# BRINDLEE MOUNTAIN ROTISSERIE® BASEBALL ASSOCIATION

(BMRBA)

# **BYLAWS**

February 7, 2016 Version 19.0 This page left blank intentionally

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#### INTRODUCTION

#### **STATEMENT OF PURPOSE**

The purpose of the Bylaws is to provide franchise Owners with a handy reference to the rules governing activities of the BMRBA, including administrative matters and, of course, playing the game of Rotisserie® baseball.

#### **ORIGINS**

The BMRBA has its roots in an informal league (National League only) that began Rotisserie<sup>®</sup> style fantasy play in mid-summer, 1988. The following year an American League was added and, after a few years of trying to follow the rules laid out in the available publications, franchise Owners made the decision to draw up their own set of rules and distribute them to all the Owners. The goal was to establish a baseline reference source and make it available to everyone.

#### **SCOPE**

While the Bylaws are *intended* to be a comprehensive statement of the rules governing the BMRBA, because of its origins and its essential nature, like those of similar documents, the Bylaws cannot hope to account for every possible condition or scenario that may ensue.

#### EFFECTIVE PERIOD OF THE BYLAWS

This version of the Bylaws is effective beginning February 12, 2009, except where stated otherwise herein, and remains in effect until modified by the BMRBA Committee-of-the-Whole.

#### **SOURCES**

The Bylaws represent a merger of information drawn from a number of available sources:

- ♦ Rules, both "regular" and "ultra", from the official Rotisserie® guide;¹
- ♦ Documented interpretations of those rules;<sup>2</sup>
- ♦ Other interpretations which may have never been documented previously in any official manner;<sup>3</sup> and
- Other information the editor has deemed pertinent.<sup>4</sup>

<sup>&</sup>lt;sup>1</sup> Rotisserie League Baseball, Sixth Edition, ed. Glen Waggoner. New York: Bantam Books, 1992.

<sup>&</sup>lt;sup>2</sup> Most of these interpretations appeared in newsletters, sundry memoranda, and numerous weekly reports that provided much of the framework for the original Bylaws. Unfortunately, a 1995 tornado destroyed the BMRBA archives.

<sup>&</sup>lt;sup>3</sup> These came from certain league traditions, grievance decisions, and other interpretations summoned largely from the editor's memory.

<sup>&</sup>lt;sup>4</sup> This was certainly true of the first iteration, but we now have a formal procedure for changing the rules.

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#### **ADMINISTRATION**

#### 1.0 ORGANIZATIONAL STRUCTURE

The BMRBA shall administer two "fantasy" baseball leagues, an American and a National, each a variation of Rotisserie® "Ultra". The leagues, when no vacancies exist, shall be an American League of twelve (12) franchises (teams) and a National League of thirteen (13), each franchise consisting of forty (40) players who have been selected in annual auctions and drafts.<sup>5</sup> Each franchise shall be owned and managed by an Owner (or group of Owners), each of whom shall serve as members of the Committee-of-the-Whole. The Committee-of-the-Whole shall provide for selection of officers and other administrative staffing as defined herein. <sup>6</sup>

#### 1.1 COMMITTEE-OF-THE-WHOLE

The Committee-of-the-Whole shall consist of all franchise Owners in the American and National Leagues and shall have ultimate responsibility for oversight and general management of the BMRBA and related activities. Specific responsibilities are identified below.

#### 1.1.1 Responsibilities

- **1.1.1.1** Selection of officers and other administrative personnel;
- **1.1.1.2** Determination of rule changes; and
- **1.1.1.3** Any other duties not delegated specifically herein.

#### 1.1.2 Voting Rights<sup>7</sup>

Issues before the Committee-of-the-Whole, other than a rules change, 8 shall be decided by a majority (greater than ½) of the votes cast when a quorum of said Committee is present, each franchise having only one vote.

A quorum shall be present at meetings whenever at least ½ of all owned franchises are represented, provided all franchises have been given reasonable prior notice of the meeting. Franchises may be deemed present by proxy provided no individual carries the proxy for more than one Owner with two (2) franchises and only when an Officer is notified of the proxy prior to the meeting.

#### 1.1.3 League-specific Issues

Issues that affect, or may be of concern to, only one league, shall be resolved by a committee consisting only of representatives from each franchise in the affected league. A majority vote of a quorum of such a committee shall decide any league-specific issues.

<sup>&</sup>lt;sup>5</sup> The number of NL franchises was increased from 12 to 13 at the Winter Meeting, January 18, 1998. This was done to accommodate MLB's expansion and realignment.

<sup>&</sup>lt;sup>6</sup> At the January, 2013, Winter Meeting, it was agreed that the National League would be contracted to 12 teams in the event an existing franchise is surrendered by its Owner. In short, said Owner will not be replaced. Also see Articles 6.2 and 8.0.

<sup>&</sup>lt;sup>7</sup> Proxies and voting rights were clarified at the Winter Meeting in January, 2005. Refer to *The Secretariat*, dated February 1, 2005

<sup>&</sup>lt;sup>8</sup> Rules changes are governed by the procedure described in Article 5.0.

Some Owners may have franchises in both leagues and a consequent desire to maintain, as nearly as possible, a single set of playing rules. Therefore, rule changes shall not be considered "league-specific" except when absolutely necessary.<sup>9</sup>

#### 1.1.4 Meetings of the Committee-of-the-Whole

The Committee-of-the-Whole shall meet at times and places as scheduled by the Secretary (see Article 1.2.2) and as generally agreeable to its members. Such meetings shall include, but are not limited to, the following. <sup>10</sup>

- **1.1.4.1** A **Winter Meeting**, to discuss and/or resolve any outstanding issues for the coming season. It is desirable to have this meeting shortly after New Year's Day.
- 1.1.4.2 Two Auction Days, one for each league, to be held on the weekend following "Opening Day," unless said weekend is also Easter weekend. In such a case, the auctions shall be held on Opening Day weekend. In the event Opening Day conflicts with Easter and Opening Day is not on a weekend, Auction Day will be the weekend before Opening Day.<sup>11</sup>

Beginning with the 2012 season, Auction Days for the two leagues shall alternate between Saturday and Sunday. Thus the 2012 National League Auction will be held on Saturday, with the American League Auction on Sunday with the schedule reversed each year thereafter. 12

#### 1.2 OFFICERS

The Committee-of-the-Whole shall select or appoint officers and other administrative personnel as deemed necessary for equitable and efficient operations. At a minimum, there shall be a Commissioner, a Secretary, and a Treasurer.

