**NL-BP-Indy Constitution**

Established in 2003 by former Commissioner-for-life Will Carroll as a joint venture between Baseball Prospectus and Scoresheet Sports, NL-BP-Indy – or just BP-Indy - is an NL-only, 12-team Scoresheet league based in Indianapolis, IN. While all teams drafted at Oaken Barrel Brewing Company in Greenwood, IN for the initial few drafts, owner migration resulted in the addition of concurrent online chatroom drafting in 2007. NL-BP-Indy drafts now all take place via chatroom, though local owners sometimes gather on the day of the spring draft. In 2018, the league rebooted, redrafting all rosters and implementing rule changes to improve competitiveness and stability.

All regular Scoresheet Baseball rules apply unless stated otherwise. League questions should be forwarded to the Commissioners and they in turn will act as liaison between the League and Scoresheet Baseball if necessary. The Commissioners are responsible for coordinating all league drafts, including submitting rosters to Scoresheet after the draft, and initiating discussion of new business or concerns brought by any owner

The [NL-BP-Indy Yahoo! Group](http://sports.groups.yahoo.com/group/NL-BP-Indy/) functions as the primary conduit of all league business.

Please visit <http://www.nlbpindy.com/> for more information,

or contact [nl-bp-indy-owner@yahoogroups.com](mailto:nl-bp-indy-owner@yahoogroups.com).

**Article I: League Set-up & Governance**

1. Three league Commissioners will administer the league every year and conduct all league business in according with this document. The primary responsibilities of the Commissioners involve determining league membership for the upcoming season, communicating relevant deadlines and scheduled events to the BP-Indy ownership in a timely manner, & coordinating all drafts, as well as other misc. administrative duties.

The following owners/co-owners each will serve as one of the three “Commissioners” indefinitely: Duke & Josh Egbert, Lucas Himebaugh, & Jess & Tim Polko.

In the event that one or more of the “Commissioners” cannot continue serving, the remaining Commissioner(s) will appoint replacements.

2. This Constitution focuses on the discrepancies between the rules of NL-BP-Indy and official Scoresheet baseball. A majority vote of the Commissioners will resolve any dispute between the two standards that affects the current season. The Commissioners will call for a league vote on any issue involving the rules for the off-season or future seasons.

**Article II: League Structure, Playoffs, & Draft Pick Overview**

1. The twelve BP-Indy teams are divided between three divisions of four teams each. BP-Indy will realign after every season, with the three teams that lead the league in run differential in the previous season placed in separate divisions, and the other nine teams assigned randomly to those divisions. If multiple teams tie in run differential, the lowest-numbered team will head the second division in odd-numbered years, and the second-numbered team will head the third vision in odd-numbered years.

2. Five BP-Indy teams will reach the playoffs each season: three division winners and the two non-division winners with the best record will qualify as wild card teams. If multiple teams tie for the second-best record among non-division winners, a playoff series will be conducted to determine the wild card winner.

In the first round, the two wild card teams will play each other for the right to advance to the division series.

In the second round, the division winner with the best record will play the wild card, with the other two division winners playing each other. In the event of teams with the same won/lost record, we will use Scoresheet tiebreakers to determine playoff seeding.

The winners of the two division series will play a seven-game series for the BP-Indy Championship.

3. BP-Indy teams receive 52 draft picks to use over the course of each season, all of which may be traded. These draft picks possess the following properties:

Rounds 1-40: Optional Keeper Slots/Spring Draft Picks. Veterans get slotted in descending pick order of each team’s original draft picks beginning with Round 1. Rookies get slotted in ascending pick order of teach team’s draft picks – regardless of the original owner of that pick – beginning with Round 40.

All unused Keeper Slots will constitute the picks for the Spring Draft.

Round 41-43: Picks in the First Supplemental Draft.

Rounds 44-46: Picks in the Second Supplemental Draft.

Rounds 47-49: Picks in the Third Supplemental Draft.

