

L U C I D D R E A M B A S E B A L L
Fantasy Baseball's Fantasy



LEAGUE RULES

2008 SEASON

Introduction

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 eleven-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”. Rosters will be constructed in a similar fashion to actual major league rosters.

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 7-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 players defined as prospects by Baseball America, having less than 131 MLB AB or 50IP), 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 four prospects in AA at a time (in the ‘09 season this number will be six).

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	6 Relief Pitchers
Second Base	
Third Base	
Shortstop	
Left Field	
Center Field	
Right Field	

MAJORS TIER ROSTER COMPOSITION	
Utility (2 spots)	
Bench (4 spots)	

Internal Transactions

- **Optioning** - Players who have not accumulated more than two full seasons of "Service Time" (LDB concept, see below) are eligible to be optioned to AAA at any time. This is an internal roster move. 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 3-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.
- **Disabled List (DL)** - Players on the Majors roster can be put on the disabled list if they currently are on an MLB disabled list. There are three DL spots.

A team's minor league players, both in AAA and AA, will play for the team's Atlantic Development League minor league club. Any transaction that sends players between the major and minor league club will be accomplished by trading with your own team.

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, or when he resides on the major league team 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 180 players who will begin their existence as veterans to prevent superstars from being sheltered in the off-season in the minor leagues. The list will be compiled from the commissioner's judgment of who the 180 most valuable fantasy players are.

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, after which 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. Mid-season free agents are automatically restricted free agents after the season ends. "Home-grown" players 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	.4 million
Year 2	.6 million
Year 3	1.2 million
Year 4	3.6 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, in which case they become free agents.

The Game

Lucid Dream Baseball League

The Lucid Dream Baseball League is divided into two subsidiary leagues: the Federal League and the Union Association. 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 a number less than half of the total 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 in the current year or 20 in the previous. A starting pitcher is eligible if CBS Sportsline designates the pitcher as a starter, or if they start five games. A relief pitcher is eligible if CBS Sportsline designates the pitcher as a reliever, or if they relieve in ten games.

Owners will be required to have all of the spots in their batting order filled each day. The CBS application will enforce this requirement.

Scoring

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

LUCID DREAM SCORING	
Batters	Pitchers
On-Base Percentage (OBP)	Quality Net Wins (NQW, W + Quality Start - L)
On-Base Plus Slugging Percentage (OPS, OBP + SLG)	Adjusted Relief Outs (note: RO, Outs recorded by pitchers appearing in a relief role) (ARO, RO - 3x(Inherited Runners Scored) - 9x(Relief Losses))
Runs Scored (R)	Holds Adjusted Save Percentage (HaSP, ((Saves + Holds) / (Save Opportunities + Holds))
Runs Batted In (RBI)	Home Runs Allowed (HRA)
Home Runs (HR)	Modified Strikeouts (KMo, K + Pickoffs - Balks - Wild Pitches)
Adjusted Stolen Bases (ASB, Stolen Bases - Runner Caught Stealing/2)	Earned Run Average (ERA)
Poor Outs (POOR, K + 2xGIDP)*	Baserunners per Inning Pitched (BIP, (Hits + Walks + Hit Batsmen)/ Innings)

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. As a change in 2008, all ties will go to the home team. 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 51 innings per week¹. Teams that fail to reach this threshold will lose all negatively influenced pitching categories that week (NQWins, HRA, ERA, WHIP).

Playoffs

With 14 teams, the playoff structure will be designed to reward division winners while maintaining a compelling wild-card race. Six teams will reach the Lucid Dream Playoffs. Each of the division winners will receive a first-round bye, and the second- and third-place teams in each division will play in the Wildcard Series. The winners of each Wildcard Series matchup will face their respective division winner in the Lucid Dream Division Series for the right to appear in the Lucid Dream Series, the league championship. In the playoffs, if there is an even number of wins (after

¹ This requirement is based on the assumption that every MLB team plays 54 innings a week, and allowing a small margin of error for unexpected staff events late in the scoring period.

