



BRASSball League News

January 2004

www.brassball.org

League Administration Positions Filled

AL Reporter - Robert Smith has accepted the role as AL Reporter. He will join Ray Martin, the NL Reporter, as a regular contributor of team-by-team articles to the newsletter. These articles will range from recaps on free agency and the draft to monthly articles during the season. Welcome aboard Robert, may your articles bring us joy. ;-)

Draft Conductor - Brian Budzyn has replaced Paul Weltz as the Draft Conductor. Brian previously held the Website Coordinator job and did an excellent job putting BRASSball on the Internet map. Brian will begin his responsibilities in the very near future as the draft is approximately one month away. I would like to commend Paul on a job well done. Even though Paul was running short on free time, he was still willing to finish the job. Thanks again, Paul.

Maine Adds Co-Owner

Bob Loose has joined Rene Custeau as owner of the New Hampshire team. Since Bob has never played in a computer league before, Rene has kindly asked him to co-own his squad. If all goes as planned, we will have another owner ready to take over another club when necessary, hopefully never. ☺ Bob's e-mail address is vlad27@maine.rr.com. Welcome aboard Bob.

Amateurs Released

The deadline for releasing amateurs was January 15. The following amateurs are now looking for new employment. However, they did manage to secure a paycheck for this season before being terminated.

Jose Castillo (Cook County)
Jovanny Cedeno (Box City)
Choo Freeman (Box City)
Jeff Heaverlo (Box City)
Corwin Malone (Springfield)
Joe Torres (Springfield)
Seung Song (Fleetwood)
Bobby Basham (Metropolis)

Trades

39. Cook County trades Alfonso Soriano and Trey Hodges to Bloomington for David Ortiz, Ray Durham, Jeff Weaver, John Lackey, Chris Snelling, Alex Escobar and Bloomington's 2004 1st round draft choice.
40. Cook County trades Doug Mirabelli to Brooklyn for Brooklyn's 2005 4th round draft choice.
41. Cook County trades Tom Glavine to Charlevoix for one orange crayon.
42. Toledo trades Jon Garland to Cook County for Tim Wakefield and Eddie Guardado.
43. Hessville trades Scott Sullivan to Santa Barbara for Geoff Blum and Santa Barbara's 2004 7th round draft choice.
44. Cook County trades Sandy Alomar to Box City for Brandon Lyon.
45. Ocala trades Brandon Inge, Steve Reed and Ocala's 2004 1st and 2nd round draft choices to Maine for Livan Hernandez and Jeremy Affeldt.

Upcoming League Deadlines

February 25 th	30-man protected lists due to the Draft Conductor (Brian).
March 1 st	30-man protected lists, for all teams, distributed by the Draft Conductor (Brian).
March 6 th	The Draft begins @ 11 AM EST / 10 AM CST
March 9 th	Free agents that are available in Secondary Free Agency distributed by the LD.
March 11 th	Deadline to cut any of your drafted players. Send these to the LD (Corey). (All players drafted are automatically signed to a Y1/MO contract depending on their MLB Usage. See Constitution (III. Contracts, Section G) for more details.)
March 13 th	Secondary Free Agency Bids due to the LD (Corey).
March 15 th	Rosters, including signings, from draft and Secondary Free Agency, and cuts, distributed by the LD (Corey)

Articles

Ray Martin with two articles this month. These articles touch on rule change proposals in all three BRASS leagues.

Rule Proposal #1

With the conclusion of the current season upon us, I believe that we should look to make simplified adaptations to our salary system. With the advent of Brassworld many of us were exposed to a system where MO's were replaced by Y1 and Y2 contracts. Although I was initially skeptical, I'm now a firm believer in it, save one aspect which I'll address and is the reason for this article being included with Brassball as well. I believe that the change that we made to implement these was a good one and that it should be spread to Winter Brass as well and then adjusted for Brassball for contracts.

In looking at a recent Excel file that Tony forwarded me the largest pain in the arse appears to be in the tracking of MO's from month to month and call-ups. If all the players were simply signed then it would eliminate this nuisance. That is why I believe that with some tweaking a system could be implemented along the same lines that would greatly enhance our system.