Rounds 50-52: Picks in the Fourth Supplemental Draft.

**Article III: Keeper Lists**

1. The previous season’s league champion will send their keeper list to the league via [NL-BP-Indy@yahoogroups.com](mailto:NL-BP-Indy@yahoogroups.com) by 11:59 PM EDT eight days prior to the spring draft. By 11:59 PM EDT on the following day, all other owners must email their keeper lists to the league champion, who will then collect and distribute all the lists after the midnight keeper deadline.

2. Each team possesses 40 spring draft picks in rounds 1 through 40, all of which may be used as keeper slots, used as spring draft picks, or traded for players and/or draft picks. While a team may choose to keep zero players, every pick in those rounds also may be used to keep players. Once a BP-Indy team rosters a player, that player’s MLB team and league no longer matter for keeper purposes (i.e. teams no longer need to worry about “crossovers”).

3. While teams may keep zero veterans, all kept veterans get slotted in ascending order from Round 1. Teams may only use their original 40 draft picks to keep veterans, so no team may keep more than 40 veterans. If a team trades one or more picks in rounds 1-40, they may only use the picks in the rounds prior to the lowest-round pick traded to keep veterans. For example, if a team trades its Round 15 pick, they only may keep 14 veterans.

4. While teams may keep zero rookies, all kept rookies get slotted in descending order from Round 40. Teams may use acquired picks to keep extra rookies. For example, if a team acquires an extra Round 40 pick and decides to keep three rookies, the first two rookies get slotted in that team’s two Round 4 picks, and the third rookie slots in that team’s Round 34 pick.

5. Beginning in 2022, teams also may keep “sophomores,” defined as players with more than 130 AB or 50 IP but not exceeding 260 AB or 100 IP. Beginning in 2023, the definition of “sophomores” also included players who lost their rookie eligibility by exceeding 130 AB or 50 IP during the previous season, regardless of their current AB or IP total. Instead of requiring traditional veteran slotting near the beginning of the draft, “sophomore” players get slotted into the draft beginning with R14 and continuing upward to R15, R16, etc. Sophomores get slotted after rookies but before veterans, so if a team keeps a significant number of rookies (no less than 27), that team’s “sophomore” slots could begin at an earlier round in the draft and then proceed downward (i.e. R12, R11, etc.).

6. Barring extreme exigent circumstances, if a team fails to submit a keeper list by the deadline and does not respond to further league communication in a timely manner thereafter, the Commissioners will determine the team’s official keeper list with the intention of equipping the team with a well-balanced roster.

**Article IV: Spring Draft**

1. In most years, the spring draft generally will take place on the third or fourth weekend of March, beginning at approximately 1 PM EDT. Near the beginning of spring training, the commissioners should survey league ownership to determine the exact date that works best for the most owners.

2. The spring draft will include 40 rounds of picks. As each team may keep as few as 0 players or as many as 40 players (see Article III: Keeper Lists), the draft may feature as many as 480 selections or as few as zero (and as many as 480 keepers). All draft picks may be traded.

3. While the actual draft order will vary depending on how many players each team’s keep, each round will progress in the following order, based on the previous season’s standings:

1. The team with the 5th best record (or the loser of the play-in game for the 2nd Wild Card)

2. The team with the 6th best record

3. The team with the 7th best record

4. The team with the 8th best record

5. The team with the 9th best record

6. The team with the 10th best record.

7. The team with the 11th best record.

8. The team with the worst record

9. The team with the worst record among the 3 defeated playoff teams

10. The team with the 2nd best record among the 3 defeated playoff teams

11. The team with the best record among the 3 defeated playoff teams

12. The league champion

Teams with identical records in the previous season will switch draft positions in even-numbered rounds. In odd-numbered rounds, the following tiebreakers will determine which team drafts first:

A. Previous Season’s Divisional Standing

B. Previous Season’s Run Differential

C. Team Number, with the larger team number drafting first in even-numbered years and the smaller team number drafting first in odd-numbered years.