* Poor Outs in 2008 will count GIDP as two Poor Outs rather than one.

home-team ties are applied), the tiebreakers will go in the following order: ERA (to the thousandth), runs scored, Quality Net Wins, home runs scored.

At the start of the playoffs, teams may no longer acquire new players in their organization. Minor league transactions will only be allowed in between playoff series unless a player goes to the disabled list, in which case a player of a similar position (infielder, outfielder, starter, or reliever) may be brought up to replace them.

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). For 2008, each team will play their divisional opponents twice each, and each team from the other division once. The only exception to this will be the team's designated "natural rival". Each team will be paired randomly with one team from the other division, and will play that team twice instead of once.

All-Star Game

During the week of the MLB All-Star Game, there will be no scoring in LDB. Each LDB division will elect an All-Star Team to represent their league in the LDB All-Star Week. Any performance in either the MLB All-Star game itself or over the four days after the break when MLB teams play games, will contribute to the team's score. The winner of the LDB All-Star week will get home-field advantage in the Lucid Dream Series.

The rosters for each team will consist of three starters, two relievers, and one player at each position in the field, and a utility player. Voting will be conducted by ranked voting, with each owner nominating two players at each positions. First place players receive two votes, second place players receive one. The first tiebreaker in the event of even voting at a position will be total number of first place votes. Further ties will be broken by the Commissioner or Assistant Commissioner if two players are still equal.

The Auction/Draft and Finances

Finances

Each team will begin the season with an amount of cash for their 25-man roster equal to the MLB luxury tax threshold,² plus any cash carried over from the previous year. In 2008, teams will be able to carry any unspent cash from 2008 into the next season on top of the luxury tax threshold. In 2008, no cash will be awarded post-draft to teams for discretionary spending. Players taken in the sequential AAA draft will be given minimum salary. The LDB salary cap will be adjusted to accommodate the number of AAA players at minimum salary on top of the MLB salary cap.

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's opening day³.

² In 2008, 155 million. In 2009, 162 million.

³ In cases where the MLB season has a foreign season opener, the draft may occur after these games.

The auction will be presided over by the commissioner and assistant commissioner. Each GM on their turn will nominate a player by making the opening bid on that player. Bids under three million dollars must be rounded to a tenth of a million dollars, and no bid can be under 400 thousand. Bids above three million but less than ten million must be rounded to the nearest quarter million. Bids of ten million or above must be to the nearest half-million increment. Each team will take a number of players in the auction equal to twenty-five minus the number of keepers the team has. Once each team has auctioned or kept a total of 25 players, the draft begins.

The second component of the draft will be the amateur draft. The first phase will be the AAA draft, which will last until each team's major-league and AAA rosters are completely filled. Every player chosen in the AAA draft receives the league minimum salary. After all of the AAA spots are filled, the AA draft will commence. This draft will run for four rounds, with the eligible candidates being any player who is currently a true minor-leaguer, college player, or high school player. (Players must have under 50 MLB IP or under 131 AB). These players are under team control, but earn no money until promoted.

Non-guaranteed Contracts

Each team will be allowed to issue three non-guaranteed contracts each during the AAA portion of the draft. These players must be designated at the time they are drafted. A non-guaranteed player's contract does not become binding until May 1. A non-guaranteed player can be swapped for a mid-season free agent at any point during the month of April with no financial penalty. Players issued non-guaranteed contracts are never eligible to be kept, and must be replaced by a player at a similar position (infield, outfield, starter, or reliever). The function of non-guaranteed contracts is to allow teams to make some speculation on lower-tier bullpen pieces, as LDB owners do not know at the auction date which relievers will make a team's roster out of spring training that year.

Salary Cap

Any money that is unspent below the salary cap is that team's funds for signing mid-season free agents. Finances will work slightly differently in 2008. Trading of salary burden will no longer be allowed, but it will not be necessary for trades to keep teams under the cap. The only significance of the cap post-auction will be to determine how much money each team will have for mid-season free agents or to send in trades.

