agency
1) Upon conclusion of the Playoffs, and before cutting down to the Off-season limit stated in <u>Article IV Section B</u> , all players who have not met the usage requirements will be released from their teams and placed into the MWWL Pre-Season Draft.
(a)   Position Players with at least 75 PA during the MLB season who do not at least reach 50% of their MLB usage during the MWWL Regular Season, are released.
(b)   Pitchers with at least 20 IP or during the MLB season who do not at least reach 50% of their MLB batters faced during the MWWL Regular Season will be released.

IX) TRADING

A) In-Season Trading
1) Begins: Once the Commissioner announces trading open, which is usually the day following the Pre-Season Draft Day
2) Ends: The last series in August (per League Schedule in League Manager) – The Commissioner will announce.
3) All rosters must stay at the 40 man Carded/ Non-carded Player limit.
4) Trades are effective after the series in which they are completed.
5) The weekly trade deadline is 11:00pm ET on Sundays.
   (a)   Both managers must notify the Commissioner of the trade.
   (b)   If the commissioner does not receive notification from both parties, the trade will not be processed
6) The weekly trade deadline is 11:00 pm ET Thursday.
   (a)   A confirmation has to be acknowledged and approved by the Commissioner before the trade is processed.
      (i) If the trade is completed before the weekly update file, the Commissioner will move the players.
      (ii) If during the default cycle, each team involved is required to send in an updated Franchise file dropping their released players and/or picks as well as adding their new ones.
      (iii)   Owners will have to adjust their rosters, rotations, and lineups to incorporate the new players. The Commissioner will place all players involved in trades on the ACTIVE rosters at the time of the trade.

(iv)   If a last-minute trade is approved on Thursdays, owners will be required to submit a new Franchise File with all players & picks changes made.

B) Off-Season Trading

1) Begins: The Commissioner will announce, after the conclusion of the Post Season, and after all Free Agents have been declared.
2) Ends: Once the Pre-Season Draft has concluded.
3) During the Off-Season trade period, there is no numerical Carded/Non-carded roster restriction.
    (a)   Owners are allowed to have a roster of Carded/Non-carded players that exceeds 40.
4) Draft picks may only be traded for the IMMEDIATE upcoming Pre-Season Draft.
    (a)   Trading of future draft picks beyond that is prohibited.

X) POST SEASON

A) Playoff qualifiers will be the 3 Division winners and the top 2 Non-Division (a.k.a Wild Cards) winners with the best record for each league.

B) BEFORE THE SERIES BEGINS, all home-field advantage owners MUST reach out to the opposing owner via email (and CC: Stray) before playing the series to determine if they are able to play head-to-head, or not.

    1) If the games are NOT played head to head, each owner needs to inform the Commissioner's Office immediately before the series begins.

    2) If that home-field owner plays the first (2) games without reaching out or gaining approval from the opposing team, the opposing owner has the option to accept the results or void them. If they decide to void them, the home field owner must replay games 1 & 2.

C) The 3 Division Winners will be ranked from 1 thru 3, with the best record receiving the higher seed, and the 2 Wild Cards, being ranked 4 & 5.

    (a) Determine Division Winners first before determining wild cards and seeding

    (b) Two Team Tiebreakers
      (i) Head-to-head winning percentage
      (ii) Higher winning percentage in intra-division games.
      (iii) Higher winning percentage in inter-division games.
      (iv) Higher winning percentage in the last half of intraleague games.
      (v) Higher winning percentage in the last half plus one intraleague game (provided that such additional game was not between the two tied clubs). Continue to go back one intraleague game at a time until the tie has been broken.

    (c) Three-Team Tiebreakers
      (i) All Three Clubs Have Identical Records Against One Another
        (1) Highest winning percentage among three tied Clubs in intradivision games.
        (2) Highest winning percentage in the last half of intraleague games.
        (3) Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.
      (ii) Three Clubs Do Not Have Identical Records Against One Another

(1)   If Club 1 has a better record against Clubs 2 and 3, then Club 1 qualifies.

