

# 2023-24 Offseason Ballot of Voting Items

Please review this document and email your votes to [geoffcooper3000@mgic.com](mailto:geoffcooper3000@mgic.com) providing either a Yay (for approve), Nay (for deny) or Abstain. A non-vote will be considered an abstention. A majority of votes will carry the proposal if a minimum of 15 votes are received (75% of league owners.) Please submit votes in the following format no later than Friday, December 15, 2023, at 7 pm CT:

<b>To:</b>	<a href="mailto:geoffcooper3000@gmail.com">geoffcooper3000@gmail.com</a>
<b>Subject:</b>	2023-23 Offseason Votes
1	Yay
2	Nay
3	Abstain
4	Yay
5	Nay

(Note: Votes above are illustrative only)

## **Topic 1 – Improving Game Play Experience and Promoting Sportsmanship**

### **1. PROPOSAL – 4<sup>th</sup> Round Draft Order Based on Owner Attendance Points Earned; Potential to Lose Pick if >17% of Games are Computer Managed Without (Grace Absences Allowed)**

- This rule would take effect Opening Day 2024.
- Every team starts with 90 Attendance points
- Each team gets 6 zero-penalty absences to account for life experiences and other items that cause an inability to play. Note: If an owner has an extended absence due to travel, illness or life circumstance, they should contact the commissioner and the commission can, at his discretion, allow for additional zero-penalty absences.
- Each absence counts as -1 off the 90-point starting total (and all subtractions take effect only after zero-penalty absences.)
- The process for monitoring:
  - Commissioner will review each box score and track when “Computer Manager” is named as the manager.
  - After 6 “grace” occurrences for a given team, -1 will be applied to their point total for each additional occurrence.
  - This will be tracked on a tab in the Master DB.
- The 4<sup>th</sup> Round draft order will be based on most-to-least points and, in the event of ties, worst-to-first in terms of prior-season record.
- Additionally, any team with less than 81 Attendance points will lose their 4<sup>th</sup> Round pick and pick at the end of the draft. To lose this pick, an owner would have to blow through their 6 “grace” absences *and* have more than 9 additional absences. Another way to think of it is that you could computer manage 17% of your games and NOT lose a pick – that’s a lot of computer-managed games. Any lost pick would be restored if the team is taken over by a new owner in the offseason.
- If a team has traded its 4<sup>th</sup> round pick, the lost pick will move forward to the 3<sup>rd</sup> round; if not available, then to the 2<sup>nd</sup> round, and so on. If the first 4 picks have been traded then the team will

lose its next 2 available picks. The team that acquired the 'penalized' pick will select at the end of the 4<sup>th</sup> round.

**DISCUSSION:** Commenters generally liked anything that reduces computer-managed games. A modification was made to address the eventuality that the 4<sup>th</sup> round pick of a penalized team has been traded. Some discussion that computer manager actually harms the human manager; additional discussion that computer manager can misuse players and make unwanted roster moves. Acknowledge that computer manager adds an element to the game that we'd like to reduce, thus the policy. Concern about impact on commissioner of managing this policy.

## **Topic 2 – Expanding the Trading of Draft Picks**

### **2. PROPOSAL – Provide Ability to Trade Picks in Rounds 1 Through 5**

- This rule would take effect Opening Day 2024.
- Teams can trade Round 1 through 5 picks. These are Day One picks. Day Two picks – picks beginning in Round 6 and after – would not be tradeable.
- Supplemental picks could not be traded.
- Picks for the next year's draft are only eligible to be traded after Opening Day.
- If a manager quits, the new owner would have picks restored, but as a supplemental pick at the end of each round in which their team's pick was traded. (Note: This would slot in "worst-to-best" with other supplemental picks, if applicable.) A team that acquired a pick from a quitting manager would still retain that pick.

