



2024
Wolfpack Fantasy Baseball League (WFBL)
Official League Constitution

I. OBJECTIVES & LEAGUE HISTORY

1.1 Purpose and Objective

The Wolfpack Fantasy Baseball League was formed in order to elucidate our baseball expertise into a tangible, quantitative form, increase our knowledge of the game, and have fun doing it. The objective of each owner is to finish as high as possible in their respective division, move on to the playoffs and win the right to have their team name engraved on the coveted league trophy.

1.2 League History

The Wolfpack Fantasy Baseball League began in 1994 with four teams using players solely from the National League. Atlanta Braves first baseman Fred McGriff was the first overall pick. The infamous strike ended this season short before a league champion could be crowned.

In 1995, the league grew 50% and included owners spanning across two states. That season saw many teams such as newcomers Gameball Boys and Baltimore Black Sox and the senior-league member Tampico Trauma assume, and ultimately lose, first place. The championship for that year belonged to the Power Rangers, who credited their second half surge to a trade for then-Marlin outfielder Jeff Conine.

In 1996, the league bid a fond farewell to the Camel Toes, while granting franchise rights to two new clubs. Despite a strong effort by the expansion Raleigh Middle Fingers, the season was dominated from start to finish by the Tampico Trauma. General manager Clay Lowman attributed his success to a lack of injuries and the career year of Atlanta pitcher John Smoltz.

The 1997 season welcomed three new owners to the fray. With the expansion to 10 teams, the league decided to expand the player pool to include all players from both the National and American Leagues. In addition, two divisions were created, and the league format changed from total points to head-to-head. When the dust had cleared, four teams had risen to the top of the league: the Sendek Division Champion Power Rangers, the O'Cain Division Champion Baltimore Black Sox, Kalamazoo Green Knights and Clemmons Cougars. The health of superstars Mark McGwire and Randy Johnson led the Power Rangers to a decisive victory over the Kalamazoo Green Knights, achieving their second world title in three years.

In 1998, the Kalamazoo Green Knights surprised the league with some very aggressive trades, positioning them for a run at the playoffs. Green Knights management, already backed by the MVP-caliber year of Sammy Sosa, added Barry Bonds, Frank Thomas, and Jason Kendall to create one of the most potent offensive forces the league had ever seen. The risks paid off huge for the veteran club in a wild card berth, and the eventual league crown.

In 1999, the league welcomed two new franchises: The Pittsburgh Brahma Bulls and the Apex Alleycats. Despite the new talent, the year again belonged to the veterans. In a nail-biter, the Ellicott City Black Sox won the closest match-up ever against a formidable Clemmons Cougars arsenal. Aces Randy Johnson and Mike Mussina powered an injury-ridden squad that included the recently acquired talent of Ivan Rodriguez, Edgardo Alfonzo, and Magglio Ordonez.

In 2000, the Tampico Trauma franchise was sold and renamed the Silver Creek Skull Crushers. Likewise, the Comeback Johnnies were sold and renamed the Longball Lobos. Early runs by the Silver Creek Skull Crushers made them the favorite at the halfway mark, but an insurgence by perennial powerhouse Clemmons Cougars led by Pedro Martinez and Nomar Garciaparra tightened the race in the Avent Division. Crippling injuries to Skull Crusher Ivan Rodriguez and Brahma Bull Craig Biggio left those two teams just short of making their first playoff appearance. An impressive run by the Todd Helton and the Hickory Scorpions propelled that squad to their first WFBL World Series, pitted against division-rival, defending WFBL Champion and 2000 wild card winner, Ellicott City Black Sox. The series proved to be the second closest in WFBL history, with the Sox prevailing to repeat as WFBL Champions, led by the pitching strength of Randy Johnson and rookie star Barry Zito, as well as the solid bats of Barry Bonds, Jeff Kent, and Edgar Martinez.

The 2001 season was dominated start to finish by the Sendek Division, which accumulated an impressive 37-13 record against non-division opponents. More untimely injuries and an impressive late run by the Green Knights prevented a solid Skull Crusher team from winning the Avent and advancing into the playoffs. The Power Rangers won their second consecutive Amato Division title, but was easily dismantled in the first round of the playoffs by the wild card winning Brahma Bulls. With career years from Barry Bonds, Randy Johnson, Rich Aurilia, Matt Morris, and Luis Gonzalez, the Ellicott City Black Sox had little difficulty in winning the Sendek Division Crown, and then cruised past the Green Knights in the first round of the playoffs to set the stage for the second straight All-Sendek-Division WFBL Championship game. By mid-week, the drama was over. The Black Sox pummeled the Brahma Bulls for their third consecutive league title with most of the points coming from Johnson, Morris, Gonzalez, and Bonds (who managed to hit his 70th, 71st, 72nd, and 73rd homeruns of 2001 during the week).

In 2002, the league witnessed the tightest playoff race ever seen. The race continued amid growing concerns over a potential season-ending player strike. The player strike was thankfully avoided, but the threat left a bitter taste in the mouths of many owners. With only the final week remaining in the regular season, two playoff spots and a division crown had yet to be decided. When the dust had finally settled, the Cougars captured the Avent, and Kalamazoo had once again silenced their detractors and managed to claw their way into fantasy baseball's elite final four. The year will also, no doubt, be remembered as "the one that got away" for the storied Hickory Scorpions franchise which, having had dominated most of the year, ended the regular season on a gut-wrenching four-game slide, and was left wondering what could have been. Riding the momentum that had put them in the playoffs, the Clemmons Cougars and

Kalamazoo Green Knights handily dismantled their first round opponents to set up the first-ever All-Avent Division WFBL Championship. In a bold move, the Cougars benched newly acquired ace Curt Schilling and relied on the bat of sophomore sensation Albert Pujols and the ever-dependable Derek Lowe. In the end, the Cougars proved too much for the '98 Champs, and etched its name onto the league trophy and forever into the hearts and minds of the Clemmons faithful.

