



**BASEBALL CARD ROTISSERIE
GAME DESIGN and RULES**

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**Revision Notes:
Rev 4: Season 2**

BCR is a fantasy/roisserie style baseball game using physical baseball cards to construct teams and replay a season – based on the actual season in which the cards first went on sale. For example, if 1989 Fleer cards are used, stats from the 1989 season will be used for this game (not the 1988 stats printed on the cards).

1. BCR GAME PIECES

- Baseball card packs (wax, rack, cello, custom) for a specific past season
- Excel spreadsheets for stat tabulation
- Internet sites to gather stats (for specific periods of time in the season)

2. CONSTRUCTING BCR TEAMS

2.1 POSITIONS

BCR does not use an auction or snake-style draft. Teams are constructed through Managers' opening of card packs, with the players' cards filling the following positions.

- C
- 1B
- 2B
- 3B
- SS
- OF x 3 (does not have to be one LF, one CF, one RF)
- DH (any position player)
- Pitchers x 10 (no minimum or maximum of starters or relievers required)

Positions are those listed on the baseball card (front or back).

In cases where a player's position is not a direct position as noted in the team construction, (ex: listed as "INF" or "IF") the Commissioner will review the position played most for the season being played and determine the player's position eligibility. This position determination will remain for the entirety of the season.

In cases where a player has two positions listed (ex: "DH and OF") the player is eligible in both positions listed.

2.2 DISABLED LIST

During the season, there will be 1 Disabled List (DL) roster spot. This spot stays empty during initial roster construction on draft day. Players in the DL roster spot do not accumulate statistics.

2.3 THE DRAFT

On Draft Day, a random order will be set for Managers to open packs. During their turn, Managers will open a pack and fill their rosters from the order of the cards they obtain from the packs. They must fill each position from the cards in the packs they open. They cannot “waive” or “release” a card if they don’t have that position filled already.

Example: A manager pulls the card of a catcher. They have not filled the catcher position on their roster yet. They must add this catcher’s card to their roster.

2.4 DUPLICATE PLAYER CARDS

Any duplicate player cards are not allowed-- neither on the same team or on multiple teams. The Manager who pulled the player card first retains the rights to the player unless they place the player card on waivers. All duplicates are discarded from gameplay. Duplicate cards include: Base, All-Star, MVP, or other special cards used in a particular card set.

Cards with Multiple Players: If cards with multiple players are part of the set (league leaders, rookies, etc.) the players on the card are eligible to be drafted in the same format as any other player card in the set.

Team cards and checklist cards have no value in the BCR league and are to be discarded from use during the season.

2.5 WAIVER WIRE DURING TEAM CONSTRUCTION

During original roster construction, Managers must release cards/players to the waiver wire in the following ways:

- All Batter roster spots (non-pitchers) filled: Once the offense roster is full at any position, any extra cards pulled at that position must be sent immediately by that Manager to the waiver pool.
- All 10 Pitcher roster spots filled: Any additional pitcher cards drawn must be sent immediately by that Manager to the waiver pool.

The order of tenure on the waiver wire is determined by when they are placed on the waiver wire, in pack opening order. This has implications for the waiver wire rules later in this document.

2.6 USING THE WAIVER WIRE TO CONSTRUCT TEAMS

During their turn at constructing their initial roster, Managers can choose to forego opening a pack and select one player from the waiver pool. During initial roster construction, only a single player per turn can be selected from the waiver wire.

Managers cannot select a player from the waiver pool if the player's card-listed position on their roster is already filled. The only exception is when a Manager can move a player to another position that player is eligible for, if that position is unfilled on their roster.

2.7 COMPLETING ROSTER CONSTRUCTION

Once a manager's team is full, they will no longer participate in the initial roster construction process. They cannot open any additional packs and they cannot select any players from the waiver pool. All unopened packs are to remain unopened and used during the waiver wire process during the season.

2.8 DRAFT DAY TRADES

Player Trades are permitted during the draft as long as both managers' teams are not full. A Manager may only make a trade proposal before opening a pack on their turn. If a trade is made, the Managers may still open packs as normal that draft round.

- Player for Player Trade: A manager can trade a player(s) for player(s).

2.9 DISABLED LIST, RETIRED, SENT TO MINORS

At the end of the draft, any managers that have players that are on the disabled list, retired, or sent to the minors to start the season will have the option to invoke the rules found in:

- 4.3 REAL-LIFE PLAYER DISABLED LIST ASSIGNMENTS, SENT TO MINORS

Unsigned Players: Players drafted that started the replicated season as unsigned players must be dropped to the waiver wire. The players will remain on the waiver wire and unable to be selected until they sign and are placed on the active roster in the real replicated season.

