

The Constitution of
The Major League est. 1979
Last Updated: February 2024

The goal of The Jim Pertierra Major League (JPTML) is to promote friendship and have fun playing the Diamond Mind Baseball Game.

The organization of the current era JPTML has 24 teams in four 6-team divisions. Retro Leagues have 2 divisions of 8 teams each. The TML1970's has 20 teams in 4 5-team divisions.

All members are required to adhere to the letter and spirit of this Constitution.

Repeated failure to follow League rules and practices, gross incompetence, or a violation involving personal integrity, will result in expulsion.

1) The Board of Directors (Pat Barry, Larry Alber, Dave Yamin, Scott Lagace, and Mike Landin) will perform the duties necessary to conduct league business. The Commissioner, Pat Barry, will act as the final arbiter of all League disputes.

2) Basic Operating Rules:

A) We will use the Diamond Mind game.

B) During the regular season, each team may have a maximum roster size of **40 players**, of which a minimum of **26 must be rated**. A rated player can be moved from the active to inactive roster (and vice versa) before the start of any series, but not during a series.

C) Each team will submit a completed roster, pitching rotation, and generic Manager Profile before the beginning of the regular season.

D) All players are owned year to year by the same team unless traded or released.

3) Statistician

Mike Landin will serve as statistician for JPTML.

4) Rule proposals

Should be sent to Pat Barry during the month of August for a League vote in September at the official Trade Reporter e-mail: thetml@hotmail.com

5) Schedule

In a current league, every team plays each division opponent 14 times (7 home, 7 road), playing the other 18 teams in one 5 game series either home or road. The current era and 1970 era JPTML seasons are 160 games. All retro era TML season length is 154 games.

6) Post Season Play

6A) Each playoff will be a **best of 7** except for division tie breaker, which will best of 3.

6B) If a playoff reaches a final game either manager may ask the Commissioner to play the game, using manager profiles from both managers.

6C) Playoff teams in "current" leagues will include the first place teams from each division and the 3 teams with the next best records in each conference for a total of 10 teams. Retro leagues do not use a wildcard. In case of a tie for any playoff berth the tiebreaker will be:

6D) If two teams tie for their division title, the tie breaker order is as follows:

- 1) Head to Head record; if still tied
- 2) Conference record; if still tied
- 3) Road record; if still tied
- 4) Commissioner's celebrity dice roll.

If more than 2 teams tie for any division playoff berth there will be a best of 3 playoff, with the teams being seeded using the tie breaker order above. In the case of an odd number of tied teams, the top seeded team will get a bye. Otherwise, the top seed will play the bottom seed, working in toward the middle. The higher seed will be the home team for games 1 & 3 (if necessary).

6E) **JPTML Wild Card Round** – Within each Conference (Woody Studenmund and Norm Roth conferences) the two weaker (by regular season record) Wild Card teams will play a best-of-seven playoff. The team with the better regular season record will host games 1,2,6,7.

6F) **JPTML Conference Championships** – Within each Conference (Woody Studenmund and Norm Roth conferences) the four remaining teams will be seeded from 1 (best regular season record) to 4 (lowest regular season record). The matchups will be 4v1 and 3v2, with the 1 & 2 seeds hosting games 1,2,6,7. However, any higher seeded Wild Card team will defer home field advantage to any Division winner. The winners of the Semi-Final Conference Championship will meet in the Conference Final with the same home field advantage protocol.

6G) **JPTML Championship** – The two Conference Champions will meet with the Conference winner with the best regular season record hosting games 1,2,6,7.

6H) The JPTML champion will receive a prize to be valued at no more than \$.37 and an all expenses paid 25 minutes with Rusty Kuntz.

7. Rules of Play

7A) Use all rules as outlined in Diamond Mind Baseball with the following exceptions:

7B) Batters are limited to their real life at bats rounded up to the nearest 100. A player is unlimited if his published real life slugging percentage PLUS his published on-base pct. does not exceed .600 **and the player has 25 or more at bats. Players under .600 OPS and under 25 at bats are limited to their actual at bats.** In real life seasons where 162 games are played, players with more than 600 at bats in real life are also unlimited. In real life seasons where 154 games are played, Players with more than 550 at bats in real life are unlimited.

- In the current era, all limited players with less than 50 at bats are limited to 50 at bats.

7B1) Players limited to 600 at bats in JPTML (501 to 600 real life at bats OPS over .601) at bats can be limited to either their "600-at bat" limit *or* to their actual games played. Example:: a player with 555 actual at bats and 152 games played is limited to either 600 at bats *or* he can sit out 8 games and be "unlimited" in at bats. This would only affect the 501 to 600 at bat players as anyone over 600 at bats is unlimited.

7C) Pitchers with ERAs at or below the JPTML cutoff are limited to their actual starts (GS) and/or total appearances (GS+GR). Pitchers with ERAs above the JPTML cutoff **with 20 innings pitched or more** are limited to 90 games, no more than 40 may be starts IF the pitcher started at least 1 game in the season being replayed. **Pitchers above the ERA threshold and below the innings pitched threshold of 20 innings pitched are limited to their starts and relief appearances.**

The ERA cutoff for JPTML Current is **set at .33** above the combined MLB ERA for the season rounded up to the next tenth.