#### 1.2.1 Commissioner<sup>13</sup>

Under the direction of, and with guidance from, the Committee-of-the-Whole, an elected Commissioner shall be responsible for:<sup>14</sup>

- **1.2.1.1** Drafting agendas for BMRBA meetings;
- **1.2.1.2** Serving as chairman of BMRBA meetings;

<sup>9</sup> The American League's designated hitter provisions, for example, come to mind. Again, see Article 5.0 for rules governing changes to the Bylaws.

<sup>&</sup>lt;sup>10</sup> The formal meetings-of-whole were reduced to two by eliminating the Awards Meeting and the All-Star Meeting, each of which had succumbed to poor attendance. This explained more fully in the February 14, 2011, edition of The Secretariat.

<sup>&</sup>lt;sup>11</sup> At the January, 2004, meeting, owners institutionalized Auction Day, by rewriting this article. Prior to 2004, Auction Days were scheduled each year by a vote of the owners at the Winter Meeting. Refer to the February, 2004, edition of The Secretariat for details.

<sup>&</sup>lt;sup>12</sup> The alternating of Auction Days was adopted in 2011 and is reported in the February 14, 2011, edition of <u>The</u> Secretariat.

At the January, 1993, Winter Meeting, the office of Commissioner was divided in two (one Commissioner for each league) and the applicable roles were modified. The change is documented in <u>The Secretariat</u> dated 2/2/93. Then at the Winter Meeting in January, 1995, the thinking was reversed. See also <u>The Secretariat</u> dated 2/11/95.
 At the January, 1997, Winter Meeting, the Commissioner's responsibilities were redefined. See <u>The Secretariat</u> dated 1/31/97.

- **1.2.1.3** Conducting, or designating someone to conduct, the necessary auctions and drafts (this task is best performed by one who is NOT an Owner of a franchise in the league for which the auction or drafted is being conducted);
- **1.2.1.4** Serving as the focal point for necessary communication among the several Owners;
- **1.2.1.5** Monitoring, or designating someone to monitor, the FAABudget balances (Article 9.4) and "players traded" counters (Article 9.2.3.3);<sup>15</sup> and
- **1.2.1.6** Serving as an impartial intermediary for the grievance procedure.

#### 1.2.2 Secretary

An elected Secretary, under the direction of the Committee-of-the-Whole and the Commissioner, shall be responsible for:

- **1.2.2.1** Scheduling BMRBA meetings and notifying Owners of the dates and times of said meetings;<sup>16</sup>
- **1.2.2.2** Recording the minutes of said meetings;
- **1.2.2.3** Recording notes from other activities such as, but not limited to, grievance decisions;
- **1.2.2.4** Disseminating such information (minutes, notes, etc.) to Owners;
- **1.2.2.5** Maintaining the Bylaws and distributing them to Owners;
- **1.2.2.6** Maintaining the official archives; and
- **1.2.2.7** Serving as Commissioner in his absence or incapacitation.

#### 1.2.3 Treasurer

Under the direction of the Committee-of-the-Whole and the Commissioner, an elected Treasurer shall be responsible for:

- **1.2.3.1** Receipt and maintenance of BMRBA revenues in a readily accessible bank account:
- **1.2.3.2** Disbursement of said revenues for authorized expenses, such disbursements requiring a minimum of two authorized signatures;
- **1.2.3.3** Establishing and maintaining reliable books of account for each league independent of the other; and
- **1.2.3.4** Periodic financial reporting to the Committee-of-the-Whole.

<sup>&</sup>lt;sup>15</sup> This provision was adopted at the Winter Meeting in January, 1994, and is explained in the 2/7/94 edition of <u>The</u> Secretariat.

<sup>&</sup>lt;sup>16</sup> This duty was moved from the Commissioner to the Secretary at the Winter Meeting, January, 1997 and is documented in <u>The Secretariat</u>, dated 1/31/97.

#### 1.3 OTHER ADMINISTRATIVE PERSONNEL

The Committee-of-the-Whole shall determine the need for, and select, other administrative personnel as deemed necessary to fairness and efficiency. Such roles shall include, but are not limited to, those defined below.

#### 1.3.1 Statistician

The statistician may be either an individual or an acceptable professional service and shall be responsible, during the regular season, for determining and reporting league standings to Owners on a periodic basis. The statistician is further responsible for reporting all player transactions, team rosters, waiver lists, and other pertinent data as is practicable.

#### **1.3.2** Others

Waiver claims and free agent bids must be transmitted to one who is not an Owner in the affected league. Therefore, it is essential that the Committee-of-the-Whole select reliable people to fill these roles. For reasons of security, those selected should possess integrity that is above reproach.

The Committee-of-the-Whole must also at times fill ownership vacancies and must therefore appoint an Ownership Selection Committee.

#### 2.0 OWNERSHIP SELECTION

Franchise ownership vacancies shall be filled by known candidates in accordance with procedures established by an Ownership Selection Committee appointed as necessary by the Committee-of-the-Whole.

#### **3.0 FEES**

Each franchise shall be required to pay various fees to cover the cost of prizes and other operating expenses. Such fees and payment requirements are enumerated below.

#### 3.1 FRANCHISE FEE

Each franchise shall pay an annual Franchise Fee in the amount of \$260.<sup>17</sup>

#### 3.2 ADMISSION FEE

In the event new ownership is selected to assume a new or existing franchise, the new ownership shall pay a fee of \$5 for admission to the BMRBA. This fee shall be retained in the treasury to maintain the bank account during periods when funds might be low, such as the off-season.

#### 3.3 OTHER FEES

In addition to the Franchise and Admission fees described above, circumstances may dictate the assessment and payment of other fees.

