

Yahoo League Settings and Rules: 2022	
League ID#:	87085
League Name:	Boys of Summer Keeper League
Auto-renew Enabled:	Yes
Custom League URL:	https://baseball.fantasysports.yahoo.com/league/marcskeeperleague
Draft Type:	Offline Draft
Keeper Settings:	Yes, enable Keeper League Management tools
Keeper Deadline Date:	Wed Mar 24 2:00am CDT
Max Teams:	7
Scoring Type:	Points Only
Player Universe:	All baseball
New Players Become Available:	As soon as Yahoo adds them View List of Forced Players
Max Acquisitions for Entire Season:	No maximum
Max Trades for Entire Season:	No maximum
Trade End Date:	No trade deadline
Allow Draft Pick Trades:	No
Waiver Time:	2 days
Waiver Type:	Continual rolling list
Waiver Mode:	Standard
Allow injured players from waivers or free	No
Can't Cut List Provider:	None
Trade Review:	League Votes
Trade Reject Time:	2 days
Post Draft Players:	Follow Waiver Rules
Max Games Played:	162
Max Innings Pitched:	1100
Roster Changes:	Daily - Tomorrow
Start Scoring on:	Thursday, April 1
End Scoring on:	Sunday, October 3
Make League Publicly Viewable:	No
Invite Permissions:	Commissioner Only
Send unjoined players email reminders:	Yes
Roster Positions:	C, 1B, 2B, 3B, SS, OF, OF, OF, SP, SP, SP, SP, RP, BN, BN, BN, BN, BN, BN, BN, IL, IL, IL, IL
Batters Stat Category	Value
Hits (H)	1
Home Runs (HR)	1
Runs Batted In (RBI)	1
Stolen Bases (SB)	1
Pitchers Stat Category	Value
Wins (W)	8
Saves (SV)	5
Strikeouts (K)	1
In first half of 2022, limit innings to 655 (pro-rated innings plus 30). In second half of 2022, limit total innings to 1100 for teams that used 625 innings or more in first half. For teams that used less than 625 innings, limit equals innings used in first half plus 475. In the day limit is equalled you receive points for all pitchers that day, and no more points for rest of season. (Limit revised 4-2011, 3-2012 and 3-2016)	
You can play a player at any position as allowed by Yahoo.	
Playoff games do not count in standings (9-14-2004)	
Regular season makeup games count in the standings (3-31-2009)	
If someone who has the next pick does not make it within 24 hours of a pick, the next person in the draft order could pick. You would not lose your pick if you are skipped and could make your pick at anytime if you miss it, but we would continue on with the draft if someone misses a turn.	
If you go to Yahoo to pick up a player and he is not available, you send an e-mail to the group indicating who you are picking up and who you are cutting. Whoever sends that e-mail first gets the player. If you go to the Yahoo site and the player is available, you pick him up. If the player is on waivers for whatever reason, you go through the Yahoo waiver process. Every year the waiver order is set in the beginning of the season based on the reverse order of your point totals from last year. As per the Yahoo process, if you pick someone up off waivers you move to the bottom of the list.	
Each owner contributes \$1/week to the pot. An owner must put \$1 in the pot if he adds an additional player and cuts another player.	
Owner with the most total points before the All-Star break wins the first pot. Owner with the most total points since the All Star break wins the second pot	
Disputes will be settled by majority vote of the owners. Rule changes will be made by majority vote of the owners.	
Each owner is allowed to make "honest" mistakes without penalty.	
The first round of the draft will be in reverse order of your total points from last year. The following rounds will be a snake order based on the number of players you have cut.	
Each team will be allowed to use 4 Injury List (IL) positions.	