In 2003, the league welcomed-back the Longball Lobos and welcomed-in two new franchises, the West Raleigh Moundchargers and the Fostoria Screwballs, who wasted no time in proving their talent. The West Raleigh Moundchargers dominated the Amato Division from the start, led by an amazing pitching staff that included John Smoltz, Tim Hudson and the franchise's first-ever draft pick: Mark Prior. Despite setting the WFBL league record for consecutive wins at 10, the first-year franchise backed into the playoffs after losing its final two regular season games, and losing both playoff games. Unlike the Moundchargers, the Screwballs used a powerful hitting lineup, which included Carlos Delgado, Gary Sheffield and Bernie Williams, to secure a playoff spot. But after ousting the Moundchargers in the first round, the Screwballs would meet its demise in the form of its very own Avent Division Champion, the Hickory Scorpions. The Scorpions used the combined strength of pitching (Halladay, Schmidt) and hitting (Helton, Guerrero, Ordonez) to win their first-ever WFBL World Championship. A key moment in Hickory's title run came when it pulled the trigger on a trade for Curt Schilling late in the season. Following the trade, the Scorpions never lost another game.

In 2004, the league retained all franchises from the 2003 season. From early on, it was evident that the Ellicott City Black Sox were the team to beat. The long grueling season left five teams still in the hunt for the final two playoff spots with one week remaining in the regular season. The Kalamazoo Green Knights decimated their divisional co-leader Raleigh Middle Fingers to capture the Avent, while defending champion Hickory Scorpions held off the Power Rangers and Pittsburgh Brahma Bulls to capture the remaining playoff spot, and a chance to repeat. The 2004 playoff matchups featured a who's who list of past champions pitting the 21-1 (14-0) Trifecta WFBL Champion Ellicott City Black Sox against the reigning champion Hickory Scorpions, while the '02 champion Clemmons Cougars matched up against the '98 champion Kalamazoo Green Knights. Despite leading the league in points, the defending champions fell in the first round to the Black Sox, while the Green Knights ended the Cougars hopes at a second league crown. Overcoming their own management's complete lack of confidence, manifested in the now infamous "Black Sox Win 4th" debacle, the Green Knights stepped up and did the seemingly impossible by handing the heavily favored Black Sox a solid defeat in the Championship game. Kalamazoo staple Eric Gagne nailed down the win on Sunday fanning three in 2-innings, for his 45th save.

In 2005, the league welcomed the Center Grove Firebirds, who finished a respectful fifth in the power rankings, despite an overall sub-five hundred record in their inaugural season. The Power Rangers dominated the Avent Division from start to finish, clinching a playoff spot by Week 19, despite trading Lance Berkman and their second overall pick in 2006 for an underachieving Carlos Beltran. The Fostoria Screwballs won a

competitive Amato Division, thanks in part to their superb divisional record (10-4), despite being only two games over 0.500. The Apex Alleycats managed to hold off a late surge by the Raleigh Middle Fingers (who had won 5 of their final 6) and capture their first-ever Sendek Division title. The wild card went to the Aventura Division West Raleigh Moundchargers, who, like the Screwballs, were making their second playoff appearance in only three years of existence. The Moundchargers were “en fuego” having just pounded division-rival Pittsburgh Brahma Bulls in a Week 23 winner-take-all scenario. The momentum they had built was in most part courtesy of Randy Johnson – acquired at the trade deadline. But their defining moment came when unlikely heroes Derrick Turnbow and Jorge Cantu overcame a monstrous performance by Power Ranger Travis Hafner in the title game, leading the Moundchargers to their first ever league title and a coveted place in WFBL history.

In 2006, the veteran Clemmons Cougars franchise was sold off and renamed the Bumblin’ Balboni’s.

In 2007, the league suffered the loss of the 12-year veteran, two-time World Champion Kalamazoo Green Knights franchise, as well as two other franchises, but added the Fuquay Nine. The attrition forced the first-ever contraction draft as the total number of teams dropped from 12 down to 10 for the first time in a decade.

1.3 Teams History

Bold font indicates that season's league champion, italics indicate the inaugural season for that franchise's ownership. 1994-1996 were NL-only leagues. Expansion drafts were held in 1996, 1997, 1998, and 2009. The only contraction draft of record was held in 2007. Beginning with the 1997 season, the league format changed from total points to head-to-head.