D. If three teams shared the same record, the tie-breakers remain the same; however, the "middle" team always picks between the other two. If four or more teams shared the same record, the teams will snake through the draft as determined by the tiebreakers.

4. The spring draft will be conducted via online chatroom. While the Commissioners will determine the site each year, the league generally will draft via the chatroom at <http://www.nlbpindy.com/>. To access the chatroom, click on an owner’s name at the top of the page and then access “Owner Resources” on the right side of the team page.

Owners who wish to meet in person for the draft are responsible for their own arrangements for accessing the chatroom.

5. The draft will begin no later than 15 minutes after the scheduled start time. In general, each drafter will have 4 minutes to make each of their picks, after which time the commissioners will announce that said drafter may be skipped so that the draft can continue in a timely manner. The skipped drafter may jump in with a pick at any time, with the jump-in pick counting as any other pick, with the subsequent team receiving a full 4 minutes to make a pick after the jump-in.

In the early rounds, when high-value players may be available, the commissioners reserve the right to assign such players to a team in lieu of skipping a pick outright when a drafter’s time runs out and attempts to contact the drafter all fail.

Each team should make every effort to track the draft so that eligible players may be picked in a timely fashion. If a team selects an ineligible player, by virtue of another team owning a player or that player not qualifying for the draft’s player pool, the commissioners will allow that team a small amount of additional time to repick, though teams should not abuse this leniency.

6. Players eligible for selection during the spring draft include all unowned players who 1) appear on that season’s official Scoresheet NL Player List, and/or 2) belonged to an NL club at 11:59 PM EDT on the day keeper lists are due, and/or 3) appeared on an BP-Indy roster at the conclusion of the previous season. The selection of a player in all drafts is final unless the Commissioners determine that the player was not eligible; the Commissioners will resolve any player eligibility disputes in consultation with available MLB transaction reports.

7. The Commissioners will attempt to accommodate owners that encounter technical difficulties. In previous years, owners have drafted via phone after computer or car malfunctions.

However, if an owner fails to attend the draft and does not contact the league in a timely manner to make alternate arrangements, the Commissioners reserve the right to determine an alternative method of drafting the unattended team, which normally involves designating someone to serve as draft steward for the team until the absent owner reestablishes contact with the league.

**Article V: Supplemental Drafts**

1. BP-Indy conducts four supplemental drafts during the season, each lasting three rounds. The drafts normally will begin at around 9 PM EDT in the same chatroom used for the spring draft. All owners should plan on accessing the chatroom no later than the scheduled draft time.

If you know that you cannot attend a supplemental draft, please send a list of desired players to an attending owner for them to pick for you. All owners present in the chatroom will determine how long to wait for absent owners who failed to submit a list before skipping past the absent owner’s picks.

Absent owners who fail to submit a list prior to the draft may be assigned certain keeper-quality players as their picks occur by the attending Commissioners with the goal of maintaining competitive balance throughout the league. However, owners should know that most BP-Indy supplemental drafts historically do not involve the selection of more than a couple of players who meet the qualification of certain keepers.

Any owner that misses a supplemental draft may choose unselected, eligible players with their skipped draft picks until 9 PM EDT on the day following the draft. If an owner misses the draft, fails to submit a list, and does not use their draft picks prior that time, the Commissioners will assign players to that team based on playing time during the current season, beginning with the eligible player with the largest number of either AB or IPx2. Alternately, if an owner with a losing record during the current season misses the August supplemental completely, the commissioners instead may assign that team the best remaining prospects by 9PM EDT on the day following the draft.

Any team orphaned during the season will have picks assigned by attending Commissioners or their designee as the team’s picks occur during a supplemental draft.

2. Teams may trade supplemental draft picks both before and during the draft. However, any pick skipped during the draft and then not made prior to the next-to-last pick of the draft may not be traded and must be used to select a player.

