

## 1. Free Agents vs. Pool Players

**Free Agents** are non-rostered players eligible for permanent placement on a team.

**Pool Players** are temporary substitutes who may play for any team with 10 or fewer players at official game time.

Pool Players:

- Must be registered and pay the designated fee.
- Cannot be retained or added to a roster unless officially signed as a Free Agent.
- Cannot pitch or catch unless both managers agree.
- Must be released after each game.
- Are not playoff-eligible, and their appearances do not count toward playoff eligibility.

## 2. Free Agent Eligibility & Signing

Any *non-rostered* player is a Free Agent.

Free Agents:

- Released players must sit out one game before signing with another team.
- Must be registered in the league system (e.g., website or waiver list).
- Must be signed and declared at least 12 hours before game time.
- Signings follow reverse order of standings for priority.
- During playoffs, free agent signings are only allowed with commissioner/league president approval (injury or hardship).

## 3. Roster Limits & Abuse Prevention

Teams may not exceed the roster cap of 18 players.

“Sign-and-stash” tactics are not allowed.

The commissioner/league president may revoke abusive or unfair transactions.

If a team withdraws mid-season, its players enter the free agent pool and may be reassigned by the commissioner based on league parity.

## 4. Playoff Eligibility

Position Players must appear in at least 4 regular season games to qualify for playoffs.

Pitching-only players may qualify after 2 appearances but may only pitch in the playoffs.

## **5. Trade Requirements**

Trades are permitted only during the regular season.  
All players and managers involved must explicitly agree.  
No trade may be finalized without mutual consent.

## **6. Approval & Restrictions**

Trades must be submitted to the commissioner/league president for review and approval.  
Trades may be vetoed if they create imbalance, suggest collusion, or undermine league integrity.  
No trades are allowed during playoffs.

## **7. Trade Deadline & Limitations**

Trades must be completed by the official trade deadline (announced by the league).  
Traded players must wait at least one full game before being traded again.  
“Player loan” trades are prohibited; all trades are final unless reversed by the commissioner.

## **8. In-Season Team Formation Rules**

A new team may only be created mid-season if there are 15 or more non-rostered free agents actively registered with the league.

The purpose is to ensure every player who wants to participate has a team, without compromising the balance of existing rosters.

### **A. Requirements:**

- a. A minimum of 15 free agents have confirmed availability to join the new team
- b. A team manager is designated to organize and represent the team
- c. The team agrees to pay any remaining league dues and follow all rules

### **B. Timeline & Integration**

- a. A new team must be formed before 50% of the regular season is completed.
- b. The team will start with a forfeit (0-9 Loss) for every missed game or a commissioner-assigned record based on fairness.

### **C. Playoff Eligibility**

- a. Players must meet the same playoff eligibility criteria (e.g., 4 games played) to qualify.

- b. The new team may be eligible for playoffs if at least 50% of all regular season schedule games have been played and the team has received approval from the commissioner.