<p>1994 <i>Power Rangers</i> <i>Tampico Trauma*</i> <i>Out of the Cellar*</i> <i>Silver Creek Skull Crushers*</i></p>	<p>1995 Power Rangers Tampico Trauma Out of the Cellar Camel Toes <i>Baltimore Black Sox*</i> <i>Kalamazoo Green Knights</i></p>	<p>1996 Power Rangers* Tampico Trauma Out of the Cellar* Baltimore Black Sox Gameball Boys <i>Raleigh Middle Fingers</i> Ball Hawks</p>	<p>1997 Power Rangers* Tampico Trauma Hickory Scorpions Baltimore Black Sox Kalamazoo Green Knights Raleigh Middle Fingers* Ball Hawks <i>Clemmons Cougars</i> <i>Comeback Johnnies</i> <i>Cary Buzzards</i></p>
<p>1998 Power Rangers Tampico Trauma* Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Clemmons Cougars Comeback Johnnies <i>Bronx Bombers</i> <i>Barry's Big Boys</i> <i>The Waybacks</i></p>	<p>1999 Power Rangers Tampico Trauma Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Clemmons Cougars* Comeback Johnnies Bronx Bombers Barry's Big Boys¹ <i>Apex Alleycats</i></p>	<p>2000 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights* Raleigh Middle Fingers Ball Hawks Clemmons Cougars Apex Alleycats Pitt. Brahma Bulls <i>Silver Creek Skull Crushers</i> <i>Burlington Bandits</i> <i>Longball Lobos</i></p>	<p>2001 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Clemmons Cougars Apex Alleycats Pittsburgh Brahma Bulls* Silver Creek Skull Crushers Burlington Bandits Longball Lobos</p>
<p>2002 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks* Clemmons Cougars Apex Alleycats Pittsburgh Brahma Bulls Silver Creek Skull Crushers <i>Grim Reapers</i> <i>Silicone Twins</i></p>	<p>2003 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Clemmons Cougars Apex Alleycats Pittsburgh Brahma Bulls* <i>Fostoria Screwballs</i> <i>Longball Lobos</i> <i>West Raleigh Moundchargers</i></p>	<p>2004 Power Rangers* Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Clemmons Cougars Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs Longball Lobos West Raleigh Moundchargers</p>	<p>2005 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks* Clemmons Cougars Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers <i>Center Grove Firebirds</i></p>

* Hosted or co-hosted league draft

¹ Replaced mid-season by Pittsburgh Brahma Bulls

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<p>2006 Power Rangers Hickory Scorpions Ellicott City Black Sox Kalamazoo Green Knights Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Center Grove Firebirds <i>Bumblin' Balboni's</i></p>	<p>2007 Power Rangers Hickory Scorpions* Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers <i>Fuquay Nine</i></p>	<p>2008 Power Rangers Hickory Scorpions* Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine</p>	<p>2009 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine <i>Spivey's Corner Knockouts</i> <i>Durham Drive-bys</i></p>
<p>2010 Power Rangers Hickory Scorpions Ellicott City Black Sox* Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Drive-bys</p>	<p>2011 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts <i>Durham Indians</i></p>	<p>2012 Power Rangers Hickory Scorpions* Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians</p>	<p>2013 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Apex Alleycats Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians</p>
<p>2014 Power Rangers Hickory Scorpions Ellicott City Black Sox* Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians <i>Mauer Patch Kids</i></p>	<p>2015 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>	<p>2016 Power Rangers Hickory Scorpions* Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>	<p>2017 Power Rangers Hickory Scorpions Ellicott City Black Sox* Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>
<p>2018 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>	<p>2019 Power Rangers Hickory Scorpions* Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>	<p>2020² Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>	<p>2021 Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids</p>

* Hosted or co-hosted league draft

² COVID-shortened redraft one-off season

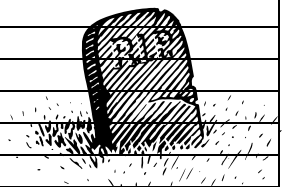
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2022	2023	2024	2025
Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls* Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids	Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks* Pittsburgh Brahma Bulls Fostoria Screwballs West Raleigh Moundchargers Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids	Power Rangers Hickory Scorpions Ellicott City Black Sox Raleigh Middle Fingers Ball Hawks Pittsburgh Brahma Bulls* Fostoria Screwballs Fuquay Nine Spivey's Corner Knockouts Durham Indians Mauer Patch Kids <i>New Hill Barrelmen</i>	

* Hosted or co-hosted league draft

1.4 Franchise Graveyard

Team Name	Owner(s)	Years
Tampico Trauma	Clay Lowman	1994-1999
Grim Reapers	Ernest Shephard	2002
Comeback Johnnies	Jeff Kranich	1997-1999
?	Ricky Thomas	1994
Silver Creek Scull Crushers	Ricky Thomas	2000-2002
Camel Toes	?	1995
Gameball Boys	Bruce King	1995
Kalamazoo Green Knights	Bruce King and Zack Kirby	1996-2006
Clemmons Cougars	Chuck Scruggs	1997-2005
Center Grove Firebirds	Alex Sheek	2005-2006
Longball Lobos	Bo Hobbs	2000-2001, 2003-2004
Barry's Big Boys	Barry Leonard	1998-1999
Cary Buzzards	Buzz Long	1997
Bronx Bombers	Jamie Johnson	1998-1999
Bumblin' Balboni's	Jamie Johnson	2006
Silcone Twins	Cory Tomford	2002
The Waybacks	Tom Green	1998
Burlington Bandits	Bryan Wilkins	2000-2001
Durham Drive-bys	Rick Hollingsworth and Mark Kretschmar	2009-2010
Apex Alleycats	Don Hunnicutt	1999-2013
West Raleigh Moundchargers	Jeremy Moore	2003-2023



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1.5 Past Draft and Winter Talks Dates and Locations