3. Players eligible for selection during each supplemental draft include all unowned players who 1) appear on that season’s official Scoresheet NL Player List, and/or 2) belonged to an NL club at 11:59 PM EDT on the day before the Scoresheet lineup due date for the week of the supplemental draft. The selection of a player in all drafts is final unless the Commissioners determine that the player was not eligible; the Commissioners will resolve any player eligibility disputes in consultation with available MLB transaction reports.

Please note that players acquired and retained by NL clubs after the previous draft eligibility deadline will be eligible for BP-Indy supplemental drafts unless they lost eligibility prior the next draft’s eligibility deadline.

4. Following the receipt of the most recent weekly standings prior to each supplemental draft, the Commissioners will determine the order for the draft as specified by the following sections and then distribute the draft order to all teams.

5. The **First Supplemental** should take place during the first or second week of May. When not previously scheduled, near the end of April, the Commissioners should survey ownership to determine the date with the greatest owner availability.

A. Draft rounds will be numbered 41, 42, & 43.

B. The draft will follow the same order every round (excepting traded picks and tied teams).

C. Draft order will be determined by combining each team’s win-loss record from the most recent weekly results with their win-loss record from the previous year. The team with the worst winning percentage will possess the first pick in round 41; the next-worst team will have the second pick, etc.

D. Owners new to the league will have the average of the departed teams’ records from the previous season added to their current-season record to calculate draft order.

E. The following tiebreakers will apply to determine who drafts first in round 41:

i. Current season’s divisional standings:

a. Distance from 1st place team

b. Distance from 2nd place team

c. Distance from 3rd place team

ii. Run differential (Runs scored minus runs allowed), with the smallest number picking first in round 41.

iii. Team number

a. The team with the largest team number will draft first in round 41 during even-numbered years (i.e. Team 12 always would draft first in 2012).

b. The team with the smallest team number will draft first in round 41 during odd-numbered years (i.e. Team 1 always would draft first in 2011).

F. Tied teams will reverse draft positions in round 42.

G. If three teams share the same record, the tie-breakers remain the same; however, the "middle" team always picks between the other two. If four or more teams share the same record, the teams will snake through the draft as determined by the tiebreakers.

6. The **Second Supplemental** should occur during the second or third week of June). When not previously scheduled, near the beginning of June, the Commissioners should survey ownership to determine the date with the greatest owner availability.

A. Draft rounds will be numbered 44, 45, & 46.

B. The draft will follow the same order every round (excepting traded picks and tied teams).

C. Draft order will be determined by each team’s win-loss record from the most recent weekly results. The team with the worst winning percentage will possess the first pick in round 44; the next-worst team will have the second pick, etc.

D. For teams with identical winning percentages, the following tiebreakers will apply to determine who drafts first in rounds 44 and 46:

i. Current season’s divisional standings:

a. Distance from 1st place team

b. Distance from 2nd place team

c. Distance from 3rd place team

ii. Previous season’s winning percentage.

iii. Run differential (Runs scored minus runs allowed), with the smallest number picking first in round 44 and 46.

iv. Team number

a. The team with the largest team number will draft first in rounds 44 and 46 during even-numbered years (i.e. Team 12 always would draft first in 2012).

b. The team with the smallest team number will draft first in rounds 44 and 46 during odd-numbered years (i.e. Team 1 always would draft first in 2011).

E. Tied teams will reverse draft positions in rounds 45.

F. If three teams share the same record, the tie-breakers remain the same; however, the "middle" team always picks between the other two. If four or more teams share the same record, the teams will snake through the draft as determined by the tiebreakers.

7. The **Third Supplemental** should occur during the third or fourth week of July, with the intent of it taking place after, at minimum, the first round of the annual MLB First-Year Player Draft (and, ideally, during All-Star week). When not previously scheduled, near the beginning of July, the Commissioners should survey ownership to determine the date with the greatest owner availability.

