

# DBL Baseball Rules

(Last Modification: 4/28/24)

## Simulation

- In-season sims are usually 5 days long. If one is shorter, it will be noted ahead of time.
  - Roster moves can only be made before a sim. You cannot stipulate for a roster move to happen in the middle of a sim.

## Salary Cap: \$4.25m

- You must always be always salary cap compliant during the league year (end of re-signing period until end of playoffs).
- You cannot be over \$4.5m in committed salaries for any future years.

## Roster Rules

- **Active roster limit:** 25
- **Expanded active roster limit:** 28
  - This takes effect with the first sim after September 1.
- **Full roster limit:** 40
  - All teams have a reserve roster for players who are not on the active roster.
  - There is no injured list, injured players can be placed on the reserve roster.
  - Suspended players can be put on the reserve roster.

## Player Retirement

- If a player retires before the end of his contract, 50% of that contract will count towards the cap in each season left on the deal.
- If they retire due to injury, then the entire contract is removed from the cap. If this happens in season, this does not apply until after the season.
- If a drafted player retires before their first season starts, their contract is voided immediately.

## Trades

- Trade deadline is July 31.
- If trading players, there must be a player on each side of the trade.

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## Contract Types

- *Entry*
  - This is the initial 5-year contract a player who was drafted in rounds 2-4 of the DBL Draft, or the UDFA Waiver Draft, receives.
  - These contracts are only guaranteed for the current league year, they can be released for no future penalty.
  - Players drafted before 1992 have the old version of the Entry contract, which was 4 years with 2 options years.
    - Players with less than 2.086 service time are not eligible for the option years and will be auto-renewed again at the same set increase of \$2,500.
- *Standard*
  - This is the default player contract. All Standard contracts are fully guaranteed and will count towards the salary cap even when released.
  - The minimum standard contract is \$50,000.
- *Base Year*
  - This is a player in the first year of a standard contract, they cannot be traded until June 1.
- *Franchise*
  - A 5-year contract worth \$1,000,000 per season, but only carries a \$250,000 cap hit.
  - This player cannot be traded.
  - Each team can only have 1 franchise contract on their roster.
- *Legacy*
  - These are players who were signed to standard contracts under the old rules and the old release rules still apply. These will disappear when all current Legacy contracts expire.
    - If they have 5 or 6 years left (includes current season), you will pay 100% of their remaining annual average salary towards your cap the season after they are released.
    - If they have 4 years left (includes current season), you will pay 75% of their remaining annual average salary the following season.
    - If they have 3 years left (includes current season), you will pay 50% of their remaining annual average salary the following season.
    - If they have 2 years left (includes current season), you will pay 25% of their remaining annual average salary the following season.

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## Extensions

- Entry Extensions
  - This only applies to players with the old version of the Entry contract. After their first 3 years, you can sign them to a 4-year contract worth \$300,000 total. This rule will end after the 1994 season, as no further players will be eligible for this.
- Standard Extensions
  - All players entering the final year of the contract will be given an extension number heading into the re-signing period. You can either treat the extension as a totally new contract and leave the current year alone or you can wrap the current year into the extension when structuring.

## Waivers

- All players being released must be placed on waivers.
  - Any team can claim a player on waivers, order is determined by prior year's record during the off-season and current year's record while in season. Claiming team assumes the player's current contract.
  - In season only, teams may make new contract claims on players on release waivers, assuming they have standard contracts. These claims are for 1 year only with a minimum bid of \$50,000. Any team making a normal claim ends new contract claims for the player.

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## DBL Draft

- Draft length: 4 rounds.
- Contracts
  - First round picks receive Standard contracts which are slotted and guaranteed.
    - Pick 1: \$200,000-\$205,000-\$210,000-\$215,000-\$220,000
    - Pick 2: \$180,000-\$185,000-\$190,000-\$195,000-\$200,000
    - Pick 3: \$160,000-\$165,000-\$170,000-\$175,000-\$180,000
    - Pick 4: \$140,000-\$145,000-\$150,000-\$155,000-\$160,000
    - Pick 5: \$135,000-\$140,000-\$145,000-\$150,000-\$155,000
    - Pick 6: \$130,000-\$135,000-\$140,000-\$145,000-\$150,000
    - Pick 7: \$125,000-\$130,000-\$135,000-\$140,000-\$145,000
    - Pick 8: \$120,000-\$125,000-\$130,000-\$135,000-\$140,000
    - Pick 9: \$115,000-\$120,000-\$125,000-\$130,000-\$135,000
    - Pick 10: \$110,000-\$115,000-\$120,000-\$125,000-\$130,000
    - Pick 11: \$105,000-\$110,000-\$115,000-\$120,000-\$125,000
    - Pick 12: \$100,000-\$105,000-\$110,000-\$115,000-\$120,000
    - Pick 13: \$95,000-\$100,000-\$105,000-\$110,000-\$115,000
    - Pick 14: \$90,000-\$95,000-\$100,000-\$105,000-\$110,000
    - Pick 15: \$85,000-\$90,000-\$95,000-\$100,000-\$105,000
    - Pick 16: \$80,000-\$85,000-\$90,000-\$95,000-\$100,000
    - Picks 17-24: \$75,000-\$80,000-\$85,000-\$90,000-\$95,000
  - Second-Fourth round picks receive Entry contracts.
    - 2nd round: \$50,000-\$55,000-\$60,000-\$65,000-\$70,000
    - 3rd round: \$35,000-\$37,500-\$40,000-\$42,500-\$45,000
    - 4th round: \$25,000-\$27,500-\$30,000-\$32,500-\$35,000
- Undrafted players can be selected in the UDFA Waiver Draft.
  - They receive the same contracts as a 4<sup>th</sup> round draft pick.