

g.fantasy – the league

The league was created with the intention of it being a continuous, keeper league. This will be a 12 team, and 24-man roster league.

I. TEAMS, SCHEDULE AND ROSTERS

1.1. There will be 12 teams competing in the Fantasy Baseball League consisting of a mix of American and National league players. Each team will consist of 24 players including one minor league batter and one minor league pitcher and three additional players that can go on the Injured list if CBSSports (leagues stat service provider) lists that player on the injured list. Once that player is no longer on the injured list, you must make the appropriate roster move to balance your lineup. You cannot hold a player in the Injured Reserve spot when they are no longer on the injured list. Your team will consist of 16 starters, 6 bench players (reserved), one minor league batter and one minor league pitcher and may include three additional injured reserve players.

If an owner holds two minor league pitchers or two minor league batters on their roster, they will incur a \$30 penalty and must drop one of the two minor league players at the time of the penalty. During this period, the owner in violation of our policy will have an illegal lineup until the fee is paid and a minor league player is dropped.

1.2. A team's starting roster will consist of the following players:

- 3 Outfielders
- 1 Catcher
- 1 First baseman
- 1 Second baseman
- 1 Third baseman
- 1 Shortstop
- 1 Utility player (non-pitchers who can be any offensive player)
- 7 Pitchers (any combination of starters and relievers)

1.3. Team owners must submit their starting lineup once a week on the CBSSports web site. The deadline for each player is 5 minutes before gametime on the first game of the period for that player. A week is defined as outlined on the CBSSports.com web site. To make sure your lineup is in place, it is recommended that you put your lineup in at least one hour prior to gametime on the first game of the period. The weekly statistics for your starting lineup runs Monday through Sunday.

1.4. All teams will be in one single division. The top 3 teams with the best record make the playoffs. The 4th playoff spot will be determined based on the number of points; the team with the greatest number of points outside of the top 3 teams with the best record will make the playoffs. For the avoidance of doubt, the team with the 4th best record at the end of the season doesn't automatically qualify for the playoffs unless that team has the most points. Tiebreaker is total points. During the playoffs, Seed 1 plays Seed 4 and Seed 2 plays Seed 3.

1.5. All teams will play 2 games per week against 2 different opponents.

1.6. During the fantasy baseball playoffs, each game will be against one opponent for two week periods. The playoff matchup tiebreaker is the team with more reserves points.

1.7. Yearly schedule - the season will last 21 weeks. Teams will play 2 games per week x 2 weeks = 42 games.

1.8. All rules in this document apply to the regular season and fantasy baseball playoffs

II. POSITION ELIGIBILITY

2.1. A player may be assigned to any position at which he appeared in 20 or more games in the preceding season. If a player did not appear in 20 games at a single position, CBSSports will determine the appropriate position for the player.

2.2. Once the season begins, a player becomes eligible for any position at which he appears in at least 5 games.

2.3. The position eligibility of minor leaguers who have no major league experience will be determined by their projected fielding position for the upcoming season. This position eligibility will be determined based on where CBSSports deems them eligible. If you have questions regarding rookie players position eligibility, contact the Commissioner prior to the draft for clarification.

2.4. There may be a few rare occasions when CBSSports will put a player eligible at a position which does not fit under rules 2.1, 2.2 or 2.3 listed above. If CBSSports deems a player eligible at a position other than what league rules 2.1, 2.2. Or 2.3 stipulate, that player will also be eligible at the position(s) CBSSports deems them eligible.

III. STATISTICS

3.1. Presented below is the Scoring System

BATTING	NAME	SETTINGS
1B	Singles	1 point
2B	Doubles	2 points
3B	Triples	3 points
BB	Walks (Batters)	1 point
HBP	Hit by Pitch	1 point
CS	Caught Stealing	-1 point
HR	Home Runs	4 points
KO	Strikeouts (Batter)	-0.25 points
R	Runs	1 point
RBI	Runs Batted In	1 point
SB	Stolen Bases	2 points

