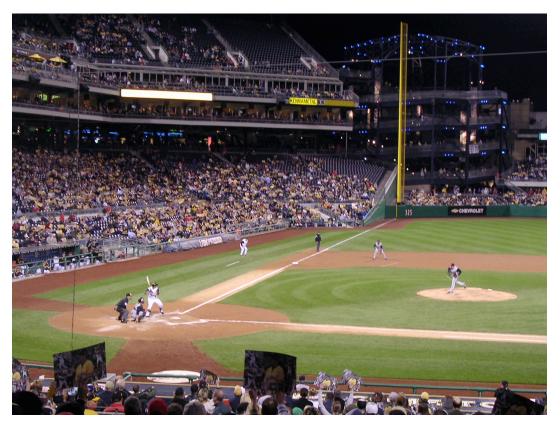# LUCID DREAM BASEBALL

Fantasy Baseball's Fantasy

LEAGUE RULES

2007 SEASON

Introduction

Situation

Lucid Dream Baseball is a fantasy baseball league with persistent rosters and sophisticated strategy. Each player in the league will be the GM of their own Lucid Dream Baseball League (LDB) franchise, in complete control of team payroll, roster composition, game lineups, and supervision of prospects. At the major-league level, rosters will resemble those of MLB franchises, with twelve-man pitching staffs and realistic positional balance. Financial constraints have been designed to resemble those of the top-tier of MLB organizations, and GMs will have the ability to engage in realistic transactions and roster moves to put their teams in the best position to win. Teams will play an unbalanced schedule, which should give rise to divisional rivalries, and scoring statistics have been chosen so that there will be as little difference as possible between a player who is good in "reality" and in "fantasy".

Organization

Organizational Tiers

Each LDB franchise has three tiers: Majors, AAA, and AA. The majors level is a 25-man roster, and represents the "active" players on the team, the ones whose performance will affect scoring. The AAA group is a 5-man roster that will be in most cases composed of a GMs professional reserves, although minor-leaguers can be stocked away on this roster at the GMs discretion. The AA tier is for true amateurs (those who have never played a major-league game), and will provide a GM with a place to draft high-ceiling prospects and to hold on to them for future seasons. Each team can hold two prospects in AA at a time.

The Majors level closely resembles an MLB franchise. All 25 players are available for active duty, and are broken down into the following positions:

MAJORS TIER ROSTER COMPOSITION	
Batters	**Pitchers**
Catcher	5 Starting Pitchers
First Base	7 Relief Pitchers
Second Base	
Third Base	
Shortstop	
3 Outfielders	
Designated Hitter / Utility	
4 Bench (inactive)	

Internal Transactions

- Optioning - Players who have not accumulated more than two seasons of "Service Time" (LDB concept, see below) are eligible to be optioned to AAA at any time. This is an internal roster move, and takes 24 hours to process. Players cannot be moved back into the AA roster at any point once they leave that tier.

- Outrighting - Players who have accumulated more than two seasons of "Service Time" are considered veterans, and cannot be sent to AAA without clearing 5-day waivers. This transaction is not revokable. If a player clears waivers, then they move to AAA. If the player is claimed, they are lost.

- Purchasing a Contract - Players in AA and AAA can be promoted to the Majors at any time, so long as sufficient roster space is available. Note that promoting a AAA player may add to their Service Time, and promoting a player out of AA to AAA or the Majors starts their arbitration clock, and locks them out of demotion to AA.

- 15-day Disabled List (DL) - Players on the Majors roster can be put on the disabled list if they currently are on an MLB disabled list. Players on the DL are locked on the disabled list until the requisite number of days passes since their LDB DL placement.

- 60-day Disabled List - Players on the Majors roster can be put on the 60-day disabled list if they are currently on an MLB disabled list. If a player is already on the LDB 15-day list, then the date of their original placement will be their marker date for restoration.

