



Created: 03/16/2023

Revised: N/A

League Constitution

League Composition

- WPBL will consist of 2 divisions, each containing 6 teams each.
- League will be open to expansion as voted on by members. League will be realigned as required for expansion.
- The top 3 teams in each division will make the playoffs. Each division winner will receive a first round bye.
- Each playoff round will feature 7 game series. The team with the best overall record will have home field advantage in each playoff series.
- In the event of record ties at the end of the regular season that impact playoff seeding, play-in games will decide final seeds.

OOTP Quick Settings

- Coaching On
- Scouting On
- Scouting Accuracy Normal
- Injuries Normal
- DH Enabled
- Reliever minimum batters faced – 1
- Modified Extra Innings – Spring Only
- Active Roster Size – 26
- Secondary Roster Size – 40
- Expanded Rosters – No
- Waiver Period Length – 7 Days
- DFA Period Length – 13 Days
- Batter/Pitcher IL – 10/15 Days
- Option Years – 3
- Rule 5 Draft – No
- Draft Pick Trading – On
- Draft Lottery – None

League Schedule

- The league will be advanced daily on Sundays through Thursdays. Sims will occur in the evening at approximately 7:00pm EST. The commissioner will communicate if the sim needs to be held at a different time.
- In extreme circumstances, if the sim can not go on as scheduled then the Commissioner will communicate the new sim date with league members.
- Each advance will move the league forward 1 series (3 games) during the regular season. During the off season, varying sim lengths will be used to best fit the off-season events.
- Each regular season will begin on the first Tuesday after May 1st.
- The regular season will be formatted into 3-game series. Each team will play 6 games per week and receive every Monday off.
- The total season length will be 81 games.
- A trade deadline will be July 1st. No trades involving both WPBL or minor league players will be allowed following this date.
- Each playoff sim will occur over 2 sims, with the first 4 games on one day and any remaining games the next sim.



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- An All-Star Game will be held each season on the August 30th. Each all-star roster will be a total of 30 players and each team will be represented on the All-Star Rosters.
- All-star voting must be completed during the playoffs.
- A First-Year Players Draft will be held yearly on July 1st. Draft order will be determined by the reverse order of the previous year's standings.
- Each preseason will have a spring training beginning on April 1st and lasting 3 weeks.
- Hall of Fame voting will begin on September 1st each offseason and last for 120 Days. Hall of Fame inductees will be announced on January 1st.
- A schedule will be posted online at the beginning of each offseason and regular season to inform members of league advances.

Game Rules

- Both the Mainland and Coastal Divisions will feature a designated hitter (DH). The DH will be in any future division or conferences added, unless changed by member vote.
- Any pitcher brought into a WPBL game must face a minimum of 1 batter before being relieved.

League Leadership

- The league will be run by one main Commissioner.
- One member will act as an Assistant to the Commissioner to assist with sims and progressing the league forward when the main commissioner is unable to.

Rosters

- Each WPBL organization will consist of one WPBL team with an active roster size of 26 players, and three minor league levels with a maximum roster size of 35 players.
- Minor league teams will have no age restrictions.
- There is no limit to the number of hitters or pitchers that may be on each WPBL or minor league roster.
- Each team will have a 40-man roster consisting of both WPBL and TLDS players. Any player that is on the 40-man roster must be given a major league contract.
- Once a player has been added to the WPBL roster, he will have 3 available option years. Whenever a player is demoted from the WPBL roster to the TLDS roster, this will count as using an option year. Once an option year has been used that player may be promoted or demoted between the two leagues an unlimited number of times during that season. Once all 3 option years have been used on a player, that player must then pass through unrestricted waivers before being demoted again.
- Any player that is placed on waivers will remain on waivers for a minimum of 7 days, and any player designated for assignment will remain so for 13 days. This allows every team a chance to claim the player off waivers during one sim, and another sim for the controlling team to demote the player if he is not claimed off waivers.
- If a player's waiver time runs out during a sim he will be demoted to AAA. If the player refuses demotion he will be released by the simmer.
- Spring training rosters sizes will be expanded to 45 players. Players may be added to the spring training roster without being on the organizations 40-man roster.