Year	Draft		Winter Talks	
	Date/Time	Location	Date/Time	Location
1994	?	Lowman/C. Burkett residence (Raleigh, NC)	N/A	N/A
1995	?	Kiel residence (Clemmons, NC)	?	?
1996	?	Brake/C. Burkett residence (Raleigh, NC)	?	?
1997	?	Lipps residence (Cary, NC) Brake residence (Cary, NC)	?	?
1998	Sat 3/28, 10a	Lowman residence (Holly Springs, NC)	Sat 2/21, 12p	Kranich residence (Apex, NC)
1999	?	Scruggs residence (Clemmons, NC)	?	?
2000	Sat 4/1, 10:15a	King residence (Garner, NC)	Sat 2/5, 11a	Burkett residence (Hickory, NC)
2001	Sat 3/31, 10a	Rudd residence (Cary, NC)	Sun 2/4, 1p	Rudd residence (Cary, NC)
2002	Sat 3/23, 1:45p	M. Burkett residence (Hickory, NC)	Sat 2/9, 10a	Kiel residence (Clemmons, NC)
2003	Sat 3/29, 9:30a	Rudd residence (Cary, NC)	Sat 2/8, 10a	Kiel residence (Clemmons, NC)
2004	Sat 3/13, 7p	Brake residence (Cary, NC)	Sat 2/21, 11a	Kiel residence (Clemmons, NC)
2005	Sun 3/13, 11a	M. Burkett residence (Hickory, NC)	Sat 1/29, 12p	Chuck'ems (Cary, NC)
2006	Sun 3/19, 11a	Rudd residence (Cary, NC)	Sat 2/4, 11a	Buffalo Wild Wings (Winston-Salem, NC)
2007	Sun 4/1, 11a	C. Burkett residence (Claremont, NC)	Sun 1/28, 1p	Oh! Mulligans (Morrisville, NC)
2008	Sun 3/20, 11a	C. Burkett residence (Claremont, NC)	Sun 1/27, 12:30p	Ham's Four Seasons (Greensboro, NC)
2009	Sun 3/15, 11a	Rudd residence (Cary, NC)	Sun 2/8, 12:30p	Ham's Four Seasons (Greensboro, NC)
2010	Sun 3/28, 11a	Kiel residence (Kernersville, NC)	Sat 2/6, 4p	Buffalo Wild Wings (Burlington, NC)
2011	Sun 3/27, 12p	Rudd residence (Cary, NC)	Sun 2/27, 11a	Buffalo Wild Wings (Burlington, NC)
2012	Fri 3/30, 6p	C. Burkett residence (Claremont, NC)	Sun 2/5, 11a	Buffalo Wild Wings (Burlington, NC)
2013	Sat 3/30, 11a	Rudd residence (Cary, NC)	Sun 1/27, 11a	Buffalo Wild Wings (Burlington, NC)
2014	Sun 3/23, 11a	Kiel residence (Kernersville, NC)	Sun 3/9, 11a	Buffalo Wild Wings (Burlington, NC)
2015	Sat 3/28, 11:30a	Rudd residence (Cary, NC)	Sun 2/8, 11a	Buffalo Wild Wings (Burlington, NC)
2016	Sun 3/20, 11a	C. Burkett residence (Claremont, NC)	Sun 1/31, 11a	Buffalo Wild Wings (Burlington, NC)
2017	Sun 4/2, 9a	Kiel residence (Yadkinville, NC)	Sun 2/12, 11a	Buffalo Wild Wings (Burlington, NC)
2018	Sun 3/25, 10:30a	Rudd residence (Cary, NC)	Sun 2/18, 11a	Buffalo Wild Wings (Burlington, NC)
2019	Sat 3/23, 11a	C. Burkett residence (Claremont, NC)	Sun 2/17, 11a	Buffalo Wild Wings (Burlington, NC)
2020	Sun 7/19, 8:30p	Online	Sun 1/26, 11a	Buffalo Wild Wings (Burlington, NC)
2021	Sun 3/28, 6p	Online	Sun 2/28, 7p	Online
2022	Sat 4/2, 11a	Rudd residence (Cary, NC)	Sun 2/27, 8p	Online
2023	Sun 3/26, 2p	M. Burkett residence (Hickory, NC)	Sun 2/5, 11a	Buffalo Wild Wings (Burlington, NC)
2024	Sat 3/24, 6p	Rudd residence (Cary, NC)	Sun 2/25, 11a	Buffalo Wild Wings (Burlington, NC)

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1.6 League Officials

Year	Commissioner(s)	Vice Commissioner	Rules Committee
1994	Clay Lowman	None	None
1995	Clay Lowman	None	None
1996	C. Lowman, A. Brake	None	None
1997	Adam Brake	Clay Lowman	Chip Kiel, Thomas Lipps, Clay Lowman
1998	Adam Brake	Thomas Lipps	Jeff Kranich, Thomas Lipps, Clay Lowman
1999	Adam Brake	Thomas Lipps	?
2000	Adam Brake	Thomas Lipps	Chuck Scruggs, Chris Burkett, Bruce King
2001	Adam Brake	Thomas Lipps	Chip Kiel, Mike Rudd, Don Hunnicutt
2002	Adam Brake	Thomas Lipps	Chip Kiel, Mike Rudd, Chris Burkett
2003	Adam Brake	Thomas Lipps	Chip Kiel, Mike Rudd, Chris Burkett
2004	Adam Brake	Thomas Lipps	Chip Kiel, Mike Rudd, Chris Burkett
2005	Adam Brake	Thomas Lipps	Jeremy Moore, Mike Rudd, Chris Burkett
2006	Adam Brake	Thomas Lipps	Jeremy Moore, Don Hunnicutt, Chris Burkett
2007	Adam Brake	Thomas Lipps	Jeremy Moore, Don Hunnicutt, Chris Burkett
2008	Adam Brake	Thomas Lipps	Chip Kiel, Matt Burkett, Dennis Welly
2009	Adam Brake	Thomas Lipps	Chip Kiel, Matt Burkett, Dennis Welly
2010	Adam Brake	Thomas Lipps	Mike Rudd, Jeremy Moore, Rick Hollingsworth
2011	Adam Brake	Thomas Lipps	Mike Rudd, Jeremy Moore, Daniel Warren
2012	Adam Brake	Thomas Lipps	Daniel Warren, Chris Burkett, Andrew Blue
2013	Adam Brake	Thomas Lipps	Chris Burkett, Andrew Blue, Dennis Welly
2014	Adam Brake	Thomas Lipps	Dennis Welly, Chip Kiel, Matt Burkett
2015	Adam Brake	Thomas Lipps	Chip Kiel, Matt Burkett, Andrew Blue
2016	Adam Brake	Thomas Lipps	Andrew Blue, Dennis Close, Jeremy Moore
2017	Adam Brake	Thomas Lipps	Dennis Close, Jeremy Moore, Nolan Parker
2018	Adam Brake	Thomas Lipps	Nolan Parker, Chip Kiel, Dennis Welly
2019	Adam Brake	Thomas Lipps	Chip Kiel, Dennis Welly, Jeremy Moore
2020	Adam Brake	Thomas Lipps	---
2021	Adam Brake	Thomas Lipps	Jeremy Moore, Mike Rudd, Matt Burkett
2022	Adam Brake	Thomas Lipps	Chris Burkett, Mike Rudd, Matt Burkett
2023	Adam Brake	Thomas Lipps	Chris Burkett, Andrew Blue, Dennis Close
2024	Adam Brake	Thomas Lipps	Andrew Blue, Dennis Close, Dennis Welly