A. Draft rounds will be numbered 47, 48, & 49.

B. The draft will follow the same order every round (excepting traded picks and tied teams).

C. Players chosen by NL teams in MLB’s First-Year Player Draft will be eligible regardless of signing status. However, if that year’s First-Year Player Draft does not occur prior to this supp. draft, the selected players will be eligible in the first BP-Indy draft, supp. or spring, that occurs after the First-Year Player Draft.

D. Draft order will be determined by each team’s win-loss record from the most recent weekly results. The team with the worst winning percentage will possess the first pick in round 40; the next-worst team will have the second pick, etc.

E. For teams with identical winning percentages, the following tiebreakers will apply to determine who drafts first in rounds 47 and 49:

i. Current season’s divisional standings:

a. Distance from 1st place team

b. Distance from 2nd place team

c. Distance from 3rd place team

ii. Previous season’s winning percentage.

iii. Run differential (Runs scored minus runs allowed), with the smallest number picking first in round 47 and 49.

iv. Team number

a. The team with the largest team number will draft first in rounds 47 and 49 during even-numbered years (i.e. Team 12 always would draft first in 2012).

b. The team with the smallest team number will draft first in rounds 47 and 49 during odd-numbered years (i.e. Team 1 always would draft first in 2011).

F. Tied teams will reverse draft positions in rounds 48.

G. If three teams share the same record, the tie-breakers remain the same; however, the "middle" team always picks between the other two. If four or more teams share the same record, the teams will snake through the draft as determined by the tiebreakers.

8. The **Fourth Supplemental** should occur during the fourth or final week of August. When not previously scheduled, near the beginning of August, the Commissioners should survey ownership to determine the date with the greatest owner availability.

A. Draft rounds will be numbered 50, 51, & 52.

B. The draft will follow the same order every round (excepting traded picks and tied teams).

C. Draft order will be determined by each team’s win-loss record from the most recent weekly results. The team with the worst winning percentage will possess the first pick in round 50; the next-worst team will have the second pick, etc.

D. For teams with identical winning percentages, the following tiebreakers will apply to determine who drafts first in rounds 50 and 52:

i. Current season’s divisional standings:

a. Distance from 1st place team

b. Distance from 2nd place team

c. Distance from 3rd place team

ii. Run differential (Runs scored minus runs allowed), with the smallest number picking first in rounds 50 and 52.

iii. Team number

a. The team with the largest team number will draft first in rounds 50 and 52 during even-numbered years (i.e. Team 12 always would draft first in 2012).

b. The team with the smallest team number will draft first in rounds 50 and 52 during odd-numbered years (i.e. Team 1 always would draft first in 2011).

E. Tied teams will reverse draft positions in rounds 51.

F. If three teams share the same record, the tie-breakers remain the same; however, the "middle" team always picks between the other two. If four or more teams share the same record, the teams will snake through the draft as determined by the tiebreakers.

9. At any point after the beginning of any supplemental draft, any team may “opt out” of making their remaining picks in that particular supp. draft. At that time, any picks in that draft owned by the team in question immediately convert to rookie-only keeper slots that the team can use in the next season’s spring draft to keep any player that qualifies as a Scoresheet rookie (traditionally, those players with career totals that do not exceed either 130 AB or 50 IP).

A. Any rookies kept with keeper slots added by this method still count toward a team’s maximum number of allowable keepers. However, kept rookies get assigned to these keeper slots FIRST, with any rookies not covered by these slots then slotting into rounds 35, 34, etc.

B. Any keeper slots obtained via this method are NOT tradable and only eligible for use by the team that received the slots during a previous season’s supplemental draft.

C. Owners of teams that cannot attend a supplemental draft may, as part of a preference list sent to an attending owner, opt out of all of their picks, or like any attending team, opt out at any point during the draft.