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 3-day waiver process. Players who are designated are available to trade for the next three days. If they are not traded after three 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. Starting in 2008, LDB will award no refunds for players unclaimed on waivers.
- Mid-Season Free Agents - Any unsigned player can be acquired mid-season. Players who are acquired before mid-year are paid the league minimum, (currently four hundred thousand dollars). Players acquired after the MLB All-Star Game are paid half of the league minimum (currently two hundred thousand dollars). Note that amateurs and players not available yet in the player universe are available for claim on the amateur claim page. Players cannot be added to AA mid-season.
- Waiver Claim - Any player on waivers can be claimed. At the end of the "waiver period", the number of days the player is designated for waivers, the claim will be awarded to whatever team made the claim that has the lowest

overall season-to-date record, measured on the date of expiration of the waiver period. In the case of a tie, the player will first be awarded to the team with the lowest division record. In the case of a further tie, the player will be awarded to the team in a different division. Player salary has no impact on

- Trading - Trades can occur during the off-season, and during the season up until the league trade deadline, which will be specified before each season starts⁴. Trades can involve players and cash, but just as in MLB, players cannot be dealt straight-up for cash. Trades will be subject to retroactive approval by a vote of the other managers in the league. If greater than one-half of the non-involved managers veto a trade (seven or more in the case of a two-team deal), the trade will be cancelled. Beginning in 2008, all trades will be immediate. A veto of a trade will be retroactive. The players traded will have their stats count for their “new” teams even if the trade is retroactively vetoed.
 - I. Draft Picks - Draft picks can be exchanged in a trade. It is allowed to exchange picks for any year in the future, and conditional trades (i.e. trade only effective if one team’s pick is better than another team’s) are allowed. The amateur drafts will continue with extra rounds until every team has completely filled its rosters and/or has run out of funds to draft players.
 - II. Cash - Cash can be swapped in trades. Unlike in 2007, “salary burden” can not be exchanged, but the salary cap does not apply to trades.
 - III. Vetoes - In Lucid Dream Baseball, because of the complex nature of transactions and the balance between performance, salary, and future potential, it is understood that some trades may seem unbalanced from a near-term perspective, but may assist the “losing” owner in their long-term plan. With this in mind, the veto threshold for trades will be half the uninvolved owners in the trade.

Planned Changes for 2009

Defense

Scoring in 2009 will be in a 7x7x1 system, with the new category being a defensive plus-minus metric. This score will be calculated from a combination of Revised Zone Rating (RZR) and Out-of-Zone (OOZ) ball data. The RZR data is available at <http://www.hardballtimes.com> for review.

Relief Statistics

Our new data sources in 2008 will allow us access to much better relief statistics than we have previously had with the CBS website. These stats will be based on leverage and the base/out state both at the point at which the reliever entered the game and the point when they departed. The statistics under consideration, WPA (Win Probability Added) and BRAA (Batter Runs Above Average) are both available at www.fangraphs.com for review.

⁴ In 2008, to fall at the 2/3rds point, or at the end of week 14 in a 20-week schedule (on Sunday night at midnight).

AA Draft before Majors Auction

Knowing that the amateur talent pool will become much thinner in 2009 with the expansion of AA rosters to 6 per team and the current collection of talent under contractual control, the AA draft will move before the Majors auction in order to ensure that top amateur players become “home-grown”. This move will help to enforce parity, as the worst LDB performers will be able to get the top amateur players.

Super-Twos

In 2009, AA players promoted after the All-Star Game will become “Super-Twos”. Super-Twos essentially get an extra half-season of contractual control for their team, but at the cost of a more rapidly accelerating arbitration salary scale.

Eliminate RFA Process for Mid-Season FAs

While the RFA auction will remain for expired keeper contracts and home-grown players leaving contractual control, mid-season FAs will jump back into the main auction pool in 2009.