II. TEAMS AND ROSTERS

- 2.1 The WFBL is comprised of 12 teams.
- 2.2 Each team is comprised of players taken from a mixed pool of AL and NL players.
- 2.3 Each team consists of a minimum of 19 and maximum of 38 players.
- 2.4 Each team is to be subdivided into 3 rosters: a 14-man active roster, a 5-11-man reserve roster, and a 0-8-man minor league roster. Initial active and reserve rosters will be filled by the draft and player protection. The initial minor league roster will be filled by the minor league draft and player protection.
- 2.5 The active roster consists of 14 players eligible at the following positions:
- catcher (1)
 - first baseman (1)
 - second baseman (1)
 - third baseman (1)
 - shortstop (1)
 - outfielder (3)
 - designated hitter (1)
 - starting pitcher (3)
 - relief pitcher (1)
 - pitcher (1)
- 2.6 The reserve roster consists of 5-11 players. One week before the Transaction Deadline, the reserve roster will expand to a maximum of 16 players.
- 2.7 There is no penalty for not filling one or more of the active roster positions. It is the owner's responsibility to replace injured players. All roster transactions take effect at the beginning of the next scoring period.
- 2.8 The team salary cap is \$280. The salaries of the players on the active and reserve rosters count towards the salary cap. At no point in the season shall a team's total salary exceed this amount.
- 2.9 Teams are divided into 3 divisions of 4 teams: the **Keatts** division, the **Doeren** division, and the **Avent** division.

III. THE DRAFT

3.1 Each team must continue to draft until they have at least 19 players on their active and reserve rosters. Note: teams do *not* need to spend their entire salary cap at the draft.

3.2 Draft order is determined by a weighted lottery at that year's Winter Talks. Teams that *did not* make the playoffs the previous year get 4 chances; teams that *did* make the playoffs the previous year get 2 chances.

3.3 Draft order is reversed for each even numbered round.

3.4 Any player found in the official league software's database at the time of the draft is eligible to be drafted.

3.5 Protected players and any player drafted earlier in the draft may be traded once at any point during the draft.

3.6 In order to complete the draft in a timely manner, time limits are enforced for each pick based on the round. If a pick is not made within the time limit, that pick is skipped. A skipped pick may be back-filled at any time after it's been skipped. The time limits are as follows:

Round	Time Limit (min)
1-2	2
3-8	3
9+	4

3.7 Draft picks may only be traded during a draft as long as at least one player is involved in the trade.

3.8 Only draft picks for the current draft may be traded during the draft.

3.9 Each owner is entitled to request an additional 3 minutes of time before making a pick in order to consult with other owners regarding the trading of a pick or player. This request may only be made once per team, per draft.

IV. POSITION ELIGIBILITY

4.1 At the start of the season, batters are eligible at a position if they played at least 20 games at that position during the previous season. For batters with no previous major league experience, position eligibility is determined by the batter's "established position" as defined by CBS. The "established position", as defined by CBS, can be overridden if the batter played $\frac{2}{3}$ or more games at a given position over their minor league career. For established batters who missed the previous season(s) (due to injury, suspension, retirement, or playing overseas), position eligibility is determined by the batter's "established position" as defined by CBS. No established players who missed the previous season(s) shall be eligible at multiple positions (see 4.3 to resolve if necessary).

4.1a Exception: For 2018, Shohei Ohtani (LAA) will be immediately eligible at both SP and DH to begin the season.

4.2 If a batter did not play at least 20 games at any position the previous year, he is only eligible at the position that he played the most (this includes DH). 4.2a Exception: For 2018, Shohei Ohtani (LAA) will be immediately eligible at both SP and DH to begin the season.

4.3 In the event a batter played an equal number of games at two or more positions, the batter is eligible only at the position he is most likely to play in the upcoming season. This position must be confirmed by a minimum of 5 owners present at the league draft.

4.4 No batter failing to qualify for 20 games at a position shall be eligible at multiple positions. 4.4a Exception: For 2018, Shohei Ohtani (LAA) will be immediately eligible at both SP and DH to begin the season.