(2)   If Club 1 and 2 have identical records against one another, but each has a better record against Club 3, then Clubs 1 and 2 would follow the two-Club tiebreak rules to determine the qualifier.

(3)   If Club 1 has a better record against Club 2, Club 2 has a better record against Club 3, and Club 3 has a better record against Club 1; OR Club 1 has a better record against Club 2, Club 2 and 3 have identical records against one another and Club 3 has a better record against Club 1; OR Club 1 and 2 have identical records against one another, Club 1 has a better record against Club 3 and Club 2 and 3 have identical records against one another, then:

    a. The Clubs will be ranked by their overall winning percentage amongst the other Clubs combined. The Club with the highest overall winning percentage in that group qualifies.

    b. If two of the Clubs have identical winning percentages, then they would follow the two-Club tiebreak rules to break their tie to determine the qualifier.

    c. If all three teams have identical winning percentages, then the tiebreak rules above (No. 1) for three clubs having identical records against one another should be followed.

(iii)   Determining Postseason Qualification in Four-Team Tiebreakers

(1)   Highest winning percentage in games among the tied Clubs.*

(2)   Highest winning percentage in intradivision games.*

(3)   Highest winning percentage in the last half of intraleague games.*

(4)   Highest winning percentage in the last half plus one intraleague game (provided that such additional game was not between any of the tied Clubs). Continue to go back one intraleague game at a time until any ties have been broken.

NOTE: *If two Clubs have identical winning percentages, then the two-Club tiebreak rules shall apply to determine which team qualifies. If three Clubs have identical winning percentages, then the three-Club tiebreak rules shall apply to determine which team(s) qualify.

D) Post-Season playoffs will consist of four rounds with the Wild Card Series being a best of 3 series. The other three rounds being the Best of Seven formats (2-3-2).

1) Round 1 – Wild Card Round (WCR)

        (a)   Top 2 Non-Division winning teams would qualify for the Wild Card Round.

        (b)   Team with the better record will be Home Team for all 3 games.

        (c) The series may begin as soon as 1 day after the Regular Season ends.

        (d)   Due to system restrictions within League Manager, while the intent is to have NO OFF DAY between the Wild Card Round and the Division Series it may be unavoidable

        (e)   Due to system restrictions within League Manager, while the intent is to revert all Division winning team's players from an "itchy" status back to a "rested" status for the Division Series, it may be unavoidable

2) Round 2 - Division Series (LDS)

        (a)   The Division winner with the best record against the Wild Card Round winner.

        (b)   The other two Division Winners will face each other.

        (c) Games will be played in the following sequence: Division Winner #1 & Division Winner #2 (the top 2 records) will be Home Team for games 1, 2, 6 and 7.

        (d)   In the event the teams have identical records, the Head-2-Head record will determine who has home field advantage

3) Round 3 - League Championship Series (LCS)

        (a)   Winners of the LDS will meet.

        (b)   Home team advantage (games 1, 2, 6 and 7) will go to the team with the best regular season record, unless it is a Wild Card team.

            (i) The Wild Card team will never get home field advantage over a Division Winner.

        (c) In the event of identical records, the Head-2-Head record will determine who has home field advantage.

4) Round 4 - World Series

        (a)   Winners of the LCS will meet

        (b)   Host for games 1, 2, 6 and 7 are on a rotating basis with the American League team hosting these games in EVEN numbered seasons and the National League team hosting them in ODD numbered seasons. (the actual calendar year is used in this calculation

E) Days of Rest

1) There will be one day of rest between the end of the season and the beginning of Post Season play.

2) There will be ZERO days of rest during the WCR games

3) Regardless of when the previous series ends, all subsequent series start dates will be based on the previous series going their maximum duration and one day off between each series.

4) The format for LDS, LCS and WS playoff games will be Two Games, (off day), Three Games, (off day), Two Games.

F) Post Season Restrictions

1) A Position Player or Pitcher must have appeared in at least 5 games in the current MWWL Regular Season for the Team that wishes to use the Player/Pitcher in the Post Season.

2) Pitcher Availability

(a) All teams must have a minimum of 9 pitchers on their 27-man Post Season roster.