Service Time

To determine veteran status, LDB will use an internally tracked concept of Service Time. Each time a player is promoted from the minors to the Majors-level for the first time in a particular half-season, and at the start of each half season, the player will accumulate one half-season of Service Time. Having more than four half-seasons of Service Time qualifies a player as a veteran, and they cannot be freely optioned to AAA. Players retain their Service Time even if they are dropped, waived, or traded. At league inception, the commissioner will designate a group of players who will begin their existence as veterans to prevent superstars from being sheltered in the off-season in the minor leagues.

Keepers

In the off-season, LDB GMs will be able to designate a select five players on their Majors roster who will be keepers. These players are retained for the next year at their current salary (Auction Value - 10% signing bonus, except for league minimum players). A player can be kept for three seasons, and then they become a restricted free agent. A restricted free agent can be bid on by other clubs prior to the auction/draft, but the controlling team can match any offer to retain the player for one more year. After a restricted free agent year, that player will become a free agent, re-entering the auction/draft. Restricted free agents do not count against the keeper total.

Players in AAA and AA who are not LDB veterans are all eligible to be kept, and do not count against the keeper total. Mid-season free agents are automatically restricted free agents after the season ends. "Home-grown" players also do not count against the keeper total. Home-grown players are those players that a GM drafts through the amateur draft into their AA system. After their promotion to AAA or the Majors, they are subject to the following salary schedule:

"HOME-GROWN" SALARY STRUCTURE	
Year 1	.5 million
Year 2	1 million
Year 3	2 million
Year 4	5 million
Year 5	Restricted FA

If a Home-grown player is traded, they remain on the same salary structure when they join their new team, unless they are released and not claimed on waivers.

The Game

Lucid Dream Baseball League

The Lucid Dream Baseball League is divided into two subsidiary leagues: the Colonial League and the Federal League. Should a sufficient number of owners elect to play, these leagues may be sub-divided into divisions. Each team will play another team for a week at a time, with each statistical category representing a game, meaning that fourteen games are in play each week. Teams will play teams within their league (and possibly division) more often than teams outside their grouping. Advancement to the playoffs will be determined by league/division winners and then rounded out with wildcards as necessary. Each year six teams will advance to the playoffs.

Lineups

A batter is eligible to play a position if CBS Sportsline designates the position as the player's primary position, or if they have played 15 games at the position. A starting pitcher is eligible if CBS Sportsline designates the pitcher as a starter, or if they start three games. A relief pitcher is eligible if CBS Sportsline designates the pitcher as a reliever, or if they relieve in five games.

Lineups and pitching rotations will be maintained on CBS Sportsline, and will be subject to Sportsline's rules and restrictions.

Scoring

Lucid Dream Baseball scores the ten active batters and twelve active pitchers each day on the following statistics:

LUCID DREAM SCORING	
Batters	**Pitchers**
On-Base Percentage (OBP)	Wins (W)
Slugging Percentage (SLG)	Losses (L)
Runs Scored (R)	Adjusted Relief Decisions (2SV + HLD)
Runs Batted In (RBI)	Home Runs Allowed (HR)
Home Runs (HR)	Strikeouts (K)
Adjusted Stolen Bases (2SB - CS)	Earned-Run Average (ERA)
Poor Outs (K + GIDP)	Walks plus Hits per Inning Pitched (WHIP)

Just as in baseball, there can be no ties. If a statistical category ends in a tie at the conclusion of the week, then the system will award a win to the "home" team for that week. To add extra value to workhorse starters, and to encourage GMs to use their entire pitching staff, the league will impose a minimum Innings Pitched requirement of 45 innings per week[1]. Teams that fail to reach this threshold will lose all negatively influenced pitching categories that week (L, HR, ERA, WHIP).

Playoffs

The Lucid Dream playoffs will resemble the NFL's conference playoff organization. The top two teams will get a first-round bye, and the remaining teams will face each other in one-week series. Series winners will face the bye teams in the next round, and the winners of each league will then face each other in the Lucid Dream Series. The commissioner will announce specific playoff organization after the final composition of the league has been determined.

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[1] This requirement is based on the assumption that five starters should make an average of six starts a week, and the average innings pitched per start in MLB is approximately six. Relievers who are regularly used over a full season pitch over two innings a week (2.3 in 2006). (6 starts x 6 innings + 7 relievers x 2 innings = 50) The amount has been reduced by 10 percent to allow for variance in weeks.