4.5 Once the season begins, batters can become eligible at a new position when he plays 20 or more games at that position. If the batter had not qualified by the 20-game rule for any position at the start of the year, he loses his initial qualification once he plays at least 20 games at a different position.

4.6 There are 3 types of eligibility for pitchers: starting pitcher (SP), relief pitcher (RP), and pitcher (P). A player qualifies as a SP by starting at least 5 games the previous season or by starting 5 games during the season. Likewise, a player qualifies as a RP by appearing in 15 or more games as a reliever the previous year or by appearing in 15 or more games as a reliever during the season. Players that do not qualify as a SP or a RP are only eligible to be used in the pitcher (P) position.

4.7 Pitchers with no major league experience are only eligible at their primary position as defined by CBS.

4.8 ~~Santana Clause: At the draft, an owner has the right to re-classify a swing pitcher's eligibility as a pure starting pitcher (SP) or pure relief pitcher (RP) in the event~~

~~that pitcher made at least 10 consecutive starts (for SP) or at least 10 consecutive relief appearances (for RP) to close out the previous season.~~

~~4.9 Morris Clause: If a swing pitcher (SP/RP) makes 10 consecutive starts during a season, he may be re-classified as a pure starting pitcher (SP). Likewise, if a swing pitcher (SP/RP) makes 10 consecutive relief appearances, he may be re-classified as a pure relief pitcher (RP).~~

4.10 Once a player gains eligibility at a position during a season, that player remains eligible at that position for the remainder of the season, regardless of that player's major league status.

V. PLAYER SALARIES

- 5.1 Player salaries are determined by averaging salaries based on the previous year's statistics with salaries based on three sets of projected statistics provided by three independent, reliable sources. The salary guide is to be made available to the league no later than 3 weeks prior to the draft.
- 5.2 Any player not assigned a value will have a salary of \$1.
- 5.3 Player salaries remain static for the entire year.

VI. TRANSACTIONS

- 6.1 The following are transactions allowed for owners: move a player from the reserve roster to the active roster, move a player from the active roster to the reserve roster, trade a player, pick up a free agent, and release (waive) a player into the free agent pool.
- 6.2 All transactions are effective at the beginning of the next scoring period.
- 6.3 Trades, player waivers and free agent acquisitions are not permitted during the first two scoring periods. Once the third scoring period begins, a player may be waived at any time until the Transaction Deadline (see Section 10.2), assuming the waiver does not put the team below the minimum player requirement and assuming the player has been on the reserve or active roster for at least 14 days. 6.3a Exception: Free agent acquisitions may be made at any time after the draft assuming the team has cap room available; however, player drops are still not permitted until Initial Waivers (see rule 10.6 for additional details).
- 6.4 When a player is released, he is placed on waivers. The waiver period and waiver rankings are defined by the official league software as follows: The waiver order is determined by the reverse standings following the most recent scoring period. After a team makes a successful waiver claim, they are placed at the bottom of the waiver order. The waiver order is reset at the beginning of every scoring period based on reverse standings. It runs continuously all season long. Free agents that are new to the player pool will be available only via waivers. The team with the highest waiver rank will receive its first requested player.
- 6.5 If the player is not claimed during the waiver period, he becomes a free agent and is available to all teams.
- 6.6 Once waived, a player may not be reacquired by the same team (via trade or free agent signing) for a period of 14 days.
- 6.7 Initial waiver claims are processed manually by the commissioner **on the Friday or Saturday of the second matchup period**. Each team must submit their waiver requests to the Commissioner before that day. The commissioner will fulfill at most 4 waiver claims per team.

VII. STANDINGS & SCHEDULE

7.1 Weekly standings are determined by each team's overall record in head-to-head competition. In head-to-head competition, two teams match total active-roster points for that given scoring period. The team with the most points receives a win, the other a loss.

7.2 The weekly head-to-head tiebreaker is HR+W+SVs and then, if needed, coin toss.

7.3 A "game", "week" or "scoring period" is defined as the cumulative stat totals for a given subset of time (generally Monday – Sunday).

7.4 A "season" is defined as 23 regular season games followed by two rounds of playoffs.

7.5 The playoffs consist of either 3 division winners + 1 "wild card" team (12-team league), or 2 division winners + 2 "wild card" teams (10 and 8-team leagues).

7.6 The "wild card" team(s) is the team(s) among all non-division winners with the best overall record.

7.7 Tie-breakers to determine division winners will always be applied before the tie-breaker(s) to determine the "wild card" team(s).

7.8 To break a tie for the division champion:

7.8.1 When exactly two teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Best win-loss percentage in games played within the division
- 3) Total points
- 4) Coin toss

7.8.2 When three or more teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Best win-loss percentage in games played within the division
- 3) Total points
- 4) Coin toss

7.9 To break a tie for the “wild card” team(s) when all teams are in the same division:

7.9.1 When exactly two teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Best win-loss percentage in games played within the division
- 3) Total points
- 4) Coin toss

7.9.2 When three or more teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Best win-loss percentage in games played within the division
- 3) Total points
- 4) Coin toss

7.10 To break a tie for the “wild card” team(s) when all teams are *not* in the same division:

7.10.1 When exactly two teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Total points
- 3) Coin toss

7.10.2 When three or more teams are tied

- 1) Most wins between clubs (mini-division)
- 2) Total points
- 3) Coin toss

7.11 Playoff teams are seeded with the division winners being the first 3 (or 2 seeds), based on overall record, and the wild card(s) being the #4 (or #3 and #4) seed. If the #1 seed and the #4 seed are *not* in the same division, the matchups for round 1 are: #1 seed vs. #4 and #2 seed vs. #3 seed. If the #1 and #4 seeds *are* in the same division, the matchups for round 1 are: #1 seed vs. #3 seed and #2 seed vs. #4 seed.

