

LetsPlay3 Aux Rules

William T Krieger, updated: Mar 2024

Rules are at the "Blather" page of the aux website, williamt.com/fantasy/baseball

Our Yahoo league is here, baseball.fantasysports.yahoo.com/league/letsplay3

Sections are: A. Intro, B. Drafting, C. Trades, D. Yahoo, E. Etc

There's a document history in the Appendix at the end.

There are two aux rules additions in **Mar 2024**. But I forgot to vote on these, so they're stashed away in the Appendix for now.

All hail the LetsPlay3!

thanks... yow, bill



A. Intro

These are some BIG picture rules.

1. These auxiliary rules supplement the **Yahoo rules** for fantasy baseball. We've added some things, but primarily, we follow the Yahoo rules.
2. These aux rules are certainly **incomplete** (and rife with typos and profanity). The league commissioner will rule to fill in gaps as needed.
3. We don't play for \$\$\$, just pride and the LP3 trophy. (excellent)
4. In the name of **fair competition**, each owner is asked to check his/her team at least once a week to deal with injuries, emails, etc.
5. We'll review and update these rules prior to **each season**. A yes vote of more than 60% of owners is usually required for a change.
6. For most votes, the commissioner will decide whether absent votes default to yea or nay.
7. In-season changes to the rules require unanimous approval by all league owners. Note: Rules changes during the season are rare.
8. Like any Sith Lord, the commissioner wields **unlimited pow-ah** to act in the best interest in the league.

B. Drafting

Here are some rules governing the draft.

1. Players are drafted in **straight order**, not (silly) snake order. So, for example, the owner with the first pick, selects first in every round of the draft.
2. Draft order is the reverse of last year's standings: worst-team picks first.
3. New teams are placed in the middle of the draft.
4. There are 20 rounds in the draft.
5. We draft online now using Yahoo's fancy software. The draft typically lasts less than 2 hours now. In any year, the league may vote to hold the final rounds of the draft "offline", one round per day following the online draft. Example: 15 rounds online and then the final 5 rounds one day at a time, Mon-Fri.

C. Trades

The section deals with trades.

1. Yahoo setting - For each team, "Max Trades for Entire Season" is 3.
2. **Two types of trades** are allowed: 1 for 1, or 2 for 2. This makes each trade simpler and easier to evaluate for fairness.
3. Until the transaction is completed by Yahoo, a trade may be **anceled** at any time, by either owner, for any reason. Email the commissioner to cancel a trade.
4. Trades must be **good**: 1) somewhat balanced as far as talent, and 2) benefitting both teams. A trade that doesn't meet these criteria may be challenged.
5. Trades may be **challenged** by any owner; just email the commissioner to start this process. For a trade to survive the challenge, a majority of owners not involved in the trade must vote "Yes". For example, in a 14 team league, 7 of the 12 teams not involved must vote "Yes".

D. Yahoo

This is a quick review of our Yahoo settings. Goto the league for a complete list.

1. Team **roster** is 20 players: 15 players in the lineup and 5 bench players.
2. **Positions** for the 20 roster spots are:
 - 2.1. 9 hitters (C, 1B, 2B, 3B, SS, OF, OF, OF, DH)
 - 2.2. 6 pitchers (SP, SP, RP, RP, P, P)
 - 2.3. The 5 bench spots have no position restrictions.
3. We use **10 cats** for scoring: 5 bopping (run, home run, rbi, net sb, on-base percentage) and 5 pitching (quality starts, net save+hold, k, era, whip).
4. Our scoring type is **Head to head**.
5. Each team gets **50 moves** during the season.
6. Each team gets **4 IL spots**.
7. Typically, less than half the team will make the playoffs.
 - 7.1. With 14 teams, 6 teams make the **playoffs**.
 - 7.2. We abide by Yahoo rules for scheduling and bye weeks and all.
 - 7.3. Teams do NOT receive **extra moves** for the playoffs. We used to do this, but now it's unnecessary with our (new and improved) 50 move rule.
 - 7.4. The Yahoo setting for the **playoff tiebreaker** is "Best regular season record vs opponent wins". Disclaimer: I can't find what happens if teams are tied head-to-head during the regular season. So, we will follow whatever Yahoo decides in this case. (sorry, shrug)

E. Etc

Etcetera - "indicating that a list is too tedious or clichéd to give in full"

1. Did I forget anything?

That's it. That's enough.

thanks...yow, bill

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Appendix - Document history

I usually review these aux rules in March, before the MLB season begins.

Mar 2024...I forgot to vote on two minor additions. (shrug) I'll stash these here, and we'll vote on them for real next year.

- ❖ D.8. If there are 16 teams in the league, then we split into two Yahoo divisions. Divisions only impact the schedule, not the playoffs or anything else. You play teams in your division twice and teams outside your division only once. We use the draft order to populate the divisions: Odd teams (1, 3, 5, 7...) in one div and even (2, 4, 6, 8...) in the other.
- ❖ D.9. The commish will randomize/shuffle before the draft.

Mar 2023...ch-ch-ch-changes

- ❖ This season, for the first time in LP3, we are rolling with 16 teams.
- ❖ B.5. Added the possibility that the league may decide to complete the final rounds of a draft "offline", one day per round.
- ❖ D.3. Changed scoring cats to be 1) more balanced between sluggers and singles hitters, SP and RP, 2) more modern (ex: QS over Wins) and 3) better at reflecting player's actual value (ex: Net SB over SB).
- ❖ Changed a Yahoo league setting: min IP per week was increased from 15 to 25. This was done to increase the importance of SP. The value of this setting (and others) isn't reflected anywhere in the blather/rules

Jun 2022...oops, in-season rules change

- ❖ A.7. Any in-season rules change requires unanimous approval
- ❖ 7.4. Change playoff tiebreaker from higher seed to head-to-head record

Mar 2022...switch back to H2H format

- ❖ B.5. We draft online now. I removed the "slow drafter" clause in the rules.
- ❖ B.6. Removed this item. With our online draft, there are no more "supplemental rounds".
- ❖ D.4. LP3 owners have spoken. No more roto...format is back to head-to-head.
- ❖ D.5. Remove Roto settings.
- ❖ D.7. Removed "in these challenging times" because we're just rolling with 4 IL spots now (I think).
- ❖ D.8. I added a short playoff blurb: 6 teams, Yahoo rules for playoffs, no extra playoff moves.

Mar 2021...big reorg of this document

- ❖ Scrunched the Yahoo league settings; goto Yahoo for more details now
- ❖ Roto format again this year with settings for a full season
- ❖ Switch back to trade challenges
- ❖ Took out this document's meaningless version numbers
- ❖ Reordered sections, lots of format tweaking/improving

Mar 2020...some BIG changes

- ❖ Switch from Saves to Saves+Holds
- ❖ Added a pitcher to the lineup, so now it's 2SP, 2RP, 2P
- ❖ Increased min IP per week from 14 to 17 (because of added pitcher)
- ❖ We are doing a **slow motion draft** due to the MLB season being postponed
- ❖ Other changes will happen and they happen; we're loose as a goose in 2020

Mar 2019...Added 1.4 Min owner participation. Switched from trade challenges to now voting on every trade. That's 3.5 Trade Voting.

Mar 2018...Created. Voted on some rules changes regarding slow drafters, very injured teams, and trade limits.