



Official League Handbook for the Rakibird Extraordinary Baseball League (REBL)
2019 Edition

* League Mission Statement

The REBL is a prestigious advanced league that places great emphasis on strategy and team building through drafting, trades and keepers. It is the mission of the league commissioner to, above all else, uphold the league's integrity.

* Registration Deadline

GMs must have their league registration fee paid in full by **FRIDAY, MARCH 1, 2019**. League cost will be \$20. Failure to pay on time will result in late fees of \$2/day and possible loss of team. Payment is accepted in the form of cash (to the commish in person) or PayPal (rakibird@gmail.com).

** PayPal users send via "Friends and Family" setting so fees aren't taken out.*

* Keeper Players

Teams may elect to designate up to (3) three players as keepers. Players must be drafted. Players drafted in the first (1st) and second (2nd) rounds are ineligible. Free agents are ineligible. All keeper selections will be verified by the commish.

* Keeper Deadline

Teams must select their keepers via FANTRAX by clicking on TEAM, then KEEPER ADMIN. Click the check box on your players and click SAVE CHANGES. If keepers are not declared before the keeper deadline you begin the season with a blank roster. In the event that your keeper player sustains a season-ending injury prior to the draft, you may petition the commissioner to cancel your keeper selection. A canceled keeper selection will result in a lost keeper slot and a reclaimed draft pick.

Keepers must be selected by **FRIDAY, MARCH 8, 2019** (before midnight).

* Keeper Contracts

Eligible players will have a maximum contract of (3) three years, not including the season they were drafted. Once a player is cut from a team, he becomes a free agent and cannot be kept as his contract is now null and void.

For example: If you drop a player and then acquire him back through a bid, he is a free agent and is no longer on contract. He cannot be kept the following year.

* Keeper Costs

Each keeper selection will replace a draft pick. The cost will be as follows, depending on the contract year your player is in:

- 1st Year -- Original draft round plus one round higher.
- 2nd Year -- Original draft round plus two rounds higher.
- 3rd Year -- Original draft round plus three rounds higher.

* Trades

- All trades will be overseen by the commish. No veto system will be used. Any abuse of the trade system will result in loss of trade privileges and/or immediate termination from the league.
- The trade deadline for the season will be **TUESDAY, JULY 9, 2019**.
- Trades involving future draft picks/positions are not allowed.
- Draft picks/positions may be traded up to three hours prior to the draft. Teams must trade an even number of draft picks and may only have one pick per round.
- FAAB money can be used in trades with other teams. Once an agreement has been made this must be submitted to the commish by both parties to confirm the deal.
- Keepers can be traded up to three hours prior to the draft, but can't be traded until the Keeper Deadline has passed (when the player officially rejoins your team).
- Keepers can be kept after being traded to another team so long as they are still on contract (have not been dropped). Keeper Contracts carry over to a new team with the same cost and years on their contracts.

* The Draft

- This season's live online draft will be held **SATURDAY, MARCH 16, 2019 at 2:00pm**.
- Draft order will be determined by a random draw prior to the live draft at a date TBA.
- A live draft will be held online. It is the responsibility of each GM to test the live draft page and find their own internet and computer access. The league commissioner will not hold up the draft for an ill-prepared GM. In the event you cannot make the live draft date online or in person, it is the GMs responsibility to rank players for the auto-draft option. Each draft pick will have a maximum time of one minute (1:00). The draft format will be the standard snaking draft.

* Schedule

- Schedules are determined by last season's final results. Teams will play every other team in the league at least once and will play six of those teams an additional time. This is predetermined by a formula at the conclusion of each season.
- The regular season will last 17 weeks.
- The playoffs will last 3 weeks.
- There will be no divisions.

* League Princess

The team that ends up dead last in the regular season will be crowned the League Princess! Our royalty will use an official princess logo (provided by the commish) as their team icon for (1) one year. They also must place a League Princess trinket on their primary keychain for (1) one year. If the trinket is removed for any reason before the one year sentence is up, a penalty of (1) one additional year will be tacked on. Failure to adhere to the rules of this punishment will lead to termination from the league.