- **3.3.1** Penalty for failing to honor the terms of a "Guaranteed Long-term Contract" (see Article 11.2.4.5);
- **3.3.2** Penalty for "reserving" an "inactive" player at the Auction (see Articles 12.1.1 and 12.1.2); and

<sup>&</sup>lt;sup>17</sup> For the 2001 season only, there is a one-time surcharge of \$16 to cover the cost of developing a website. This was agreed upon at the Winter Meeting in January, 2001 and reported in <u>The Secretariat</u>, dated February 14, 2001.

- **3.3.3** Penalty for acquiring and failing to retain certain free agents (see Article 9.4.8).
- **3.3.4** Penalty for attempting to acquire a player who is already owned by another BMRBA team. This penalty, applicable to both the Auction and the Reserve Draft, shall be assessed at \$1 for each violation and should be paid immediately, but not later than September 1 of the season in which it is incurred. See also Articles 6.1 and 6.2. <sup>18</sup> 19

This article (3.3.4) was repealed, effective for the 2016 draft, as a result of the Winter Meeting, 2016, and a subsequent vote of the Owners.

- **3.3.5** Penalty such that Owners who submit their "keepers" late for the annual pre-Auction Roster Freeze shall be penalized \$1 for each day past the deadline for submittal. For this purpose a "day" shall be the missed deadline and each 24-hour period thereafter. <sup>20</sup>
- **3.3.6** Penalty such that Owners who submit their Post-Season Rosters late shall be penalized \$1 into the prize pool for each day past the deadline for submittal. For this purpose a "day" shall be the missed deadline and each 24-hour period thereafter. <sup>21</sup>

## 3.4 PAYMENT REQUIREMENTS<sup>22</sup>

The Franchise Fee is due and payable on Auction Day. However, at least ½ the Franchise Fee must be paid no later than Auction Day. Any remaining unpaid amounts must be paid in full no later than June 1 of the current season. One-half of the Franchise Fee may be paid with a post-dated check submitted no later than Auction Day. <sup>23</sup>

All payments shall be made payable to "BMRBA" and submitted to the Treasurer or his designate. Teams who fail to meet these payment requirements by Auction Day shall be subject to strict enforcement of the following provisions:

Teams who have thus failed to meet this obligation shall be prohibited from making any transactions between Auction Day (or June 1, as applicable) and such time as the balance is satisfied.<sup>24</sup> Furthermore, in the event a team's Franchise Fee is not paid in full by July 31, such team shall be dropped to last place in each of the statistical categories until such time as the outstanding fees are paid in full.<sup>25</sup>

<sup>&</sup>lt;sup>18</sup> This penalty was implemented at the Winter Meeting in January, 2013, in order to add a little zest to the Auction Day and to get the attention of Owners who waste the time of others.

<sup>&</sup>lt;sup>19</sup> This section was revised to include the "Auction" as a result of the Winter Meeting, on January 26, 2014.

<sup>&</sup>lt;sup>20</sup> This penalty was implemented at the Winter Meeting in January, 2013, in order to get the attention of Owners who waste the time of others. Also see Article 12.0.

<sup>&</sup>lt;sup>21</sup> This penalty was also implemented at the Winter Meeting in January, 2013, in order to get the attention of Owners who waste the time of others. Also see Article 12.3.

<sup>&</sup>lt;sup>22</sup> This article was re-written by agreement of the Owners at the Winter Meeting in January, 2002. The change was reported in the February 6, 2002, edition of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>23</sup> The section was revised again in February, 2011 by a vote of the Owners to require payment of all fees no later than June 1. It is explained in more detail in the February 14, 2011, edition of <u>The Secretariat</u>..

<sup>&</sup>lt;sup>24</sup> This paragraph was adopted at the Winter Meeting in January, 1997. Refer to the January 31, 1997, issue of <u>The</u> Secretariat.

Secretariat.

25 This paragraph was added as a result of the Winter Meeting, January 18, 1998. The new penalty for non-payment is in addition to the old prohibition against making transactions. See <u>The Secretariat</u>, February, 17, 1998.

#### 4.0 GRIEVANCE PROCEDURE<sup>26</sup>

Any franchise shall have the right to protest a transaction, rule, or other aspect of the game, provided a formal grievance is filed in a timely and appropriate manner.

Upon receipt of a formal grievance, the Commissioner shall contact each Owner in the affected league to determine whether said Owners are "for" or "against" the grievance. A majority of Owners voting "for" a grievance shall overturn the action that prompted the grievance. A tie vote shall be considered a judgment against the grievance (i.e., to uphold the action being grieved).

Grievances filed in protest of a trade shall be decided by a majority vote of league franchises other than the teams/owners party to the aggrieved trade.<sup>27</sup>

#### 4.1 INITIATING THE GRIEVANCE

A grievance may be filed orally or in writing but, in any case, must be reported to the Commissioner by an Owner of the protesting franchise. The reported grievance must be accompanied by an explanation of the reason for the protest.

#### 4.2 TIMELINESS OF THE GRIEVANCE

Except when the protest alleges a violation of the "anti-dumping" regulations described in Article 9.2.2, it must be filed within one week<sup>28</sup> of the general reporting of the aggrieved action. When the protest alleges a violation of the "anti-dumping" provisions, there shall be no time limit.

## 5.0 CHANGE PROCEDURE<sup>29</sup>

These Bylaws may be changed only by a two-thirds  $(2/3)^{30}$  majority of the votes cast when a quorum of the Committee-of-the-Whole is present at the Awards Meeting or the Winter Meeting or, in certain circumstances, by a similarly favorable vote on changes recommended by a Rules Committee. Proxy voting is allowable under certain circumstances as described Article 1.1.2, Voting Rights.<sup>31</sup> Such amendments may be adopted only at the Awards Meeting in the fall or at the Winter Meeting.<sup>32</sup>

In the event a quorum is *not* present at either of these meetings, those in attendance may form a Rules Committee with the authority to recommend rules changes to the Committee-of-the-Whole. Such recommendations may be made only by a majority vote of the Rules Committee.

<sup>&</sup>lt;sup>26</sup> The grievance procedure was modified at the Winter Meeting in January, 1995, and is explained in the February 11, 1995, edition of <u>The Secretariat</u>. The change eliminated the "Grievance Committee" so that all grievances are settled by franchise Owners in the appropriate league.