EXCEPTION: A player that is unsigned in the real-life replicated season, that signs and plays in the initial game week (i.e. 1 week or 2 weeks of the real-season) will remain on the active roster of the team that drafts the player or makes a waiver claim on the player during the draft.

3. IN-SEASON PLAY

Once the draft is finalized, the season will begin, using the statistics from the actual card season being replayed.

The Commissioner will tally all stats each week, determining each matchup's wins, losses, and tiebreakers.

Note on Manager honesty:

It is expected that all Managers will not "look ahead" in any way in the card season to gain an unfair advantage on performance and statistics. The honor rule is in effect.

3.1 STATISTICS

The BCR game is played by tracking the following stats:

Hitters

- Batting Average
- On-Base Percentage
- Home Runs
- Runs Batted In
- Doubles
- Stolen Bases minus Caught Stealing
- Runs

Pitchers

- Wins
- Saves
- Earned Run Average
- Walks and Hits Per Inning Pitched Ratio
- Strikeouts
- Shutouts
- Complete Games

**ALL ROSTER POSITIONS MUST BE FILLED
WITH ACTIVE PLAYERS EACH WEEK.**

3.2 HEAD-TO-HEAD PLAY

The BCR season will execute in a head-to-head format. Two teams will “play” against each other for the calendar week(s) of Monday through Sunday. Weekly lineups must be finalized and submitted to the League Commissioner by 10 a.m. Eastern time each Monday, ideally by Sunday night. If no lineup is submitted in time (if at all), the same lineup as the week before will be used.

Weekly head-to-head game wins and losses are based on which team performs better in the most categories. For example, in this type of 7x7 league, if Team A performs better in at least eight categories, Team A receives the sole win for that week's matchup, while Team B receives the loss.

In the event of a tie:

- The first tiebreaker is the greater number of triples on offense.
- The second tiebreaker, if needed, is the least number of walks given up by a team's pitchers.

3.3 PLAYER MINIMUMS FOR ELIGIBILITY

There are no minimum innings pitched or at-bats required each week.

3.4 WEEKLY UPDATES

The Commissioner will post results and standings on the BCR website prior to each week's Sunday opening of the league-wide regular waiver wire pack.

4. TRADES AND WAIVERS

Trades and Waiver Claims/Drops occur during the season.

4.1 TRADES

Managers may make trades during the season. All potential trades and corresponding roster adjustments must be announced by an involved Manager to all other Managers and the League Commissioner by text and/or email.

All other Managers have up to 48 hours to express any concern and attempt to stop the trade. A vote on the trade is made with a majority vote required to complete the trade. In the case of a tie vote, the League Commissioner's vote will be the tiebreaker.

The League Commissioner will announce all trades and corresponding roster moves to all Managers. Trade acquisitions are added to teams for potential use for the following week.

The real-life trade deadline for the game year will be followed during the BCR season. After the trade deadline, the only roster moves allowed will be done with the waiver rules.

Waiver Trades: Managers may trade their waiver positions. Any additional waiver position acquired must be used to make a pick in the week the trade is made. Managers are not allowed to stockpile waiver positions for successive weeks.

Uneven Trades: Uneven trades are allowable, as long as each team is full of active players by the end of that week's waiver wire period.

4.2 WEEKLY MEETINGS AND IN-SEASON WAIVER RULES

Each Sunday during the season, every Manager is invited to a weekly meeting; either in person, by internet video linkup, or phone. At each weekly meeting, a waiver period takes place. One manager opens a new pack of cards and shows each card to all the other Managers. All cards from the opened pack are immediately placed in the waiver pool, in the order they were unveiled in the pack opening. Duplicate player cards (whether base, MVP, or special cards) will be discarded. The League Commissioner will also publish on the BCR website the new additions to waiver pool.

Waiver Claim Order: The team order of waiver claims is set by reverse order of the league win/loss standings. When two or more teams have the same record, the waiver claim order is determined by:

- Head-to-head win/loss records of the teams with identical overall win/loss records
- Online randomizer (performed by the Commissioner live)

Making Waiver Claims:

If a Manager has a player that was placed on the DL, Retired, or Sent to the Minors during the previous game week of play (some seasons may consist of more than one real-season week in a "game week"), they must either move the player to the DL if they have the spot open, or immediately drop them and make a waiver claim when it is their turn during the waiver period.