My proposal- Any player drafted would become a Y1 and remain that way until they reached over the rookie limits as prescribed by MLB (130 AB or 50 IP)after their initial season. Once a player reached this level they would then graduate to Y2 where they would again remain until they reach these minimums again and then would have to be signed to an A contract already allowed for. The Y1 would be set at 100K per season for as many seasons as you keep them and until they reach the minimum in a season. Example #1-Player A comes up and wins the rookie of the year with over 550 PA's. He is then drafted and signed to a one year contract (100,000 per season only). Now that he is under the control of a team his next season determines his rise to the next level. If he gets only 80PA's the next season (injury or other reason) he'd still be eligible to remain a Y1, if he should exceed the rookie level again though he'd now have to be paid the Y2 rate of 300,000 or lost to free agency. Again the qualifications would again be based on his MLB performance and if he was hurt again and reached 100PA's he could still be brought back as a Y2 or released to free agency without penalty or payment. If he'd reach the threshold though, then the next season he'd have to be signed to A contract or again released to free agency. Obviously he could be traded during this process at anytime and the new owning team would get the same options.

I believe with these amounts and these parameters that our salary system would still work as is without U contracts like in Brass or higher A amounts like in the other sister leagues. More importantly I believe that the integrity of the 35,000,000 salary each year could be maintained.

I included the above text as kind of an explanation for this next short portion for Brassball, as with the contract changes that we have made it is getting difficult to maintain a forty man roster and seven amateurs with 35,000,000 per season. For instance if you have but 10 old MO's on your roster you really have actually 34,000,000 million per year to spend max with the raise in their salaries. I believe that BrassWorld addressed this with the 50,000,000 cap. It is for the reasons above that I'd like to see our amount of payroll gradually raised each year by 2.5 million for the next four years. This would ultimately bring us up to a cap of 45,000,000 which I believe is plenty, but would do so gradually enough that we would not have to revisit that multiplying your current balance issues that we saw last time. Anyone with a considerable balance would still maintain a significant advantage and by knowing these incremental increases well before then free agency would not be adversely affected. Anyway, just a suggestion to make both leagues easier to reconcile for those that work so hard in maintaining the balances and rosters and then a slight adjustment that I believe completed that last transitions for the inflationary salaries that were implemented, but not quite accounted for in the salary aspects.

Rule Proposal #2

The present format that we have I like a great deal and wish only to suggest a slight tinker to be considered. As a baseball purist, I have always believed that numbers have meaning and are special. The number 25 is the number of players on a roster to me. The number 40 indicates the number of players that a team can have on their respective roster at any time. I'd like to see us utilize the number forty as a strict maximum to the number of players that can be maintained on a roster at anytime. I have two formats that are very simple below for your consideration-

1. We keep all things else the same, save that 40 players is all that can be maintained at anytime. Thus if you make a trade and then have 41 players you must announce a cut along with the trade. I believe this will free up more players for free agency, while also encouraging more trades and less stacking of players. Ultimately, I believe that it will certainly enhance the draft to a certain extent and the value of draft choices, which is lessening.
2. This mirrors the above proposal save that it make for an even harder cap of 40 players that would actually include up to five amateurs per team. That would make for each team being able to have 35 players and five amateurs of some combo 36 and 4, 37 and 3, 38 and 2, 39 and 1 or 40 and 0. In any case each team would have to stay under 40 players and the five amateurs at all times. Additionally, this idea would result in the protecting of 30 players, as is now done in each league, but would now include your amateurs. I believe that this proposal would certainly allow for a much stronger draft pool, but would also bring about much greater parity to the league. Even a mismanaged team would have mechanisms available to them to allow a new owner to bring about change and to be competitive faster.

I look forward to your comments and adaptations to this one, as my thinking was to get a start point and then await a good litmus test before formally moving forward. The entire rationale between these suggestions is to increase the draft pool to the point of being more of an event, than simply being a reclaiming event. If you look at your roster in Brassball and suddenly have to make five additional cuts and have two fewer amateurs then it is clear that greater management is needed, but also that the pools will increase for available as well. In Brass Winter you'd still have the same number of amateurs but an additional five players from each team would be available in the draft, that currently are not, suddenly we'd have at least through to the bonus round where useful parts were readily at hand, the reclaiming should be pushed back a few rounds, but the more talented teams would have to reclaim earlier, therefore increasing the available pool again for those that were not quite so fortunate.