<sup>&</sup>lt;sup>27</sup> This provision excludes the parties to a trade from voting on a grievance of said trade. This change was adopted at the Winter Meeting on February 6, 2000, and is reported in <u>The Secretariat</u>, dated February 9, 2000.

<sup>&</sup>lt;sup>28</sup> Previously this time limit was 2 weeks, but was changed at the Winter Meeting, January, 2000. Details were reported in <u>The Secretariat</u>, dated February 9, 2000.

<sup>&</sup>lt;sup>29</sup> The procedure to modify the Bylaws was changed by referendum following the Winter Meeting in January, 2009, by providing for a "Rules Committee" when a quorum is not present at the Awards or Winter Meeting. This is documented more fully in the February 23, 2009, edition of *The Secretariat*.

<sup>&</sup>lt;sup>30</sup> The 2/3 rule was adopted at the Awards Meeting in November, 1993, and is explained more fully in <u>The</u> Secretariat, dated November 19, 1993.

<sup>&</sup>lt;sup>31</sup> This paragraph was modified again at the Winter Meeting in January, 2005, to change the 2/3 from 2/3 of a quorum to 2/3 of the votes cast in order to clarify the intent of the rule. Refer to *The Secretariat*, dated February 1, 2005.

<sup>&</sup>lt;sup>32</sup> This provision was adopted at the 1993 All-star Meeting.

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Recommendations will be distributed to the Committee-of-the-Whole by any practical means for voting. These recommendations may be implemented only by a two-thirds (2/3) of Committee-of-the-Whole.

The Secretary shall, as soon as possible after each meeting or other forum in which the Bylaws are amended, identify and document, as clearly as possible, all rules changes and make a copy of said documentation available to each Owner. The Secretary shall then incorporate such changes into the Bylaws and make a copy of the revised Bylaws available to each Owner on or before the next Auction Day.

#### PLAYING THE GAME

#### 6.0 AUCTION DAY

Auction Day provides a forum in which each BMRBA franchise acquires its complement of 23 Active and 17 Reserve players from a pool of available players. An "auction" of Major Leaguers shall be followed immediately by a rotation draft of other players for each team's Reserve roster. Owners should be prepared to spend up to eight (8) hours in this annual player selection process.

#### 6.1 THE AUCTION

Each franchise shall have at its disposal an Auction budget of \$260 (less the salaries of players retained from the previous season)<sup>33</sup> with which it may acquire players for its Active roster.

The annual Auction begins with an opening bid (placed by the previous season's last-place team) for any available (and eligible) player. Other teams, at random, may bid subsequently higher amounts on that player until the bidding stops. The object player shall then be assigned to the highest bidding franchise at a position for which that player is qualified. The salary of a player acquired in the Auction shall be equal to his Auction price (i.e., the highest bid).<sup>34</sup>

Responsibility for placing the opening bid for the next round of bids proceeds clockwise around the room. No team may "pass" on its turn to open bidding for a player, unless its 23-man, Active roster is complete. This cycle of opening and subsequent bids continues until each franchise has filled its quota of 23 players who qualify<sup>35</sup> at certain positions. These 23 players constitute each team's initial Active roster.

There are a number of other terms and conditions that govern the Auction process.

#### 6.1.1 Player Eligibility

Only players on the appropriate 40-man roster, per *MLB.com* as of March 1, preceding the annual Auction date, shall be eligible to be acquired in the Auction and, therefore, subject to the bid process. <sup>36</sup> <sup>37</sup>

#### 6.1.2 Minimum and Maximum Bids

All bids shall be submitted in whole dollars and the minimum bid shall be one dollar, but no franchise may place a bid for a player it cannot afford. For example, if a franchise has only \$3 of its \$260 budget and still has two roster openings to fill, its maximum bid is \$2 because it must have at least one dollar left for its  $23^{rd}$  player.

#### **6.1.3** Position Requirements<sup>38</sup>

No franchise may bid on a player who is qualified only at a position the team has already filled. Players may, however, during the Auction, be moved to other positions for which they qualify.

<sup>&</sup>lt;sup>33</sup> Article 12.0 explains Owners' rights and responsibilities in retaining players from one season to the next.

<sup>&</sup>lt;sup>34</sup> Also see Article 11.1, "Salaries".

<sup>&</sup>lt;sup>35</sup> Also see Article 7.2, "Position Eligibility".

<sup>&</sup>lt;sup>36</sup> This rule was adopted for the 2011 season, changing player eligibility in the Auction from opening day rosters to the 40-man rosters (plus non-roster invitees). It was reported in the February 14, 2011, edition of <u>The Secretarat</u>.

<sup>37</sup> Non-roster invitees were eliminated from eligibility in the Auction as a result of the Winter Meeting in January, 2012.

<sup>&</sup>lt;sup>38</sup> Also see Article 7.1, "Active Roster".

#### **6.1.4** Penalty <sup>39</sup>

A penalty (Auction "gong") of \$1 per occurrence shall be imposed on an Owner for attempting to acquire a player who **is** already **owned by another BMRBA team**. This penalty shall be assessed for at \$1 for each violation and should be paid immediately.

#### 6.2 RESERVE DRAFT

Upon completion of the Auction (each team's roster has 23 players on its Active roster), franchises shall participate in a 17-round rotation draft of players to fill their Reserve rosters. Each round shall follow a prescribed order determined by the final league standings from the previous season: <sup>40</sup>

The Reserve Draft shall begin with the previous season's 5<sup>th</sup>-place team, followed by the 6<sup>th</sup>-place team, then 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup>, 4<sup>th</sup>, 3<sup>rd</sup>, 2<sup>nd</sup>, and ending with the previous season's 1<sup>st</sup>-place team. This process and prescribed order shall be repeated until the Reserve Draft is completed.

Players selected in the Reserve draft constitute each team's initial 17-player Reserve roster. The draft, however, shall be governed by certain regulations.

#### **6.2.1** Player Eligibility

Any player not already contracted to another BMRBA franchise in a given league may be selected in the Reserve draft, except for players who are affiliated with a team in the "other" Major League. Players may be selected without regard to position.