PITCHING	NAME	SETTINGS
BBI	Walks Issued (Pitchers)	-.10 points
BS	Blown Saves	-2 points
CG	Complete Games	10 points
ER	Earned Runs	-1 point
HA	Hits Allowed	-.10 points
INN	Innings	1.5 points
K	Strikeouts (Pitcher)	1 point
L	Losses	-3 points
QS	Quality Starts	5 points
S	Saves	8 points
H	Holds	4 points
HBP	Hit Batsmen	-.10 points
SO	Shutouts	5 points
W	Wins	5 points

3.2. CBSSports will be the statistical service chosen and will constitute the official statistics for our league. All owners will contribute to the fee charged by CBSSports.com. Any problems with statistics must be reported to the Commissioner within 2 days following the end of a scoring period. The league Commissioner will work with CBSSports to resolve any statistical problem.

3.3. Performance statistics of a player shall be accumulated by a team only when he is on the active starting roster of that team.

3.4. Statistics will be tabulated daily and can be obtained through CBSSports.com (League site).

3.5. All regular season statistics from Major League Baseball, except any extra games necessary to determine playoff teams, will be included to determine your team's league standings. Statistics from Major League Baseball's playoffs are not included.

3.6. All owners MUST submit a legal lineup consisting of: 3 outfielders, 1 catcher, 1 second baseman, 1 shortstop, 1 first baseman, 1 third baseman, 1 utility player (non-pitchers who can be any offensive player), 7 pitchers (any combination of starters and relievers). It is the responsibility of each owner to submit a legal lineup. If you do not submit a legal lineup, your stats earned for that week will not count towards your season totals and you will automatically lose that week's game. A league owner may avoid forfeiture by requesting the Commissioner to modify his lineup after the deadline. In such a case, a good faith determination will be employed to select a suitable replacement player in the event of an illegal lineup. This determination will take into account a number of factors, including but not limited to past roster trends, early week performance and late-breaking injury reports. CORRECTING AN ILLEGAL OR NON-COMPLETE LINEUP IS AT THE DISCRETION OF THE COMMISSIONER(S) AND SHOULD NOT BE USED AS AN END-RUN AROUND MAKING TIMELY LINEUP DECISIONS. A fee of \$20.00 will be added to the respective owner's season fees for any lineup fixed by the Commissioner.

3.7. If an Owner submits a lineup with a player who was on the disabled list the previous week, a fee of \$20 will be added to the respective owner's season fees for any lineup fixed by the Commissioner. This fee will be waived for picking up a player that hasn't played on the First Day of the Scoring Period to swap out an injured player after lineups lock for the week.

3.8. Prior to any fees being assessed per 3.6 and 3.7 above, each owner has two free Commissioner-adjusted lineup changes for injury related lineup changes each season. For the avoidance of doubt, these are 2 free manual adjustments per season made to an owners lineup by the Commissioner for players who are late scratches for the week due to injury. These are players who have not played at all during the week (i.e. when a player is removed from the first game of the week at the last minute due to injury or illness). The Commissioner will NOT make a lineup adjustment for a player who was injured early in the week.

3.9 Each owner will have one free lineup adjustment per week for a player who is injured during their first game of their first game played that week. The Commissioner will make one lineup adjustment for an injured player but will not make any add/drop transactions. This means that the roster being adjusted must have a replacement player for the lineup adjustment. For example, if your 2B gets hurt in the 1st inning of the 1st game of that week, the Commissioner will replace that player with a 2B eligible player on your bench. If there is not a 2B player who is eligible on your roster, then there will be an assessment made per 3.6. This is different than 3.8 as this is not a limit per season but a limit per week but does NOT include an add/drop; this is only for a lineup change.

IV. FEES

4.1. The entrance fee is \$300 per team. The fee must be paid through PayPal secured processing web site (www.paypal.com). Additional fees that owners may incur are, but not limited to CBSSports.com league fees, gfantasy.com hosting fees, respective PayPal fees and add/drop fees.

4.2. Owners will be notified when they are to pay the \$300 entry fee by the League Commissioner. The Commissioner will notify the league owners once the league has been confirmed. More information on important dates can be found on www.gfantasy.com or through email communications.