On a Manager's turn, they have the option to make a waiver claim on any player in the waiver pool. A corresponding move (placing a player on the DL or dropping a player to waivers) must be performed at the same time. Any position switching (if allowable per the rules) to make room for the newly claimed player must also be performed at the same time. If the Manager has their DL spot open, the Manager can claim a player on the DL and place them in the DL spot.

Any player dropped to the waiver pool during a player's turn during the waiver period is immediately available to the following Managers in the waiver order.

A manager can PASS and not make a waiver claim, as long as they do not have a DL, Retired, or Sent to the Minors player(s) on their active roster.

Each Manager is only allowed to make **one regular waiver claim move each week**, unless they trade for another team's waiver position per the below rules.

4.3 REAL-LIFE PLAYER DISABLED LIST ASSIGNMENTS, RETIREMENTS, SENT TO MINORS

BCR game play will follow the real-life regular season, calendar-wise. Players on the disabled list, sent to the minors, or retired **cannot remain on an active roster**.

The Commissioner will post all real-life transactions weekly to the BCR website.

Disabled List: Players that were placed on the disabled list in real-life during the season will be noted as injured and Managers may choose to use their "disabled list" roster spot and move the player there.

Once a player comes off the disabled list in real life, if the Manager has placed them on the disabled list spot on their roster, the Manager must reinstate the player to their active roster and waive a different player at that position, or drop the newly reinstated player to the waiver pool. The regular weekly waiver rules are in effect for these transactions.

Retired Players: Players that retire during the season will not accumulate statistics. A Manager with a retired player on their roster must release the player to the inactive player list and make a corresponding roster move. Regular waiver rules remain in effect.

Sent to the Minors: If a player was sent to the minor leagues in the real-life season, he will not accumulate any additional stats in BCR while in the real-life minors. Managers who have a player sent to the minors on their roster must release the player to the waiver pool and make a corresponding roster move. Regular waiver rules remain in effect.

Multiple Disabled List, Retired, and Sent to the Minors Players: After the regular waiver wire process each week, the Commissioner will advise any teams that have a player on the DL, Retired, or Sent to the Minors. If any Manager has player(s) on the DL, Sent to the Minors, or Retired, and their DL roster spot is filled, they must drop players immediately to the waiver wire. The Manager will be awarded the longest tenured player in the waiver pool who plays that position. Waiver wire tenure is based on when they were sent to the waiver pool in order of pack opening at the draft or during the waiver period.

This process will follow the same waiver order used that week. Only one of these extra waiver assignments may be made by a Manager each extra turn. More than one extra waiver round may be necessary and it is each Manager's responsibility to request more extra waiver turns to make sure all their roster spots are filled with active players.

If a Manager does not fill their roster with active players for any given week, they forfeit and lose that week's offense or pitching categories.

- If an offensive player spot is empty or has a player noted as being on the DL, Retired or Sent to the minors, the Manager forfeits all seven offensive categories that week.

- If a pitcher spot is empty or has a player noted as being on the DL, Retired or Sent to the minors, the Manager forfeits all seven pitching categories that week.

Managers will not be penalized if the Commissioner has not properly identified a player as being on the DL, Retired, or Sent to the Minors during the waiver meeting.

5. WINNING

At the end of the regular season, the team with the best overall head-to-head record will be crowned the league champion. Any award for the winning team's Manager or the last-place team's Manager must be approved by a vote of all Managers before the end of the season, and the League Commissioner's vote will be the tiebreaker if necessary.

6. RULE CHANGES

Suggested rule changes will be considered and voted on by the Managers prior to the start of the season. Majority vote will rule, with the Commissioner breaking any ties.

In-season rule changes may be suggested by any Manager at any time and will be considered and voted on by all Managers. Majority vote will rule, with the Commissioner breaking any ties.

Any rule change that does not pass for the current season will be noted and reviewed and voted on again before the next season.

7. RETURNING CARDS

At the end of the season, all cards of any resale value will be returned to the Commissioner. The Commissioner will make every effort to sell the cards of value to affordably purchase the next BCR season's cards. BCR seasons may be in random order, not necessarily the same as the real-life succession). The Commissioner will determine which cards have any resale value.

8. OFF-SEASON LEAGUES

BCR may also be played during the winter. In these off-season short leagues that can run from January to real-life Opening Day, stats and head-to-head matchups are compiled from two weeks of the real-life season per one week of the BCR off-season league.