#### 6.2.2 Restriction against "Passing"

No team may "pass" on its turn to draft a player. In cases where an Owner chooses not to complete the Reserve draft, his roster shall remain incomplete. 41

Exceptions shall be made in cases where, due to the retention of Reserve players from the previous season,<sup>42</sup> teams have already filled one or more of the seventeen slots on their Reserve rosters.

#### **6.2.3** Reserve Player Salaries

Salaries of players selected in the Reserve draft are determined by the round in which they are selected. Refer to Article 11.1.2 for details.

#### **6.2.4** Time Limit<sup>43</sup>

There is a 1 minute time limit for selection of a player in the reserve draft. The clock will be administered by the Auctioneer or other person conducting the draft. The start of the "clock" will be announced once the previous selection has been recorded. Its expiration

<sup>&</sup>lt;sup>39</sup> This penalty was added at the Winter Meeting, January 26, 2014.

<sup>&</sup>lt;sup>40</sup> The order of the National League Reserve Draft was modified to match that of the American League due to the contraction of the NL from 13 down to 12 teams for the 2014 season. This change was implemented as a result of the Winter Meeting on January 26, 2014.

<sup>&</sup>lt;sup>41</sup> This modification was made to further clarify this rule to account for an Owner who refuses to complete the Reserve Draft, although no exception can be made other than the one noted.

<sup>&</sup>lt;sup>42</sup> Refer to Article 12.0, "Roster Protection".

<sup>&</sup>lt;sup>43</sup> This time limit for drafting Reserve players was implemented during the Winter Meeting on January 28, 2007.

will be announced at the end of one minute. Violating the time limit will result in an empty roster spot to be filled at the end of the reserve draft.

#### **6.2.5** Penalty <sup>44</sup>

A penalty (Reserve Draft "gong") of \$1 per occurrence shall be imposed on an Owner for attempting to select a player who is already owned by another BMRBA team. This penalty shall be assessed for at \$1 for each violation and should be paid immediately.

#### 7.0 ROSTER INTEGRITY

After the Auction and Reserve Draft, each franchise shall maintain a 40-man roster consisting of an Active roster of 23 players assigned to positions as specified in Article 7.1 and a Reserve roster of 17 additional players. In no case shall a team's roster exceed this 40 player limit.

#### 7.1 ACTIVE ROSTERS

From Auction Day (see Article 12.0, "Roster Protection") and continuing through the end of the season, 45 each franchise shall maintain an Active roster of twenty-three (23) players at the positions specified below.

- 2 Catchers
- 1 First Baseman
- 1 Second Baseman
- 1 Third Baseman
- 1 Shortstop
- 5 Outfielders
- 9 Pitchers
- 1 Middle Infielder (2B or SS)
- 1 Corner Infielder (1B or 3B)
- 1 Utility (in the NL) or Designated Hitter (AL), who may be any hitter or pitcher<sup>46</sup>

#### 7.2 POSITION ELIGIBILITY

At Roster Freeze and on Auction Day, a player's eligibility for assignment to a specific position on an Active roster shall be determined by games played during the previous season. After the Auction, a player's eligibility may be enhanced by other positions played during the current season.

In lieu of a stipulation to the contrary herein, common sense shall be the prevailing rule in determining position eligibility for a specific player. For example, if an AL Designated Hitter never appeared at another position during the previous season, then ends up in the National League, where there is no DH, Owners may decide as a group that he qualifies only at a certain

<sup>&</sup>lt;sup>44</sup> This penalty was implemented at the Winter Meeting in January, 2013, in order to add a little zest to the Auction Day and to get the attention of Owners who waste the time of others. See Article 3.0.

<sup>&</sup>lt;sup>45</sup> During the month of September, teams may call up (activate) reserve players to expand their Active rosters beyond the normal 23-player limit. See Article 7.3 for details.

<sup>&</sup>lt;sup>46</sup> This provision is commonly referred to as the "10<sup>th</sup> pitcher option" since an Owner may have a 10<sup>th</sup> pitcher instead of a hitter in the Utility or DH position.

position. Such questions of position eligibility should be resolved on Auction Day, but prior to the Auction.

## 7.2.1 Position Eligibility at Roster Freeze and on Auction Day<sup>47</sup>

For purposes of determining position eligibility at Roster Freeze and during the Auction as described below, the "Major Leagues" shall include only the American and National Leagues operating under the authority of Major League Baseball (MLB). Games played in any other format or under any other authority, including foreign leagues, shall be regarded as having been played in "minor" leagues. "Position" shall include, and be limited to, the regular eight baseball positions (exclusive of pitchers), plus "designated hitter."

Based on these terms, the following rules shall apply.<sup>48</sup>

- **7.2.1.1** If a player appeared in the Major Leagues during the previous season, his position eligibility for Roster Freeze and Auction shall be determined *only* by his Major League games played as described in the following subsections.
  - ♦ If a player appeared in 20 or more Major League games at a position during the previous season, he shall be eligible for that position. Having appeared in 20 or more Major League games at each of more than one position qualifies such a player for each of those positions.
  - ♦ If a player appeared in the Major Leagues during the previous season, but did *not* appear in at least 20 games at a position, he qualifies only at the position(s) at which he appeared in the greatest number of games at the Major League level.
  - ♦ If a player appeared in the Major Leagues during the previous season, but failed to appear in at least 1 Major League game at a position, he shall qualify only at Utility (UT)\_or Designated Hitter (DH) as appropriate to the league.
- **7.2.1.2** If a player did not appear in the Major Leagues during the previous season, he shall qualify *only* for the position(s) at which he made the greatest number of appearances *at the highest Minor League level played*.
- **7.2.1.3** If a player did not appear in the Major *or* Minor Leagues during the previous season, such player shall qualify at position(s), using the criteria described above, as they apply to the most recent season during which the player appeared at a position.
- 7.2.1.4 If a player meets none of the criteria defined above, such player shall qualify at position(s) as indicated by the applicable league's Rotowire (www.rotowire.com) free agent list. 49

<sup>&</sup>lt;sup>47</sup> This Article was re-written as a result of the Winter Meeting of January 28, 2007, in an attempt to simplify and clarify position eligibility for the annual Auction. Also see changes implemented in February, 2009, below.