**DISCUSSION:** Commenters seemed somewhat split on this proposal. Concerns about "paperwork" for commissioner and potential for confusion. Was general agreement that trading is a tool teams can use to get better more quickly and that the league generally benefits from a competitive perspective. Some commenters were concerned a manager might trade all his picks to "go for it" and then quit. Acknowledge that's a concern, though the policy would assure no team receiving picks or the new manager would be harmed by such a bad faith move. Added a rule prohibiting the trading of picks in future drafts.

## **Topic 3 – Draft Picks as Roster Spots**

### **3. PROPOSAL – Draft Picks Never Occupy a Roster Spot**

- This rule would be implemented immediately.
- At no point in time will excess acquired draft picks occupy a roster spot.
- Currently, an acquired draft pick is considered "excess" if it represents more picks than a team is otherwise slotted in the trade-eligible rounds. Therefore, if a team acquired 2 picks but traded 1 of their own, then they'd only have 1 excess acquired draft pick occupying a roster spot.
- This will no longer be applicable as excess acquired draft picks are treated the same way as a team's normal draft picks in that they'd never occupy a roster spot.
- However, rosters must be 40-man:
  - Therefore, a team trading a draft pick and acquiring an extra player must immediately cut a player to reduce their roster to meet the 40-man requirement.

- And a team acquiring a draft pick must select a claim from the ZXFA list to expand their roster to meet the 40-man requirement. This extra signee is like a DL claim in that they are automatically released back to the ZXFA pool at the end of the team's season.

**DISCUSSION:** Commenters seemed somewhat split on this proposal. Some like it as a tool for increasing competitiveness. However, taken to its extreme (assuming Proposal #2 above passes), a team could keep 14 players, thus earning 2 supplemental picks, and also acquire 5 picks. Including their own 5 picks, that would give them 14 players and 12 more picks within the first ~120 picks, meaning that they'd have 26 roster slots filled after Day One of the draft. From a Commissioner's perspective, this policy is easier to administer since all picks would never occupy a roster spot, and it is also easy for managers to remember. Combined with Proposal #2, though, it clearly would facilitate quicker turnarounds by depleted teams and would likely move the needle on the 'Legacy vs Draft' League dynamic of the MMDBL.

## **Topic 4 – Supplemental Picks and Competitive Balance**

### **4. PROPOSAL – Add one more compensatory pick after Round 5 (Day One)**

- This proposal would take effect Opening Day 2024.
- Teams that cut to 17 or less would get an additional supplemental pick after Round 5.
- The picks would be in order of a) who kept the fewest, and b) worst-to-best record.
- This means teams cutting to 14 or less would get a total of 3 supplemental picks – after Rounds 1, 2 and 5; and teams cutting to 15-17 would get a total of 2 – after Rounds 2 and 5.
- Note: Deeper-cutting teams that acquired picks would *further* close the gap of rostered players at the end of Day One of the draft. This seems like the right metric to consider for competitive balance – **rostered players at the end of Day One**. Our compensatory system should help close that gap, but trading should be encouraged to further help teams close that gap – a true “stick and carrot” balance.

**DISCUSSION:** Commenters generally supported this proposal, even in the context of other 'competitive balance' proposals (#2 and #3).

## **Topic 5 – Overworked Pitchers**

**DISCUSSION:** No proposal will be advanced here this year. Commenters were split on what to do. A proposal to disallow use of overworked pitchers was defeated in the 2022-23 offseason and could be brought for a vote again as early as the 2025-26 offseason. Some commenters suggested plausible middle-ground options but it seems (based on comments and conversations) that this is generally a “we do or we don't” topic for most owners. As Commissioner, I generally steer away from changes affecting what's “in the game” and acknowledge that such changes are harder to monitor and administer than administration of items that are not “in the game” as created by Dynasty League.

## Topic 6 – Ghost Runners in Extra Innings

### 5. **PROPOSAL – If given a choice, adopt MLB rules for extra innings games.**

- This would take effect Opening Day 2024 season, subject to how Dynasty League presents its options in the Commissioner’s module.

**DISCUSSION:** Commentators seem split, perhaps bearing more toward tradition and opposing ghost runners if it is presented as an option.

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