

## Ahiba 2 Bylaws

### What is Ahiba 2?

Ahiba 2 is a fantasy baseball league. We aim to have some fun in a casual, easy going environment. Participants in Ahiba 2 simulate the ownership and management of real baseball teams, using Out of the Park Baseball to simulate the outcomes of baseball games.

Ahiba 2 is based on it's grandfather league, AHIBA. AHIBA was a league with similar financial structures, some similar rules, and the same commissioner. AHIBA stands for "Alan Hale jr. (RIP) Internet Baseball Association."

### What do I need?

You need a copy of Out of the Park 2007 or 2008. You can try to participate without it, but it is mighty hard to be successful.

You need some sort of chat program that handles AIM, such as Trillian, Pidgin, or AIM itself.

Optionally, but a nice to have, would be Skype.

### What do I need to do?

All owners need to actively participate in the league. Participation can be defined thusly: Keep up with your team (occasional roster changes, replace injured players in your line ups, manage your minors), keep up with your correspondence (respond to trade offers, etc.), and make sure you're active in offseason activities (free agent auction, contracts, amateur draft).

If there's a chronic problem, remediation is up to the commissioner. That could include expulsion. We don't want to keep an inactive team from competing when there are other owners waiting to take over and be active.

## The Financials

Ahiba is not like most of the leagues that use the built in financial simulation of the game. We roll our own, featuring a salary cap, free agency via an online auction, contracts, and arbitration.

### Free Agency

If a player has an expired contract or doesn't have a contract, they are a free agent. Free agents have three classifications:

1. UFA – Unrestricted Free Agent. If a player has a one year contract, they automatically become UFA. If a player's number comes up during free agency determination (1 in 3 chance), they become UFA. If a player isn't signed by his team as an RFA or is cut through arbitration they become UFA. UFA players can only be signed through the free agent auction at the end of the off season.
2. RFA – Restricted Free Agent. Any player with an expired contract of more than one year becomes an RFA. There is a free agency determination that is administered where each player is assigned a number between one and three. A random number is then picked and any player with that number files as UFA. Otherwise, the player will ask for a contract of length one to seven years for their calculated salary from the previous year. Failure to sign player for a contract will result in their status being changed to UFA.
3. RFA (Rookie) – Rookie Restricted Free Agent. This player is still listed as and RFA and is treated as such, with the only exception that the player isn't part of the free agency determination process. The only way they can become a free agent is with a team decision to not sign the player.

#### Free Agent Auction

Players with a status of UFA are loaded into a web based free agent auction. Each team can log in to the auction and bid on players. Each bid must exceed the previous bid by 20%. If a player receives no bids in the auction, they are removed 48 hours later. If a player has received a bid, that player will except the highest bid after 24 hours without additional bidding have occurred.

#### Contracts

Contracts are offered to players that have a status of RFA or are signed in the free agent auction. Contracts are equal to the players calculated salary for the year or the amount offered in the auction to get the rights to the player. Contracts are 1 to 7 years in length. Players of contracts of only a year will become UFA after the year. Players with contracts of longer than 3 years will be eligible for arbitration after years 3 and 6 of the contract.

If a player retires, the contract is wiped and teams no longer are required to pay the player.

#### Arbitration

Once a player has completed year 3 or year 6 in a contract, that player may be offered or refused arbitration. If the player is offered arbitration, a random program using a normalized curve will put the player's new salary somewhere between  $\frac{1}{4}$  and  $\frac{3}{4}$  of the way between that player's contracted salary and the player's calculated salary. That means the player could earn a raise or take a pay cut if offered arbitration. If a player isn't offered arbitration, he is cut from the team and garners a status of UFA. The team does keep 10% of the remainder of that player's contract on their books even if the player later retires.

#### Attendance

If a team has an attendance that is greater than the average for the league for the given year, that team will be awarded \$10 per seat above the average to be added to that year's salary cap. No penalty will be applied to any team with attendance lower than the league average.

#### Salary Cap

Each team will be given the same salary cap initially each season (currently \$86 million). Teams can have that number adjusted higher based on attendance as stated previously. Teams must be under the cap prior to the free agent auction. If a team is not below the cap, they will have their player with the most recent contract that is higher than the amount they have exceeded the cap by cut from their team. If one player isn't enough, the next highest that will get the team below the cap etc. Teams are allowed to exceed the cap during the season and at any other time prior to the free agent auction.

#### Miscellaneous Doo-dads

The league will have 24 teams, arranged thusly: 2 Leagues, 3 Divisions, 4 teams per Division.

The DH is in effect for both leagues.

Team names are fictional.

Team cities can be any city in North America with populations over 100,000 and with no already existing ball club.

Owners have the ability to design their own ballparks. See the financial section on attendance for more information on how attendance figures into future ballpark construction and/or city changes.

All ballparks will have 50,000 seats.

Waivers (4 day waiver period).

Rule V draft.

40 man rosters (players will not be able to refuse assignments, however).

Slightly modified Skydog numbers will be used for baseline league totals.

Aging speed is slightly lower, and development speed is slightly higher than the norm to enable players to be productive longer.

Talent change randomness has been set to 50 (out of a 200 max, default is 100).

#### Offseason Activities

Once the season is over and the game has finished processing retirees and any other bookkeeping it needs to do we will have the new updated salaries earned by your players and which players have become unrestricted or restricted free agents, and which players are arbitration eligible. Within a week from the release of that information in the spreadsheet (alternate formats are available, just ask) owners will have to send in their lists of which restricted free agents they wish to keep and contract lengths for those players, as well as which players they wish to arbitrate. A week after that will be the start of the free agent auction as well as the rookie draft.

Please keep in mind these timelines are somewhat fluid and flexible, as most of the members and the commissioner who run these activities are often engaged with other obligations.