D. If a team neither attends a supplemental draft nor submits any preference list, the team may opt out AFTER the draft, even after potentially getting assigned players 24 hours after the beginning of the supplemental draft. Teams who either fail to attend a supp. draft or send a list that covers all their picks have until 24 hours prior to the following week’s lineup deadline to choose to release any assigned player, whereupon that team would receive one rookie-only keeper slot for each missed pick and/or assigned player released.

**Article VI: Trades**

1. All trades must be submitted to Scoresheet as soon as possible after teams reach an agreement. All teams involved also should announce/confirm the deal to the league via the group e-mail.

2. Trades may include only players, draft picks, and keeper slots. Spring draft picks from the following season only may be traded after the conclusion of the spring draft in the current season. Supplemental draft picks from the following season only may be traded after the conclusion of the corresponding supplemental draft in the current season.

3. While “buyer beware” certainly applies to all trades, a trade may be vetoed if:

A) At least one owner formally protests the trade and provides an accompanying rationale for a veto (i.e. “I/We formally protest this trade because XXX.”) to the group email within 48 hours of the original trade announcement via the group email, after which a Commissioner will submit notice for a formal vote via the league email within 24 hours upon first seeing the formal protest email, &

B) A majority of owners uninvolved in the transaction support a veto ruling.

4. Any team whose owner(s) plan to depart the league after the current season should refrain from trading draft picks from the following season.

**Article VII: Orphan Teams & Dispersal Drafts**

1. Team owners planning to depart the league should make every effort to inform the Commissioners no later than the conclusion of the current season’s playoffs.

2. Prospective owners may be recruited by any owner but should be referred to the Commissioners, who will screen applicants to ensure long-term league competitiveness and stability.

3. In the event of more than one simultaneous league opening, the Commissioners may either assign teams to new owners or conduct a dispersal draft of the available teams in a format acceptable to the new owners. Any team may choose to participate in this dispersal draft by giving notice to the Commissioners in a timely manner and adding the players on their roster to the dispersal draft pool.

4. The Commissioners will select a random number, which the involved owners will attempt to guess. The owner closest to the number will have their choice of draft position for the dispersal draft. (In the event of more than two openings, the next closest number will receive second choice, and so on.) Ties will be broken by random draw.

5. In addition to all players previously rostered by the dispersing teams, new owners will select spring draft placement as part of the dispersal, as well as any excess picks acquired by the dispersed teams.

If a dispersed team traded any picks, the Commissioners will determine how the picks in that round from all dispersed teams will be allocated.

6. If league openings cannot be filled in a timely manner, the Commissioners, with the consent of all returning owners, may consider alternative solutions to ensure league continuity.

**Article VIII: Amendments**

This constitution may be amended by a majority vote of active owners. Enacted amendments will be recorded at the appropriate point in the document. Proposals for new rules must be submitted to the Commissioners (via direct email or email to the league) by December 31st of each year. Those proposals must include the phrase “Proposed Amendment” in the subject of the email. The Commissioners will compile and distribute these proposals as time permits sometime between New Year’s Day and the Super Bowl, with the voting to conclude prior to the date when pitchers and catchers begin reporting to spring training camps. Rule changes directly affecting keeper lists will not take effect until the following off-season. Temporary special exceptions to the rules stated above may be implemented on a case-by-case basis by a similar majority vote.

Scoresheet Baseball continuing league rules will apply unless noted above.

NL-BP-Indy Constitution Officially Ratified on February 2nd, 2018, by a vote of 12-0 of the current ownership groups.

JTP 20180131

Articles VI & VIII amended prior to 2020; recorded by JTP 20201019

Articles II, IV, & V amended during the 2021, effective for 2022; recorded by JTP 20220117.

Updated for 2022 season results by JTP 20221126.