4.3. Add/drop transactions cost \$1.00 per pick up. Trades are free of charge. Transaction fees will be paid twice during the year, once during the all-star break and once at the end of the season. If fees are not paid after the all-star break or after the season when requested, your team risks being disqualified from the competition. Late payments will result in a \$30.00 penalty.

4.4. The league entry fee must be paid in full by a date communicated by the Commissioner. Unless arrangements have been made, the Commissioner has the right to freeze rosters until fees are paid up to date. This payment will be made in two installments as requested by the Commissioner.

4.5. If fees are not paid, the team may be transferred to a different owner at the Commissioner's discretion.

4.6. Each owner can only own one team in the league.

V. DRAFT

5.1. The draft will be 18 rounds in length.

5.2. Draft picks are allowed to be traded for draft picks in subsequent years but no more than one year out (i.e. during the 2026 season, you can trade 2027 draft picks) unless the league fee is paid in advance for that year based upon the fee of the current season (in the example provided earlier, if you you trade a 2028 draft pick, you will need to pay the league fee for 2028 in advance based upon the 2026 league fee and any adjustments would be made in the 2028 season). All traded draft picks must include picks traded back. For example – in the following year, if draft picks are traded, the other team involved in the trade must also include an equal amount of draft picks.

5.3. There are no limitations on the number of players you select at a position other than you must fill your starting 16 positions.

5.4. Every team must retain four players from the previous season.

5.5. The draft order will be determined by a consolation playoff during weeks 22 through 24 for all teams that do not make the playoffs. The winner of that bracket gets the first overall pick in the following year's draft. The teams that do not win the consolation bracket would get draft picks in the reverse order of their regular and postseason record.

5.6. The draft will be conducted in a serpentine style draft beginning with the last pick in the 1st round (last pick in the 1st round also has first pick in the 2nd round). Owners will be notified well in advance of the times and dates of the draft.

5.7. There will be 60 seconds between draft picks. The official timer is CBSSports.

5.8. On draft day, your online draft queue must be set as the draft will not be paused under any circumstance unless it's for a technical reason and you are in the presence of the Commissioner and/or one or both of the Assistant Commissioners.

5.9. To ensure fair outcomes when technical issues or glitches affect the fantasy baseball draft, the Commissioner may manually fix a pick to the clearly stated intended player. Managers have 2 picks during the draft to report problems. After that, rosters are final unless a confirmed platform error is found. The commissioner's decision is final unless overturned by a two-thirds league vote.

VI. PRIZE MONEY

6.1. The money shall be divided among the top three teams in the final standings and bonuses will be paid out as follows:

First Place \$875 plus all transaction fees through the All-Star break, Second Place \$550, Third Place \$300. Additionally, the number one team in the power rankings will receive \$300. Total prize money is \$1950 plus transaction fees through the All-Star break.

The owner who finishes last place in the standings will be charged \$150 which will contribute to the Commissioners entry.

Weekly prize - there will be a weekly payout (paid at the end of the season) for most points in such week. The weekly prize will be \$75.

6.2. The other money collected for league fees will be used to pay for the various service fees and miscellaneous costs incurred by the g.fantasy Commissioner to run the league.

6.3. Prize money will be sent to team owners via PayPal. All prize money will be paid within one week after the final game of the fantasy playoffs.

VII. TRADES

7.1. From the completion of the league draft until the first day of the major league baseball season, g.fantasy league teams are free to make trades of any kind without limit and without position requirements.

7.2. From the first day of the major league season through the trade deadline outlined on the CBSSports.com web site, league team owners 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 before the subsequent game.

7.3. No trade may take place from the trade deadline outlined in 7.2 until the rosters have been cut to the initial 7 keepers.

7.4. From the time that the initial 7 keepers have been submitted until seven days prior to the league draft, trades can once again take place without position requirements. Rule 7.5 applies to off-season trading except for the fact that owners have seven days to vote on the proposed trade, not the normal two days. An owner cannot trade a player within 7 days of submitting keepers unless equal players are being kept. You cannot hold on to an extra player while the trade is being processed.