7.12 To break a tie for seeding purposes among division winners:

7.12.1 When exactly two teams are tied

- 1) Head-to-head record (best win-loss percentage)
- 2) Total points
- 3) Coin toss

7.12.2 When three or more teams are tied

- 1) Most wins between clubs (mini-division)
- 2) Total points
- 3) Coin toss

7.13 The winners of round 1 advance to the championship game and the losers will play for 3rd place.

VIII. STATS

8.1 Scoring is based on 10x11 statistics in the following categories: HR, T, D, S, RBI, R, BB, SB, CS, K for field players and W, SV, HL, CG, K, IP, BB, ER, H, BS, L for pitchers.

8.2 The following is a detailed list of point values:

Batters

Statistic	Points
Home run (HR)	+4
Triple (T)	+3
Double (D)	+2
Single (S)	+1
Run batted in (RBI)	+1
Run scored (R)	+1
Walk (BB)	+1
Stolen Base (SB)	+1
Caught stealing (CS)	-1
Strikeout (K)	-1

Pitchers

Statistic	Points
Win (W)	+10
Save (SV)	+7
Hold (HL)	+4
Complete game (CG)	+5
Strikeout (K)	+1
Innings pitched (IP)	+1
Walk (BB)	-1
Earned run (ER)	-0.5
Hit against (H)	-0.5
Blown Save (BS)	-2
Loss (L)	-3

8.3 There is a 7-day appeal period after the stats have been released to challenge discrepancies.

8.4 All regular season statistics from Major League Baseball games beginning with Opening Day will be included. Statistics from Major League Baseball's playoffs are not included.

IX. TRADES

- 9.1 After the start of the 3rd scoring period, teams are free to make trades of any kind without limit, so long as the active rosters of both teams involved in a trade reflect the required position distribution upon completion of the transaction. This would include subsequent pickups, drops, etc.
- 9.2 For a trade to be valid, all teams involved must notify the commissioner by the Transaction Deadline.
- 9.3 No trade can include a “player to be named later”. Only draft picks for the next scheduled draft may be traded.
- 9.4 Kiel Clause: The right to protect a player may not be traded.
- 9.5 No trade may take place from the time rosters are locked on the Transaction Deadline until the day of following year’s draft.
- 9.6 There is no limit to the number of trades a team may make during the season.
- 9.7 Once a player is acquired via trade, the owner has until the start of the next scoring period to trade that player to another team (other than the original team). If the player is not traded again by the start of the next scoring period, that player must remain on that team for a period of 14 days from the day the player was acquired. This is meant to discourage the “renting” of players. For example, if a player is acquired on May 14th, he may not be traded or released until May 28th.
- 9.8 Once a player is traded away, that player cannot be re-acquired by any means for a period of 28 days.

X. FREE AGENT ELIGIBILITY

10.1 Any player in the league software's database that is not on another team and not currently on the waiver list is eligible to be acquired as a free agent.

~~10.2 No free agents may be acquired from the time roster's lock on the Transaction Deadline until after initial roster transactions are completed the following season.~~

~~10.3 Free agents may be acquired as soon as initial roster transactions are completed until roster's lock on the Transaction Deadline.~~

10.4 After a player is released to the free agent pool and has cleared waivers, he is eligible to be claimed by all teams on a first-come, first-serve basis.

10.5 Once acquired, a free agent may not be waived or traded for a minimum of 14 days.

10.6 Beginning in 2020, free agents may be acquired prior to Initial Waiver Claims only if the acquiring team has the salary available. This rule supersedes 10.2 and 10.3. Players may still not be dropped prior to Initial Waiver Claims.

XI. THE MINOR LEAGUE ROSTER

11.1 Each team has an 8-man Minor League roster. The roster is filled by roster protection and the Minor League Draft performed on the third Sunday after the start of the season. Participation in the minor league draft is optional.

11.2 The Minor League Draft will consist of 5 rounds. The draft order is the exact reverse of the current year's regular draft order. Draft order is reversed for each even numbered round. Each team may continue to draft until a) their 8-man roster is filled, or b) the 5 rounds are complete.

11.3 Players eligible for the Minor League Draft:

- Players must be currently on a Minor League roster
- Players must *not* be currently on any WFBL roster
- Position players must have never played 20 or more Major League games in any given season³
- Pitchers must have never appeared in 5 or more Major League games in any given season as a starter, or never appeared in 15 or more Major League games in any given season as a reliever⁴

11.4 Players on Minor League rosters carry no value (\$0) and contribute no points to active or reserve rosters.

11.5 Players on Minor League rosters may be traded as long as the team receiving the player has not reached their roster limit of 8.

11.6 No players can be picked up or dropped from Minor League rosters during the season.

11.7 Players on Minor League rosters may be called up, but not sent down, at any time during the season, provided the regular roster and player eligibility requirements are met.

11.8 Minor League players carry their assigned fantasy value once called up, not to exceed \$3.

11.9 Once a player on a Minor League roster meets player eligibility requirements in the Major Leagues, that player's owner has seven days to move the player to either their active or reserve roster. If the player is not moved to either the active or reserve roster within seven days, the player will automatically be dropped.

³ The COVID-shortened 2020 season not included

⁴ The COVID-shortened 2020 season not included

XII. OFFSEASON ROSTER PROTECTION AND CONTRACTS

12.1 The league has incorporated “tiered” player protection. There are two roster protection tiers. The 4 teams that make the playoffs will be in the first tier. The remaining teams will make up the second tier. The first tier will be allowed to protect \$110 worth of players, and the second tier will be allowed to protect \$130 worth of players. Player salaries for protection purposes are to be those for the upcoming season.