Trades

- There will be no restrictions on trades apart from the trade deadline.



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- The commissioner withholds the right to veto any trade but will only enforce the right to veto in extreme cases where proof of collusion beyond any doubt can be proven by other members.
- When a trade is agreed upon:
 - One GM post the trade in the #trades slack channel.
 - The trade must be sent through Stats+ and the other GM must accept the trade in Stats+
 - One GM must send the trade through in game, and it will be processed by the commissioner.
- If GMs want a trade to be processed Pre-Sim, then they must leave open spots on their active roster for any new traded players. If the teams roster is full, then the trade will be processed Post-Sim, and any traded players will be available in the teams DFA section.

Financials

- Each team will receive income from a national media contract with an approximate value \$4.67 million per team. Each team will receive the same value.
- A luxury tax is established at 125% of the average team payroll. Any dollar value spent over this percentage will be taxed at 50%.
- All money received from the luxury tax will be divided and distributed to the teams with the lowest revenue.
- Each team may hold a maximum of \$350,000 in cash at one time.
- All financial rules and guidelines will be reviewed and amended during any league expansion.
- All teams are allowed to edit their ticket prices as they see fit. Ticket prices may only be changed during the offseason before October 15.
- The gate share between home and away teams will be split 80%/20%.

Contracts

- Once a player is placed on a major league roster, he will be under team control for 4 years.
- The first two years the player will have a renewable contract, where the players contract can be renewed for any value above league minimum salary.
- The third- and fourth-years value of a player's contract will be decided via arbitration. After 4 years the player will become a free agent unless a contract extension with the team has been signed.
- All players drafted in the First-Year Players Draft will be given a minor league contract and placed in the lowest minor league level. Players drafted in the First-Years Players Draft can not be traded for one calendar year.
- Multi-Year contract extensions may only be offered to a player after he has accrued a minimum of 2 years' service time.
 - In other words, a player must have reached arbitration eligibility before being offered a contract extension.

Coaches

- Each team will be responsible for hiring a full coaching staff.
- Coaches may be poached from opposing teams, but only if the coach would be receiving a promotion.
 - For example, a position coach may be poached to become a bench coach or manager. But a WPBL coach may not be poached to take a job in the minor leagues.

League Expansion



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- League expansion must be approved by a league vote and must receive at least 80% of votes in favor of expanding.
- During expansion, an even number of teams must always be added.
- New league members may choose their own team location and branding, but guidelines may be given on the preferred general geographic location of the team.

Winter Meetings

- The first week of each offseason will consist of winter meetings where GMs are free to propose amendments to this constitution.
- Any GM is free to submit an amendment.
- At the end of winter meetings, GMs will vote on all submissions. For any amendment to be accepted, at least 80% of all league members must vote and a 50% yes vote is required to pass.

Participation

- Each GM is expected to adhere to certain minimum participation requirements to remain a member of the league. Failure to meet these minimums will first result in a warning, followed by removal from the league.
- Minimum participation requirements:
 - 60% export rate
 - Voting in Winter Meeting proposals
 - All Star and End-of-Season Awards Voting
 - Timely drafting during Amateur Player Draft
 - Adequate management of minor league system. I.e. keeping a competitive roster with a realistic number of players.
- League communication will occur via Slack
- The league hosts a website (wpblbaseball.com) separate from Stats+ for the purpose of recording league history, reporting storylines, and providing an additional avenue through which members can participate. Any member is invited to participate in adding content to the website but it is not required.

Relocation/Rebranding

- GMs will be allowed to relocate or rebrand their team after completing at least one season in the league.
- Relocations will be restricted to fit within the geographic footprint of the team's division, except in cases where the league is already planning a realignment.