(i) Of the 9 pitchers, there must be a minimum 4 starting pitchers who meet the Post Season Pitching restrictions

(b) Pitchers (Starters & Relievers) must have at least 20 IP in the corresponding MLB season AND pitch 20 IP during the MWWL Regular Season in order to be allowed to appear in the post season.

(c) A Pitcher must have at least 15 Regular Season STARTS in either MWBL Regular Season or corresponding MLB season AND pitch 50 innings during the MWBL Regular Season in order to be allowed to START in the Post Season.

(i) This does not affect how much a pitcher can be used in post season, but it does affect who can START games in the post season.

(ii) A pitcher who is not qualified to start due to regular season usage limitations can not be counted in the 4 Starter Minimum for the Post Season Roster.

(iii) If a team finds that it has no available starters due to injury, they are allowed to bring up a qualified starter from their farm for the next start or start a fatigued starter

(d) Position Player Availability

(i) Position players must have at least 125 plate appearances in both the MLB and MWWL regular season in order to start or enter the game prior to the 6th inning for any game in the MWWL playoffs.

(ii) Exception: Injuries or as a pinch-hitter (to then be removed)

(iii) All position players on the playoff roster must have at least 75 PA in both the MLB and MWWL regular season.

(iv) 930 Innocuous Player Playoff Threshold

(1) 930 innocuous players do not need to meet PA thresholds to appear or start in playoffs; however, they can be downgraded unless the player receives 75 MWBL PA

a. Catchers' arms: For every (up to) 10 PA below the minimum 75, their throw rating will be lowered by 1 to a maximum of 5 rating losses

i. Example:

1. 74 PA 4 arm adjusted to a 3 arm

2. 64 PA 2 arm adjusted to a 0 arm

3. 3 PA 1 arm adjusted to a -4 arm

b. Steal Success: For every (up to) 10 PA below the minimum 75, their steal success was lowered by 1 (no maximum rating loss)
    i. Example:
        1. 74 PA 34 success rating adjusted to a 33 rating
        2. 44 PA 32 success rating adjusted to a 28 rating
        3. 5 PA 36 success rating adjusted to a 29 rating
(2)   Additionally, the steal rating will be set to 'N' to prevent any steals from that player.
    a. It is the team's responsibility to inform the league office before the series begins so the steal rating can be altered, however, it is encouraged that each team reviews their opponent's roster to be sure each team is inline.
    b. If any series has begun, adjustments cannot be made and the teams will have to come to an understanding during their series.
    c. It is NOT the Commissioner's Office responsibility to look over Post Season

G) Post Season Injury
1) If 'Live' – an injured player may be moved after the game in which the player was injured is complete
2) If not 'Live', injured players can be moved during the file update cycle. Injured players moved will be put on the 15-Day DL.

XI) AWARD & ALL STAR VOTING

A) Awards

1) All awards will be voted on by Owners for only their respective league (NL Owners vote only NL and AL Owners vote only AL)

2) The Commissioner's Office will issue a ballot containing a list of candidates to the league. Owners will have one week to vote.

3) Players will be evaluated solely by their performance and statistics in MWBL. Only players on a team's permanent roster are eligible for awards (no coverage /EWC players).

4) All players receiving awards will be listed according to the team with which they finished the MWBL season

5) Award List

(a)   Reliever of the Year

  (i) Each Owner will have a first-place vote (worth 5 points), a second-place vote (worth 3 points), and a third-place vote (worth 1 point) these votes must be cast for different players.

  (ii) The player will be eligible for this award if he has accumulated a minimum of 50.0 innings pitched.

  (iii)   The player receiving the most points in each league will be the Relief Award winner.

    (1)   In the event of a tie, the player with the most first-place votes will be the winner.

    (2)   If this is tied, the player with the most second-place votes will be the winner.

    (3)   If this is tied, all players remaining at this stage will win the award.

(b)   Manager of the Year (MOY)

  (i) Each Owner will vote on the Owner in their league that is deserving of the reward.

  (ii) Consider the Owner who has done the most to ensure success for his team in the season in question. This includes both on-field management as well as off-the-field management.