12.2 Player protection lists must be disseminated to the league at least 7 days prior to the draft. The league commissioner is required to send at least two notification/reminder emails within 7 days prior to due date.

12.3 All unprotected players will go into the pool of players available for the next draft.

12.4 A player can only be protected for a maximum of 3 consecutive years.

12.5 The names of the players being retained must be presented to the league commissioner by midnight exactly one week before the upcoming draft.

12.6 Protected players may be traded, but not released on draft day.

12.7 If a player is dropped during the season, his protection status with that team is reset. For example: if a player, having been protected for 3 consecutive years, is released by Team A and is subsequently made available to the entire league but remains unsigned for two weeks, Team A may then re-sign him and protect him for an additional 3 years.

XIII. GOVERNANCE

13.1 The decision of the Commissioner supersedes the rules herein and is final in any disputes. He also has the power to change a rule with an unforeseen loophole post de facto (after the fact) for the benefit of the league. The overall good of the league will be greater than the benefit to any sum of its constituents.

13.2 All league owners designate annually a Rules Committee composed of three team owners in good standing, a Commissioner and a Vice Commissioner. The Commissioner, Vice Commissioner, and Rules Committee members must be present at the Winter Talks.

13.3 Rule changes, pronouncements, and acts of whimsy after the draft are determined by majority vote of the league owners.

13.4 The Rules Committee will be established to oversee and overturn any trade deemed detrimental to the competitive balance of the league. The Rules Committee is also tasked with interpreting the intent of existing rules in case of ambiguity. Rules Committee members are elected to serve a 2-year term.

13.5 If a Rules Committee member is involved in a dispute, he will be excused from the Rules Committee for that ruling. In this event, the Vice Commissioner will act as the tie-breaker if the ruling is not unanimous amongst the remaining two members. If more than one Rules Committee member is involved in a dispute, the Commissioner shall assign "ad hoc" members as needed.

13.6 In the event an owner cannot be present for the draft, the Rules Committee has the authority to devise a suitable plan of action.

13.7 Constitutional amendments proposed *during the offseason* are passed when approved by a majority of all owners. A majority is defined as the number of owners divided by 2 rounded down to the nearest integer plus one ($\text{floor}(\text{count}(\text{owners})/2) + 1$). Amendments to the constitution proposed *during a season* are passed when approved by all owners.

XIV. CONTRACTION AND EXPANSION

14.1 In the event teams fold and new owners cannot be identified within a reasonable timeframe, the league may decide to contract down to 8 teams or 10 teams. If the league consists of 8 teams, it may decide to expand to 10 or 12 teams. If the league consists of 10 teams, it may decide to expand to 12, or contract to 8.

<u>Number of Teams</u>	<u>Number of Divisions</u>	<u>Number of Wild Card Teams</u>
8	2	2
10	2	2
12	3	1

14.2 If the league contracts or expands to one of the permissible configurations (8-team, 10-team, or 12-team), a special draft will be held prior to the time protection lists are submitted.

<u>From</u>	<u>To</u>	<u>Contraction Draft</u>	<u>Expansion Draft</u>
12	10	2-Round	
12	8	3-Round	
10	8	2-Round	
8	10		2-Round
8	12		2-Round
10	12		2-Round

14.3 Contraction and expansion draft picks may not be traded.

XV. FEES AND PRIZE MONEY

15.1 The league dues are \$50.

~~15.2 The league dues for the League Commissioner are discounted 50%.~~

15.3 There are no transaction fees.

15.4 The prize money shall be divided among the four playoff teams as follows:

E = Entry Fee

R = Revenue = 12E

C = Cost

TP = Total Prize Money = R - C

VM = Variable Prize Money = TP - 4E

1st Place = E + CEIL(VM * 0.6)

2nd Place = E + FLOOR(VM * 0.3)

3rd Place = E + FLOOR(VM * 0.1)

4th Place = E

APPENDIX A: PRICING FORMULA

The prices are based on the previous year's actual stats and three sets of projected stats, each equally weighted at 25%.

APPENDIX B: CBS SPORTSLINE WAIVERS EXPLAINED

Our league settings: Waivers run nightly, every night. Waiver period is set to ‘2 full days’. There is no limit on the number of claims per period. Waiver order resets every period based on reverse order of standings.

Waivers are run nightly at 2:00am. A ‘waiver day’ is defined from the time the after the previous waivers processing ends (2:00am) until 2:00am the following day. In the following table, waiver days are delimited by shading and dotted lines, whereas actual days of the week are delimited by double-lines. A player is not available as a free agent until the waivers process has run 3 times following his release. This guarantees a player is “on waivers” for a minimum of 2 actual days. This time is known as the ‘waiver period’.

SUN	MON	TUE	WED	THU	FRI	SAT
Wed 2am	Thu 2am	Fri 2am	Sat 2am	Sun 2am	Mon 2am	Tue 2am

Two examples: Sidney Ponson is dropped at 2:01am on Friday morning. He is available Monday morning at 2:00am. The total time spent on waivers for Sidney Ponson is 2 days, 23 hours, 59 minutes. Joey Hamilton is dropped at 12:59am on Saturday morning. He will also be available Monday morning at 2:00am. The total time spent on waivers for Joey Hamilton is 2 days, 1 minute.

In the table above, a player dropped within the ‘waiver day’ is available on the following day as shown in the bottom cells of that ‘waiver day’.