**NL-BP-Indy Championship Results**

2022

Resistance is Futile (Jess & Tim Polko) defeated

Memories of Mom (Chris Gilley), 4 games to 0

2021

Resistance is Futile (Jess & Tim Polko) defeated

Doctors of Pain and Torture (Jonathan Miller), 4 games to 3

2020

Resistance is Futile (Jess & Tim Polko) defeated

Kest-on Kest-Off (Bret Sayre), 4 games to 2

2019

Resistance is Futile (Jess & Tim Polko) defeated

Older n Golden (Jim Stipcich & Josh Stipcich), 4 games to 1

2018

Memories of Mom (Chris Gilley) defeated

J&J (Jim Stipcich & Josh Stipcich), 4 games to 2

LEAGUE REBOOT/REDRAFT

2017

Resistance is Futile (Jess & Tim Polko) defeated

Sardaukar (Jeremy Sevcik), 4 games to 0

2016

Cripplers (Andy Rasor) defeated

Unsullied (Jeremy Sevcik), 4 games to 0

2015

Resistance is Futile (Jess & Tim Polko) defeated

R to the Izzo (Andy Brooks), 4 games to 2

2014

Resistance is Futile (Jess & Tim Polko) defeated

Cripplers (Andy Rasor), 4 games to 3

2013

Resistance is Futile (Jess & Tim Polko) defeated

Cripplers (Andy Rasor), 4 games to 2

2012

Cripplers (Andy Rasor) defeated

Resistance is Futile (Jess & Tim Polko), 4 games to 0

2011

Resistance is Futile (Jess & Tim Polko) defeated

Cripplers (Andy Rasor), 4 games to 3

2010

Resistance is Futile (Jess & Tim Polko) defeated

Cripplers (Andy Rasor), 4 games to 0

2009

Resistance is Futile (Jess & Tim Polko) defeated

Zach Duke Nukem Forever (Duke & Josh Egbert), 4 games to 2

2008

Even More Evil Empire (Jess & Tim Polko) defeated

Erin Andrews’ Boy-Toys (Tom Hill), 4 games to 0

2007

Fixing a Hole (Tom Hill) defeated

Even More Evil Empire (Jess & Tim Polko), 4 games to 2

2006

Reggae Rebels (Bill Sanders) defeated

Even More Evil Empire (Jess & Tim Polko), 4 games to 2

2005

Even More Evil Empire (Jess & Tim Polko) defeated

Reggae Rebels (Bill Sanders), 4 games to 1

2004

Always Polko-Cola (Jess & Tim Polko) defeated

Terre Haute Executioners (Mark Dailey), 4 games to 1

2003

Baghdad Liberators (Mark Dailey) defeated

Always Polko-Cola (Jess & Tim Polko), 4 games to 1

**NL-BP-Indy vs. AL-NorCal Annual Championship Series**

2022

Resistance is Futile (Jess & Tim Polko) defeated

Injury Rewind (Stephen Shelby), 4 games to 1

2021

Resistance is Futile (Jess & Tim Polko) defeated

Station to Station (Dan Troy), 4 games to 0

2020

Resistance is Futile (Jess & Tim Polko) defeated

Whirling Darvishes (Jeremy Blachman), 4 games to 3

2019

Unelectables (John R. Mayne) defeated

Resistance is Futile (Jess & Tim Polko), 4 games to 1

2018

Whirling Darvishes (Jeremy Blachman) defeated

Memories of Mom (Chris Gilley), 4 games to 3

LEAGUE REBOOT/REDRAFT

2017

Resistance is Futile (Jess & Tim Polko) defeated

Three True Outcomes (Ben Murphy/Ian Lefkowitz/Ben Murphy), 4 games to 1

2016

Cripplers (Andy Rasor) defeated

NoTrump Grand Slammers (John Mayne) 4 games to 3

2015

Resistance is Futile (Jess & Tim Polko) defeated