7.5. During the regular season, trades are offered to the league for review once both sides have posted the trade on the CBSSports web site or to the Commissioner to present to the league. The team owners not involved in the trade have 2 days from the trade announcement to either accept or reject the trade. If 8 of the remaining 12 owners reject the trade, the trade will be denied. If only 7 or less owners object to the trade, the trade will be approved. Trades are subject to ownership approval. Meaning there will be a 2-day period from the trade announcement where owners may object to a trade. If there are 8 objections to a trade, it will not be approved and the trade will not be processed. Objections may be posted one of the following ways: via the traditional 'object' option on the trade page, posting on the league message board (reason of objection NOT necessary) or an email may be sent to nick@gfantasy.com to keep the objection anonymous.

7.6. Trades do not have to be for the same amount of players; however they do have to be of equal value.

7.7. There are no limits to the number of trades a team may make during the season.

7.8. There is no fee for owners to make a trade.

7.9. Trades may involve more than 2 owners, however those trades must first be sent to the

Commissioner so he can send out an email and post a message on the CBSSports League Home. This trade will then be subject to approval by owners (see 7.5). Please note that when more than two owners are involved in a trade, the necessary objections needed to deny the trade will decrease by one for every extra owner more than two (i.e. in a three way deal, only 7 objections would be needed to void a trade). Owners wishing to trade following season's draft picks may also use this method; otherwise the details of the draft picks portion of the trade may be explained in the comments field on the trade section of g.fantasy League home website (CBSSports).

7.10. If the trade is denied by the owners, the Commissioner of the league reserves the right to override the denial and process the trade. This however is a very extreme case, which will require an explanation in writing to the league describing why he deems the trade fair.

7.11. If there are no picks involved in a deal, trades will only go through using the CBSSports system only (NOT the message board).

7.12. Contingency trades are processed in line with how the deal was structured before any contingencies kick in. If the terms change as a result of the contingency, it is up to the owners involved in the trade to notify the Commissioner.

VIII. FREE AGENCY / WAIVERS

8.1. Any player who is on an active major league roster, not owned by another team, and may be acquired as a free agent at any time through the waiver process. All Free Agent players are on waivers for a day after being dropped (see 8.2). Minor league players and players not on a major league roster are eligible to be acquired as a free agent as long as they are listed as a free agent on the CBSSports league site.

8.2. After a player is released to the free agent/waiver pool, he is eligible to be claimed by all teams based on the league's waiver processing order. Otherwise, he is available to be picked up immediately.

8.3. Waivers will run daily. The order will be determined based on the prior waiver run.

8.4. There is a maximum number of 5 waiver pickups per week, per team.

8.5. Waiver claims may be made from when the Commissioner runs waivers at the beginning of the season through the end of the fantasy baseball season.

8.6. No free agents may be acquired after the fantasy season, including the MLB playoffs until the beginning of the following fantasy season; once the Commissioner activates the waiver process, after the draft. Owners are prohibited from picking up players after the fantasy season. If an owner picks up a player after the end of the fantasy season, they will forfeit the player and be fined \$25.

8.7. If an owner releases a player by accident, he will incur a \$20.00 penalty to have the Commissioner add the player back to the owner's roster. This will be handled at the Commissioner's discretion.

8.8. All players not selected in the draft will be placed on waivers following the draft. An announcement will be made by the Commissioner when a waiver date has been decided.

8.9. Following the draft, the waivers will be in reverse order of the draft until the first day of the MLB season when the waivers will reset again in the order of the draft and will run daily throughout the MLB season.

IX. ROSTER PROTECTION

9.1. All owners must submit via email a list of seven players that they want to keep by the date communicated by the Commissioner. These seven players are kept on the owner's roster until a date communicated by the Commissioner. By that time, all owners must cut down their team to the final four keepers that they will have on their roster.

9.2. If an owner leaves the g.fantasy league after the end of the fantasy baseball season, the keepers will not be due until there are 12 owners committed to the following fantasy baseball season.

9.3. If an owner leaves the g.fantasy league after the end of the fantasy baseball season, the keepers will not be released to the league until all 12 owners have submitted their keepers and paid the respective fees.