  (iii)   The winner of this award must have a .500% winning percentage or better to be eligible for the award.

(c) Rookie of the Year (ROY)

  (i) Each Owner will have a first-place vote (worth 5 points), a second-place vote (worth 3 points), and a third-place vote (worth 1 point) these votes must be cast for different players.

  (ii) The player will be eligible for this award if he has not appeared in more than 3 seasons and has not accumulated 50.0 innings pitched or 130 at-bats.

  (iii)   The player receiving the most points in each league will be the Rookie of the Year.

    (1)   In the event of a tie, the player with the most first-place votes will be the winner.

(2)   If this is tied, the player with the most second-place votes among the remaining players will be the winner.

(3)   If this is tied, all remaining players will be the award winners.

(d)   Cy Young Award

   (i) All pitchers who have pitched in the voting league are eligible if they qualify for one of the following criteria:

   (1)   Finishes in the Top 10 for Wins

   (2)   Finishes in the Top 10 for ERA (for pitchers with a minimum of 162.0 innings pitched)

   (3)   Finishes in the Top 10 for Quality Starts

   (4)   Finishes with 30 or more Saves.

   (ii) Each Owner will have a first-, second-, and third-place vote (on a 5-3-1 point basis) – similar to the ROY voting. Each vote must be for a different player.

   (iii)   Players will be evaluated only on their pitching performance and statistics in the MWBL.

   (iv)   The player receiving the most points in each league will be the Cy Young Award winner.

   (1)   In the event of a tie, the player with the most first-place votes will be the winner.

   (2)   If this is tied, the player with the most second-place votes will be the winner.

   (3)   If this is tied, all players remaining at this stage will win the award.

(e)   Most Valuable Player (MVP)

   (i) All players who have played in the voting league are eligible if they qualify by being in the top ten of the following categories in MWBL:

   (1)   Batting Average (among players with 502 or more Plate Appearances)

   (2)   On Base Percentage (among players with 502 or more Plate Appearances)

   (3)   Slugging Average (among players with 502 or more Plate Appearances)

   (4)   Runs Created (among players with 502 or more Plate Appearances)

   (5)   Runs Contributed (among players with 502 or more Plate Appearances)

   (6)   Total Average (among players with 502 or more Plate Appearances)

   (7)   Runs Scored

   (8)   Runs Batted In

   (9) Hits

   (ii) Players will be evaluated only on their performance and statistics in the MWBL for the season in question.

   (iii)   Each Owner must cast ten votes

- (iv) A first-place vote is worth 14 points, a second-place vote is worth 9 points, and a third-place vote is worth 8 points, down to a tenth-place vote, which is worth 1 point.
- (v) The player in each league receiving the most points will be the Most Valuable Player.
  - (1) In the event of a tie, the player with the most first-place votes will be the winner.
  - (2) If this is tied, the player remaining with the most second-place votes will be the MVP.
  - (3) If this is tied, the remaining players will all be considered the award winners.
- (f) Gold Gloves
  - (i) Each league will vote for its own Gold Glove Winners at all of the positions: C, 1B, 2B, 3B, SS, three OF, and P.
  - (ii) Each Owner will cast a single vote.
  - (iii) A position player must START 82 games in MWBL at the position for which they are being evaluated.
  - (iv) All position players who have played in the voting league are eligible if they qualify by being in the top ten of the following categories,
    - (1) Fielding Percentage
    - (2) Total Chances
    - (3) Fewest Passed Balls (catcher's only)
    - (4) Lowest Opponents Stolen Base Percentage (catcher's only)
    - (5) Assists
  - (v) A pitcher must have 162.0 or more innings pitched on the season, in MWBL.
  - (vi) In the event of a tie, all winners will be declared co-Gold Glovers.
- (g) World Series Most Valuable Player
- (h) At the conclusion of the World Series, the World Series Champion will select the player they deem the Series Most Valuable Player

B) All-Stars

1) The site of the All-Star Game will be determined by the Commissioner's Office, primarily by the Host Team's seniority and career winning percentage.
2) The American League will host the game in ODD years, and the National League will host the game in EVEN years.
3) A team must have been in the league for 5 years or more (counting the current season) to host.
4) A team that hosts the All-Star game is not eligible to host again until at least 8 years later.
5) The Host Team will be responsible for managing both the American League and the National League All-Stars manually during the actual running of the game.