Barrel Aged Dingers (Nate Stephens), 4 games to 3

2014

Resistance is Futile (Jess & Tim Polko) defeated

Jackalopes (Bill Sanders), 4 games to 3

2013

Alburquerque[sic] Illuminati (Nate Stephens) defeated

Resistance is Futile (Jess & Tim Polko), 4 games to 3

2012

Cripplers (Andy Rasor) defeated

Norwegian Blues (John Mayne), 4 games to 3

2011

Resistance is Futile (Jess & Tim Polko) defeated

Cripplers (Andy Rasor), 4 games to 3

2010

Resistance is Futile (Jess & Tim Polko) defeated

And Even a Bear (Andy Cleary), 4 games to 3

2009

Jackalopes (Bill Sanders) defeated

Resistance is Futile (Jess & Tim Polko), 4 games to 3

2008

Even More Evil Empire (Jess & Tim Polko) defeated

Mighty Knights (Stephen Shelby), 4 games to 3

2007

Fixing a Hole (Tom Hill) defeated

Ant Farm Keyboard (Adam Katz), 4 games to 1

2006

Morally Casual Attitude (Theron Skyles) defeated

Reggae Rebels (Bill Sanders), 4 games to 1

2005

Isotopes (John Mayne) defeated

Even More Evil Empire (Jess & Tim Polko), 4 games to 3

2004

Isotopes (John Mayne) defeated

Even More Evil Empire (Jess & Tim Polko), 4 games to 3

2003

Results lost to time…

(but Mark Dailey’s team lost 4-2 in the FINAL round of the scoresheet-talk Tournament of Champions, while JTP’s Resistance is Futile won that Tourney in both 2010 & 2020)

**NL-BP-Indy Owner Roster (through 2022)**

(\* = Founding Owner)

Greg Beilach\*, 2003

Rodney Blackwell, 2011

Andy Brooks, 2011-2015

Kevin Carroll\*, 2003-2021

Will Carroll, 2009

Casey Cobb, 2004-2010, 2018-Current

Mark Dailey\*, 2003-13

Mike Dilse, 2013

Duke & Josh Egbert, 2004-2022

Jeremy Estep, 2012, 2013-2016

Wes Fowler-Finn, 2016-17

Don Garrett, 2013

Mike Gasson, 2016-Current

Chris Gilley\*, 2003-Current

Tom Hill, 2004-2008

Lucas Himebaugh, 2020-Current

Mike Hutsell, 2006

Bill McKnight, 2022-Current

Rob McQuown, 2018-2019

Miguel Medina, 2012

Ric Medrow, 2018-Current

Jonathan Miller, 2018-Current

Tim & Jeremy Miranda, 2009

John Momberg\*, 2003

Rich Morgan, 2004-2008

Roger Morgan, 2020-Current

David Morrison, 2016-17

Eric Moyer\*, 2003-2005

Heather Pilkinton, 2016

Jess & Tim Polko\*, 2003-Current

Andy Rasor\*, 2003-2021

Tony Riha, 2011-2014

Laura & Shane Rose, 2016

Mike Russell, 2015

Bill Sanders\*, 2003-2010

Bret Sayre, 2018-Current

Thomas Scarpelli, 2011

Dave Schnake\*, 2003

Jeremy Sevcik, 2008-17

Pat Starling, 2004-2008

Jim & Josh Stipcich, 2018-2019

Hunter Taylor, 2018-2019

Richard Thompson, 2022-Current

Ken Ward, 2012

Mark Ward, 2017

Ray West\*, 2003-11, 2018-2021

Ryan Wilkins, 2010

Jon Williams, 2014-2015

Tim Zellers\*, 2003

Pete Zlonkevich, 2013

**NL-BP-Indy Owner Emeriti**

Duke & Josh Egbert, 2004-2022

Jess & Tim Polko\*, 2003-2022

Andy Rasor\*, 2003-2021

Ray West\*, 2003-11, 2018-2021

**NL-BP-Indy In Memoriam**

Rob McQuown, 2018-2019

Heather Pilkinton, 2016

Mark Ward, 2017