9.4. If the names are not received by the respective due dates indicated in 9.1, the Commissioner will assign the players to be retained for the team that did not supply their keeper list. Failure to submit the player's names by the dates indicated in 9.1 will result in a \$25.00 penalty PER DAY.

9.4 (a) If an owner leaves the league and we're searching for a new owner, his penalty will not apply until a new owner joins the league.

9.5. A player can only be retained as a "keeper" for five consecutive years. This means that a player can play for any team for 5 consecutive years; regardless if he is dropped within a season. Free agents picked up in a given year count a full year. It does not matter when you pick up the free agent; he will only be able to play for your team (unless traded) for 4 more seasons. This would be the initial year that the player has played for your team, plus four more years, for a total of five years ('kept' 4 times). After the fifth year, the player cannot be a keeper and is put back into the draft pool. If a player is traded from one team to another and is a keeper, the player is still considered a keeper and will count toward his 5 year maximum.

9.6. An owner may keep one minor league batter and one minor league pitcher in addition to their major league keepers. A minor league player may only be kept if the minor league player is a rookie and on the owner's roster at the close of the season in addition to meeting the following criteria:

Pitchers: Fewer than 50 Major League Innings Pitched.

Hitters: Fewer than 130 Major League At-Bats.

The official source for major league games played by position will be Baseball-Reference.com.

X. CONCLUSION

10.1. The Commissioner of the league will be a Nicholas Tzoumas, g.fantasy founder. He will

be appointed Commissioner for the life of the league. The Commissioner, who is also a league participant, will be responsible for delegating authority to two Assistant Commissioners, who along with the Commissioner is responsible to keep the everyday operations of the League running smoothly.

10.2. The league Commissioner will appoint two Assistant Commissioners every year prior to draft day. The Assistant Commissioners will be appointed by a league vote and may or may not retain their title as Assistant Commissioner for the following season; this will depend on the league's decision. You must be an owner in the league for at least one full season to be eligible to be an Assistant Commissioner.

10.3. The majority of rule changes during the regular season will be determined by majority vote of the Commissioner and the two Assistant Commissioners or by a vote put to the entire league. The Commissioner will determine which method will be used based on potential rule change and time constraints.

10.3 (a) Any owner can initiate a change to the League Rules at any time. The process for this is for one owner to propose a change and two owners to second the propose a change. After this, the proposal will follow 10.3.

10.3 (b) All proposed rule changes during the regular season will be determined a vote by the entire league; only when the decision is unanimous will a rule be changed mid-season. Otherwise, the proposed modifications will be revisited in the next off-season.

10.4. At the conclusion of each season, the Commissioner will host an annual Constitution Review where any rule changes will be proposed for the following season. All owners will have the opportunity to comment on any proposed changes and offer any suggestions for the following season. If there is sufficient interest among owners, a proposed rule change and/or vote will be put out to the league for review. During the Annual Constitution Review, all owners must agree to the rules for the following season. Unless explicitly stated, it is understood by The League that each owner has reviewed and approved this document through the Constitution Review period.

10.5. The decisions of the Commissioners supersede the rules herein and are final in any disputes. The Commissioners also have the power to change a rule with an unforeseen loophole post de facto (after the fact) if it is for the benefit of the league as a whole.

10.6. If an owner does not actively participate in the league for a month or longer, he will not be allowed to participate further in the league. The team that was "abandoned" will be run by one of the Commissioners until a new owner is found to run the team.

10.7. As stated in the initial paragraph of the league constitution, this league is a keeper league, where owners joining this league are committed to the continuing existence of the league. If not enough owners continue the league or substitute owners cannot be found to continue the league with 12 owners, the league may be disbanded after the end of the season if g.fantasy deems it appropriate.

10.8. If for some reason you do not wish to participate the following season you will be responsible to find another owner to take over your team.

10.9. If you have any questions or concerns of any of the league rules please contact the Commissioner at nick@gfantasy.com.

10.10. Finally, have FUN! The league is meant to be fun for everyone involved. If you can make some new friends and win a few dollars on the side, that is just icing on the cake.

These rules were last revised on November 28, 2025.

All owners have read and agreed to the rules and guidelines presented above.