* Free Agent Acquisition Budget (FAAB)

Each team will receive a budget of \$1000 for the season to claim free agents. Bids can be placed at any time during the week. Claims will be processed Thursdays and Sundays at 2:00am (CST).

* Team Logo

Each team must upload a logo image. Generic helmets and icons will not be allowed. This is now mandatory. Logos must be in place prior to the draft. **Owners will be fined \$100/day in FAAB money until a logo is in place.**

* Lineups

The league will use the weekly lineup rules. Lineups must be set **before** the first game on each Monday. Starting positions: C, 1B, 2B, 3B, SS, (3) OF, (6) P
Bench positions: (12) Bench, (2) DL

* Playoffs

The top 6 teams will make the REBL Championship Tournament. Division winners will get a 1st round bye and are guaranteed in. The remaining (4) four highest ranked teams will get a playoff berth. Remaining teams compete in the Minor League CHUMPionship (Consolation Bracket).

* Prize Payouts

1st Place = \$150 and the REBL Trophy
2nd Place = \$50
3rd Place = \$20

Minor League CHUMPion receives a traveling trophy (local area only) to display.

*Custom Keeper Trophy

The League Champion will be presented a custom trophy to keep to commemorate their victory. Team owners in the Chippewa Valley region will also be awarded the League Champion Travelling Trophy for (1) one year.

PLAY BALL!

- League Commissioner Raji Alowairdi

* Scoring Rules

Hitting:

Double Plays (DP) = 0.5

Doubles (2B) = 3

Errors (E) = -2

Grand Slams (SL) = 1

Hit By Pitch (HBP) = 2

Hit For The Cycle (CYC) = 7

Home Runs (HR) = 5

Runs Batted In (RBI) = 1

Runs Scored (R) = 1

Singles (1B) = 2

Stolen Bases (SB) = 2

Strikeouts (SO) = -0.5

Triples (3B) = 4

Walks (BB) = 2

Pitching:

Complete Games (CG) = 2

Earned Runs Allowed (ER) = -1

Hit Batsmen (HB) = -1

Hits Allowed (H) = -1

Home Runs Allowed (HR) = -0.5

Innings Pitched (IP) = 3

Losses (L) = -1

No Hitters (NH) = 2

Perfect Games (PG) = 3

Quality Starts (QS) = 2

Strikeouts Pitched (K) = 1

Walks Allowed (BB) = -1

Wins (W) = 1

* Schedule Formula

- Teams finishing with an even number rank play each other twice; Odd teams play each other twice.

Week 1: 1v12, 2v11, 3v10, 4v9, 5v8, 6v7

Week 2: 1v2, 3v4, 5v6, 7v8, 9v10, 11v12

Week 3: 1v9, 2v10, 3v7, 4v8, 5v11, 6v12

Week 4: 3v1, 4v2, 10v6, 5v9, 7v11, 8v12

Week 5: 6v1, 7v2, 8v3, 11v4, 10v5, 12v9

Week 6: 1v11, 2v12, 3v9, 4v10, 5v7, 6v8

Week 7: 10v1, 5v2, 12v3, 7v4, 11v6, 9v8

Week 8: 8v1, 9v2, 6v3, 5v4, 11v10, 12v7

Week 9: 1v5, 2v6, 3v11, 4v12, 7v9, 8v10

Week 10: 1v11, 2v12, 3v9, 4v10, 5v7, 6v8

Week 11: 1v9, 2v10, 3v7, 4v8, 5v11, 6v12

Week 12: 7v1, 8v2, 5v3, 6v4, 11v9, 12v10

Week 13: 1v4, 2v3, 5v12, 6v9, 7v10, 8v11

Week 14: 1v5, 2v6, 3v11, 4v12, 7v9, 8v10

Week 15: 3v1, 4v2, 10v6, 5v9, 7v11, 8v12

Week 16: 7v1, 8v2, 5v3, 6v4, 11v9, 12v10

Week 17: 1v12, 2v11, 3v10, 4v9, 5v8, 6v7