The Unlimited ERA for the current season will be posted on the JPTML website.

7Cii) Any pitcher must have at least 1 actual START in order to start in JPTML

7D) In JPTML Current, each team may carry a maximum of 26 rated players on its active roster for each series. The roster may vary from series to series. There must be a backup for each position, though a player may back up more than 1 position. In the final period of the season, the entire roster may be active.

7E) The Designated hitter can be used in any JPTML season after 1972.

7F) Injuries will not be used and will be disabled in the game setup.

7G) **FLAGRANT OVERUSE** of starts and/or appearances for pitchers and players subject to at bat limitations will be dealt with on an individual team by team basis by the Board of

Directors taking into account the amount of overuse, type of player, and impact on the pennant race.

7H) **MANAGER PROFILES** - For each series the visiting Manager must send a Manager Profile for his team to arrive no later than the starting date of the series. The series start dates are published on the schedule. If the Manager Profile does not arrive by the start date of the period, they are considered late.

7I) **CONTINGENCY RULES** - If no profile is received by the start date of a series, the home manager may play the series using a Profile created by Diamond Mind reflecting actual usage.

Note: Courtesy dictates contacting the visiting manager if a Manager Profile does not arrive on time.

8 Contingency MPs

A contingency manager profile must be submitted to the statistician prior to the start of any JPTML Season. Failure to receive a MP is subject to a fine and loss of draft choice.

Please include the card year and team abbreviation naming your Manager Profile, i.e., NY2006.

9. REPORTING PROCEDURES: The home manager must send all series files to the statistician AND opponent.

9A) Standard Series Naming Convention - Home team initials, visiting team initials, card year: If NY is home and CS is visiting in TML1949, the series ID is NYCS49.

9B) Series period deadline dates are published on the schedule. If you know you will be late let the Commissioner (Pat Barry) know before the deadline to avoid a lateness penalty. However, if the series is not reported by the deadline of the next reporting period, you will be fined, have to cross a bridge with Art Albanese and give up your first born child.

8C) **Deadlines:** If the home manager sends results after the series deadline date, he will be fined. Lateness will affect the team's ranking in draft rounds by dropping your team's draft position in all rounds.

10) STATS are posted online periodically. Due to the nature of Diamond Mind these stats are for people interested in the league as the stat package in the game gives plenty of report formats..

11. Player Control

11A) Roster Size is unlimited during the JPTML trading period in the off season and may not exceed **40 total players** during the regular season.

11B) Trading is allowed between seasons only. Both teams must have paid their dues before a trade is allowed.

11Bi) For a trade to become effective, it must be reported to the Trade reporter with a cc: to the other manager. Pat Barry is the trade reporter at: thetml@hotmail.com

11Bii) No manager may offer a player he does not own. Illegal trades will be dealt with swift, punitive and overwhelming force through the use of a Terrible Swift Sword by the Board of Directors. (Especially the Commissioner, who will want to whack any offender!)

12. Rookie Draft

12A) Will be held annually. A JPTML "Rookie" is any player on the disk not already owned by a JPTML franchise. JPTML Current Rookie Draft will consist of ALL unowned players.:

The JPTML Rookie Draft will be held on the Saturday of President's Holiday Weekend each February, beginning at 12 Noon (Eastern) in the JPTML National Slack Chat Room.

12B)The Rookie draft is in reverse order of finish, using the winning percentages from the past season in a five round format. Only teams with a total roster of less than 35 players may draft after the 5th round and then only until they have 35 players. NO CUTS WILL BE ALLOWED AT THE DRAFT. The order of Rounds 2 through 5 will be determined by a team's won loss percentage (least to most) breaking ties.

12C)The first 3 picks of the first round of the Current Year rookie draft will be determined by a random selection made up of all 16 teams NOT participating in the playoffs. The spots are weighted (i.e. Team 16 with worst W-L PCT: 16x16 [256] chances; Team 15: 15x15 [225] chances, Team 14: 14x14 [196] chances; etc.).

11D) For the remainder of the first round (and all subsequent rounds), the selection order will be based on inverse order of the previous JPTML Season's W-L percentage.

13. Post Season Player Limitations (INJURIES ARE IGNORED)

13A) Batters

Real Life AB's	AB LIMIT
1 - 50	3
51 -100	6
101 -150	9
151 -200	12
201 -250	15

251 -300	18
>300	Unlimited

13B) Pitchers:

Real Life Starts divided by 10 (rounded DOWN) = Playoff Starts

Real life starts (for example, 38) divided by 10 = 3.8 (rounded down) = 3 Playoff Starts

Real Life Games divided by 10 rounded OFF = Playoff Games

Real life games (57) divided by 10 = 5.7 (rounded off) = 6 Playoff Games

Real life games (54) divided by 10 = 5.4 (rounded off) = 5 Playoff Games

14. PLAYOFF STATS - Each manager will send results for his HOME portion of the playoffs to the statistician by the date determined by the Board of Directors.

15. **In Conclusion, The JPTML Philosophy: Have fun, be fair, have fun.**