<sup>&</sup>lt;sup>48</sup> This section, including Articles 7.2.1.1 and 7.2.1.2, were revised significantly as a result of the Winter Meeting, on January 26, 2014.

<sup>&</sup>lt;sup>49</sup> This language was approved in February, 2015, for the coming season. It is the product over confusion regarding position eligibility for players coming in from Cuba, but may well apply to others.

- 7.2.1.5 If a player meets none of the criteria defined above and is not defined by position in Rotowire, such player shall qualify<sup>50</sup> only at Designated Hitter (in the AL) or at Utility (in the NL). This shall apply to former AL players now in the NL who would qualify only at Designated Hitter if still in the AL.
- **7.2.1.6** In the American League, any player may be assigned to the Designated Hitter position, but a player who qualifies only as a DH may be assigned only to the DH position.

#### 7.2.2 Position Eligibility after the Auction

After the Auction, a player shall qualify for an *additional* position by making even a single appearance at that position during a Major League game. In no case, however, shall a pitcher's occasional, emergency appearance at some other position qualify him for that position nor shall a position player's emergency appearance on the mound qualify him as a "pitcher".

#### 7.3 ROSTER EXPANSION

At any time after August 31 and before the season's final weekly transaction deadline, a franchise may, if certain conditions are met, expand its Active roster beyond the 23-player limit by "activating" players from its Reserve roster. Beginning with the effective date of such a transaction, such players shall accrue statistics as if they are on the 23-man Active roster.

#### 7.3.1 Player Eligibility for Roster Expansion

Players so activated must be on the roster of a Major League team in the appropriate league. Therefore, "suspended" Major Leaguers and those players on a disabled list may be activated at any time (see also Article 9.5). At no time, however, may a player who is still in the Minor Leagues be activated.<sup>51</sup>

#### 7.3.2 Position Requirements

Roster expansion players may be activated without regard to position. This provision, however, is in no way intended to preclude Active roster position requirements described in Article 7.1.

#### 8.0 STATISTICS AND STANDINGS 52

The league standings are essential to the proper awarding of prizes at season's end, but are also critical to the accurate awarding of players claimed on waivers and free agents on whom bids are placed during the season. Therefore, on a periodic basis (ideally, once a week), the statistician shall calculate and report the official team standings for each league.

<sup>&</sup>lt;sup>50</sup> This language was approved in February, 2015, for the coming season. It is the product over confusion regarding position eligibility for players coming in from Cuba, but may well apply to others.

<sup>&</sup>lt;sup>51</sup> Language in this Article was reworded per discussion at the Winter Meeting in January, 1994, and is explained more fully in the February 7, 1994, edition of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>52</sup> At the January, 2013, Winter Meeting, it was agreed that the National League would be contracted to 12 teams in the event an existing franchise is surrendered by its Owner. In short, said Owner will not be replaced. Accordingly, references to a 13-franchise National League will be revised at such time. See Articles 1.0 and 6.2.

Determination of the standings requires access to weekly statistics from a reliable source such as USA Today<sup>53</sup> and subsequent computation of composite team statistics in each of eight (8) categories. After the teams are ranked in each category, each team is awarded from one to twelve points (thirteen in the NL). This shall be done on the basis of 12 (or 13) for first in a category, 11 (or 12) for second, 10 (or 11) for third, etc., depending on each team's relative standing in each category. The sum of each team's ranking points in all categories shall determine the standings. The team with the highest overall point total will be in first place and the team with the lowest total will be in last.

For this purpose, players and teams shall accrue statistics in the four hitting and four pitching categories defined below.

Intting Category		Viction of Calculation
Batting Average (AVE)	=	total team base hits ÷ total team times at bat
Homeruns (HR)	=	cumulative
Runs-batted-in (RBI)	=	cumulative
Stolen Bases (SB)	=	cumulative
<b>Pitching Category</b>		Method of Calculation
Games Won (WINS)	=	cumulative
Games Saved (SAVES)	=	cumulative
Earned Run Average (ERA)	=	(total team earned runs allowed x 9)
		÷ total team innings pitched
Hit-Walk Ratio (RATIO)	=	(total team hits allowed + total team walks allowed) ÷ total team innings pitched

Method of Calculation

An individual player's statistics shall accrue only while he is on his BMRBA team's Active roster, beginning on the effective date of his activation and ending on the effective date he is waived, released, demoted to the Reserve roster, or traded to another BMRBA franchise.

Other regulations shall apply in certain circumstances as shown below.

Hitting Category

⇒ Players on Active rosters at the end of the Auction, including those acquired during the Auction, shall be considered "active" at the start of the Major League season. Such players, therefore, shall accrue statistics from the beginning of the season.

⇒ Incidental pitching statistics for a "non-pitcher" shall not accrue to his BMRBA team's overall pitching statistics. Conversely, a pitcher's batting shall not accrue to his team's hitting statistics.<sup>54</sup>

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<sup>&</sup>lt;sup>53</sup> The BMRBA week, by design, coincides precisely with that of USA Today's Baseball Weekly. That publication prints year-to-date MLB stats accumulated on a weekly basis for games played Monday through Sunday of each week. Prior to the 1999 season, the stat week for the NL included games played Tuesday through Monday. This change was adopted at the Winter Meeting in January, 1999.

<sup>&</sup>lt;sup>54</sup> If and when Babe Ruth (or someone like him) resumes his pitching career, the Committee-of-the-Whole may want to reconsider.