Schedule

Scheduling will be announced by the commissioner before the auction / draft each year. Scheduling will be unbalanced, meaning that teams will play teams within their grouping more often than teams outside the grouping (league and/or division). The owners will vote on the schedule format at league inception before the first draft. Future scheduling changes will be decided by 2/3rds vote.

The Auction/Draft and Finances

Finances

Each team will begin the season with an amount of cash equal to the MLB luxury tax threshold,[2] plus any cash carried over from the previous year. Teams will be allowed to carry up to 10 million dollars in cash from the previous season into the next season's payroll, so long as that cash is designated as transferrable. Cash received in trades can replenish the transferrable pool, up to a cap of 10 million dollars. This pool is the transferrable pool. Any trades that send cash must first pull from this transferrable pool if it is available. Every team receives 10 million dollars after the draft for discretionary spending.

The Auction

The league auction will take place at a date designated by the commissioner, never more than three weeks before MLB opening day, and always before MLB opening day.

The auction will go around the table, with each GM nominating a player in turn, and then that player will be bid upon by the GMs. The nomination must include an opening bid. Bids under three million dollars can be to the nearest quarter million dollar, bids under ten million dollars can be to the nearest half-million dollar, and bids of ten million or more must be to the nearest million. Ten percent of the bid is the player's signing bonus (unless the player receives half a million, the league minimum). If the player is kept under contract in the next year, their signing bonus is not included in future years. The rotation of nominations for the auction will be non-serpentine, meaning the order will go worst to best, worst to best. Leftover payroll will be available for mid-season transactions. Bidding ends when every team has filled all 25 spots on their majors roster. At any point in the auction, an owner can designate a player they have won in bidding as a AAA player.

The bidding procedure after a player nomination will go as follows. If no one counter-bids within fifteen seconds, then the bid is won. If two players both call out at a reasonably close time, then whoever sits clockwise from the player will be said to have bid.

The second component of the draft, after all paid spots are filled on every roster, will be the amateur draft. This will be a seven-round draft. The first five rounds (if necessary) will be to fill the AAA roster. All of these players will receive half a million dollars' salary, with no signing bonus. The last two rounds will be the AA draft, with the eligible candidates being any player who is currently a true minor-leaguer, college player, or high school player. These players are under team control, but earn no money until promoted.

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[2] In 2007, 148 million.

External Transactions

- Designation for Assignment - Players who are going to be cut or demoted can be designated for assignment. Designation immediately removes the player from the 25-man roster, and subjects them to the 10-day waiver process. Players who are designated are available to trade for the next ten days. If they are not traded after ten days, they are given to the highest waiver claimant. If the player is not claimed on waivers, the player is cut. Designation is not revokable. If a player is cut, the GM can recover one-half of the remaining value of that contract-year, rounded down to the nearest million. This means that a player receiving 20 million dollars per year who is waived at the All-Star break will result in a refund of five million dollars. The only exception to the policy will be that the refund for a player cannot be lower than half a million dollars.

- Mid-Season Free Agents - Any unsigned player can be acquired mid-season. Players who are acquired mid-year are paid the league minimum, half a million dollars. Note that amateurs and players not available yet in the player universe are available for claim on the amateur claim page. Note that players cannot be added to AA mid-season.

- Waiver Claim - Any player on waivers can be claimed. Claiming a player results in the acquisition of that player, pending space being made available for the new player. The claiming team assumes the remaining salary burden of the player, calculated to the nearest day in the regular season.

- Trading - Trades can occur at any point in the off-season, and during the season up until the league trade deadline, which will be specified before each season starts[3]. Trades can involve players and cash, but just as in MLB, players cannot be dealt straight-up for cash. Trades will be subject to approval by a vote of the other managers in the league. If four-fifths of the non-involved managers veto a trade, the trade will be cancelled.

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[3] In 2007, to fall at the 2/3rds point, or at week 14 in a 20-week schedule.