6) The Commissioner will send a game file containing the rosters of both All-Star teams to the Host Team, in order for host to play the game.
7) All players will be considered only on their MWWL performance of that year and their statistics in Stat-Master.
8) Each league will vote for its own All-Star Starters at the following positions:
    (a)   C, 1B, 2B, SS, 3B, three OF, SP, RP.
    (b)   No election will be made for the DH.
    (c) A position player must have STARTED 82 games at his position to be listed at that position on the ballot.
9) To be eligible as a Starting Pitcher on the All-Star ballot, a pitcher must be listed on the Cy Young Award ballot by fulfilling criteria a, b or c.
10)   To be eligible as a Relief Pitcher on the All-Star ballot, a pitcher must fulfill at least one of the following requirements:
    (a)   Top 10 in league in Saves
    (b)   Top 10 in league in ERA-Relieving
    (c) Top 10 in league in Relief Points.
11)   The All-Star Manager for each team will be the manager of the league's representative in the World Series.
12)   The All-Star Coach positions will be filled by each league's remaining playoff managers.
13)   The All-Star Managers' duty is to fill out the reserves of their league's All-Star Team.
    (a)   They are required to choose 8 pitchers and 9 positional players.
    (b)   There must be a player that can play backup at each position, and no player can be the sole backup at more than two positions.
    (c) During the filling out of the reserves, players who were primarily designated hitters can be added to the squads, but need not be.
    (d)   At this point, each All-Star team will consist of 17 positional players and 10 pitchers, for a total of 27 players per team.
    (e)   The All-Star manager will then receive a default file from the Commissioner containing all 27 players and will create a team default file containing the starting lineup for the All-Star Team.
    (f) The starting lineup must consist of the players voted to be All-Star Starters.
    (g)   The Commissioner will send a default file to the Host Team containing both All-Star Teams' franchise files and the Host Team will play the game, taking Manual control of both teams.
    (h)   The All-Star Managers must make sure that EACH TEAM HAS A REPRESENTATIVE on the All-Star Teams.

(i) With this format, the leagues pick their starters, the All-Star Managers fill out the teams by selecting the players, and the Host Team actually plays out the game, controlling both sides.

(j) All-Star Game Most Valuable Player

　(i) At the conclusion of the All-Star Game, the Host Team will select a player they deem the game's Most Valuable Player.

XII) PENALTIES

A) No 0% R-Use player shall be left on the 27-man active roster used to play that current series. This will be enforced throughout the year, even when roster rules increase in September.

1) Penalty:
- (a)   1st offense - First Warning
- (b)   2nd offense - Final Warning
- (c) 3rd offense - Loss of 5th round pick*
- (d)   4th offense - Loss of 2nd round pick*
- (e)   5th offense - Loss of ownership
- (f) *If the draft pick has been traded, the Commissioner's Office will address accordingly.

B) Removing an injured player from the roster without informing the commissioner can lead to a suspension of that player beyond the duration of the injury.

1) First offense - 2 game suspension.
2) Second offense - 5 game suspension.
3) Third offense - 20 game suspension.

C) If assistance is needed due to personal life commitments, please contact the Commissioner's Office for assistance.

XIII)   COMMISSIONER'S ROLE

A) The Commissioner's role is a position to best serve the interests of the Mid-West Winter League.

B) The Commissioner shall have the authority to mediate disputes on organizational issues and make final decisions when all sides of an issue have been presented and are still unresolved.

C) The Commissioner shall have the authority to assess penalties and/or suspend managers for overuse of players, habitually late data disks and late league correspondence.

D) The Commissioner shall conduct all necessary and routine business, including, the Web Page, collecting franchise fees, and any other league matters.

E) The Commissioner, above all, shall strive to be accessible to the league members and help promote communication and understanding among the members of the Mid-West Winter League.