#### 8.1 MINIMUM TIMES AT BAT<sup>55</sup>

Each team shall be required to accumulate a minimum of 4750 times at bat<sup>56</sup> during the season. Teams failing to meet this requirement shall, regardless of their actual Batting Averages, be reduced to zero (0) points in the Batting Average category in the final league standings..<sup>57</sup>

If for any reason the regular season is abbreviated, this requirement shall be prorated, based on the average number of games played by all teams in the appropriate Major League. 58

#### 8.2 MINIMUM INNINGS PITCHED

Each franchise must accumulate at least 1000 innings pitched during the season.<sup>59</sup> Teams failing to meet this requirement shall, regardless of their actual Earned Run Averages and Hit-Walk Ratios, be reduced to zero (0) points in both the Earned Run Average and Hit-Walk Ratio categories in the final league standings.<sup>60</sup>

If for any reason the regular season is abbreviated, this requirement shall be prorated, based on the average number of games played by all teams in the appropriate Major League.<sup>61</sup>

## 8.3 TIE-BREAKING PROCEDURE<sup>6263</sup>

In the event there is a tie between two or more teams in the overall league standings at any time, there may arise the need to break such a tie for purposes 1) of determining final league standings and the applicable awards; 2) of awarding a free agent on whom two or more teams, tied in the standings, have placed the highest (and equal) bids; and 3) of awarding a waiver claim of the same player by teams which are tied in the standings. When the tie-breaking procedure is used to make a determination for any of the above conditions, the team determined by the tie-breaker to be ranked higher shall be ranked higher in the standings.

<sup>55</sup> This paragraph was reworded per the January, 1997, Winter Meeting. See <u>The Secretariat</u>, dated January 31, 1997

<sup>&</sup>lt;sup>56</sup> The minimum was raised from 4250 to 4750 at the Winter Meeting in January, 2005. Refer to *The Secretariat*, dated February 1, 2005.

<sup>&</sup>lt;sup>57</sup> This "zero" points provision was adopted at the Winter Meeting on February 6, 2000, and reported in The Secretariat, dated February 9, 2000. The purpose of the change is to better ensure that no team benefits from additional points in the standings because of another team's failure to accrue the minimum times at bat.

<sup>&</sup>lt;sup>58</sup> After enduring the strike-shortened 1994 season this provision was added here and in Article 8.2. The change was adopted at the Winter Meeting in January, 1995, and is explained in <u>The Secretariat</u>, February 11, 1995.

<sup>&</sup>lt;sup>59</sup> This requirement was increased from 900 at the Winter Meeting in January, 1996, and is documented in <u>The</u> Secretariat, February 16, 1996.

Secretariat, February 16, 1996.

60 This "zero" points provision was adopted at the Winter Meeting on February 6, 2000, and reported in The Secretariat, dated February 9, 2000. The purpose of the change is to better ensure that no team benefits from additional points in the standings because of another team's failure to accrue the minimum innings pitched.

<sup>&</sup>lt;sup>61</sup> After enduring the strike-shortened 1994 season this provision was added here and in Article 8.1. The change was adopted at the Winter Meeting in January, 1995, and is explained in <u>The Secretariat</u>, February 11, 1995.

<sup>&</sup>lt;sup>62</sup> The tie-breaking procedure was changed at the Winter Meeting, January 18, 1998. The change was reported in <u>The Secretariat</u>, dated February 17, 1998. The procedure was changed again at the Winter Meeting in January, 1999.

<sup>&</sup>lt;sup>63</sup> A number of revisions were made in the wording of this Article at the January, 25, 2004, Winter Meeting in order to clarify the procedure and its language. These are explained in detail in *The Secretariat*, dated February 9, 2004.
<sup>64</sup> A fourth bullet was deleted from this paragraph such that the tie-breaker is no longer used to determine teams that may be or may not be "contiguous" for trading purposes. The change is explained in the February 14, 2011, edition of The Secretariat.

**Step 1**: If any of these conditions exist, the tie shall be broken (and the appropriate action taken) by comparing each of the tied teams against each other in the eight statistical categories. For purposes of breaking such ties, the teams shall, in essence, be placed in a "league of their own", the number of tied teams determining the number of points to be appropriated in each category.

For example, if there is a three-way tie, the three teams shall be ranked against each other in each of the eight statistical categories with three points awarded for first place in a category, two for second, and one point for third place. In short, "standings" are to be calculated as though the tied teams constituted a three-team league.

**Step 2**: If the "Step 1" procedure fails to break the tie, the issue shall be resolved by determining the sum of each team's Total Times At Bat (AB) plus four times its Total Innings Pitched, using the previous reported statistics. The team with the highest sum shall be declared the higher ranked team in the tie-breaking process.

In the event this second procedure fails to break the tie, the position at issue in the standings shall be declared a "tie" and affected prizes, if any, shall be divided equally among the tied teams.

If ties for purposes of waiver claims or free agent bids cannot be broken using this 2-step procedure, the issue shall be decided by chance.

If ties for purposes of determining "contiguous" standing cannot be broken using this procedure, all affected teams are said to be tied and thus contiguous.

#### 9.0 PLAYER TRANSACTIONS

BMRBA teams may conduct trades, move players between Active and Reserve rosters, pick up players waived by other teams, and acquire available free agents provided such transactions adhere to certain requirements. Each transaction type has its own set of guidelines and restrictions which are described in detail below.

#### 9.1 TRANSACTION DEADLINES AND EFFECTIVE DATES

All transactions shall be received by the appropriate designated authority no later than 12:00 noon on Monday (in both leagues). Such transactions shall be effective for games beginning that Monday.<sup>65</sup>

Failure to communicate a transaction to the designated authority in the prescribed manner may result in the transaction being voided or its effective date delayed by one week. In such cases, the Commissioner, or his designee, should make a reasonable effort to notify the appropriate Owner of the action taken.

#### 9.2 TRADES

Trades of players shall be consummated at the discretion of the franchise Owners provided such transactions occur within prescribed dates and do not violate other specific limitations described below. Note that trades shall have no effect a player's Contract Status.

In the event a party to a trade fails to communicate a transaction necessitated by said trade, the Secretary shall "reserve" all players received by that team in said trade.<sup>66</sup>

<sup>&</sup>lt;sup>65</sup> The two leagues had different transaction deadlines until the Winter Meeting, 1999, at which time the NL deadline was changed to coincide with that of the AL.

<sup>&</sup>lt;sup>66</sup> This sentence was added at the Owners' request during the January 25, 2004, Winter Meeting.

#### 9.2.1 **Trading Periods**

Trades among the franchises shall comply with certain time constraints. The trading periods described below shall affect the manner in which trading may be conducted.

#### 9.2.1.1 **Limited Trading Period**

From the completion of the Reserve draft until midnight on July 31, trades may be conducted, with one exception, by any two teams in a league. Such trades must be reported no later than July 31 at 12:00 midnight.<sup>67 68</sup>

Exception: <sup>69</sup> During this "limited" trading period, no team may conclude more than one trade with any other single team. This restriction, however, may be ignored during the so-called "contiguous team" trading period.

#### 9.2.1.2 **Contiguous Team Trading Period**

After midnight, July 31, and continuing until midnight, August 31, trades may be conducted only between teams which are contiguous (i.e., adjacent to each other) in the most recent (i.e., the previously reported) standings. However, contiguous teams may conduct only one such trade during the Contiguous Team Trading Period.<sup>70</sup> Such trades must be reported no later than August 31 at 12:00 midnight.<sup>71</sup>

If, as a result of a tie in the most recent (i.e., previously reported) standings, there appear to be multiple contiguous teams, any of the tied teams may trade with each other without regard to the tie-breaker process described in Article 8.3.73 74

#### 9.2.1.3 **No-trading Period**

Trades may not be conducted after midnight, August 31, through the end of the annual Awards Meeting.

#### **Off-season Trading Period** 9.2.1.4

<sup>&</sup>lt;sup>67</sup> The reporting deadline was midnight, July 31, but was modified at the January, 1997, meeting and is reported in The Secretariat dated January 31, 1997.

<sup>&</sup>lt;sup>68</sup> This reporting deadline was changed back to midnight, July 31, at the January, 2004, meeting. The advent of the WWW has virtually eliminated the need to report transactions with disturbing late-night phone calls. Refer to the February, 2004, edition of The Secretariat.

<sup>&</sup>lt;sup>69</sup> This exception was adopted during the 1992 Awards Meeting and is documented in The Secretariat dated November 6, 1992.

<sup>&</sup>lt;sup>70</sup> The insertion of this sentence was agreed upon at the Winter Meeting in January, 2002, in order to prevent contiguous teams from trading repeatedly after August. The change was reported in the February 6, 2002, edition of The Secretariat.

<sup>&</sup>lt;sup>71</sup> The reporting deadline was midnight, August 31, but was modified at the January, 1997, meeting and is reported in The Secretariat dated January 31, 1997.

<sup>&</sup>lt;sup>72</sup> This reporting deadline was changed back to midnight, August 31, at the January, 2004, meeting. The advent of the WWW has virtually eliminated the need to report transactions with disturbing late-night phone calls. Refer to the February, 2004, edition of *The Secretariat*.

<sup>&</sup>lt;sup>73</sup> This paragraph was also added as a result of the January 25, 2004, Winter Meeting.

<sup>&</sup>lt;sup>74</sup> This provision was modified in February, 2011. The change is explained in the February 14, 2011, edition of The Secretariat. See also Article 8.3.

After the annual Awards Meeting in the fall, trades may be conducted between teams without regard to in-season position requirements (Article 7.1) or antidumping restrictions (Article 9.2.2).

There are times, usually due to ownership vacancies waiting to be filled, that Committee-of-the-Whole may choose to countermand this provision by ordering a temporary trading "freeze".

#### 9.2.2 Anti-dumping Provision

Any trade involving the exchange of an unequal number of players with salaries of \$25 or more shall be considered a "dump".

In order to limit the number of such trades, no team may "dump" more than one time per season and, conversely, no team may be "dumped upon" more than one time per season. Trades in which two or three such players are traded for none or in which three are traded for one shall be considered "double-dumps" or "triple-dumps" and, therefore, are regarded as violations of this provision.

This provision shall apply only to trades made during the regular season and, therefore, does not affect the "off-season" trading period.

#### 9.2.3 Other Trade Restrictions

In addition to restrictive trading periods and the anti-dumping provision, trades are subject to a number of other constraints.

- 9.2.3.1 All trades shall involve an exchange of equal numbers of players: i.e., for every player traded away, a player must be received. This restriction also applies to trades involving more than two teams.
- **9.2.3.2** Trading teams shall neither surrender nor receive more than three (3) players in a single trade, including one in which more than two teams are involved.
- 9.2.3.3 Franchises shall trade no more than twelve (12) players in a single calendar year of which only nine (9) may be traded during the regular season.<sup>75</sup> For this purpose, a calendar year is defined as the period from the end of one season through the end of the next.<sup>76</sup>
- 9.2.3.4 A player who is traded by one team to another shall not be traded by his new team back to his previous team until after the end of the current season.<sup>77 78</sup>

<sup>&</sup>lt;sup>75</sup> This article was changed to reduce the number of annual trades from 15 to 12 and limits in-season trades to 9 players. It was adopted in February, 2015 for the coming season.

<sup>&</sup>lt;sup>76</sup> This rule was implemented at the 1992 Awards Meeting and is documented in the November 6, 1992, edition of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>77</sup> This rule was implemented at the 1992 Awards Meeting and is documented in the November 6, 1992, edition of <u>The Secretariat</u>. Its verbiage was modified prior to the 1994 season, such change documented in the February 7, 1994, edition of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>78</sup> This section was modified by a vote in February, 2011, to prevent a team from trading a player during the off-season, then getting him back right after the next Auction. More details are provided the February 14, 2011, edition of The Secretariat.

This rule expressly prohibits a player traded by Team A to Team B from being returned by Team B to Team A in a subsequent trade prior to the next off-season. Three and four-way trades may not be used to circumvent this restriction, but this restriction does not prohibit a case in which Team A trades a player to Team B which then trades him to Team C which in turn trades him back to Team A.

- **9.2.3.5** In no case may players be traded for such intangibles as "a player to be named later" or "future considerations".
- 9.2.3.6 Players may be traded without regard to position eligibility, provided roster integrity (see Article 7.0) is maintained through other concomitant transactions made prior to the applicable weekly transaction deadline.

This restriction shall apply only to trades made between Auction Day and August 31. Therefore, off-season trading shall require neither maintenance of roster integrity nor meet in-season position eligibility requirements.

- 9.2.3.7 Players on an Active roster may be exchanged for players on a Reserve roster provided roster integrity is maintained through other concomitant transactions made prior to the applicable weekly transaction deadline.
- **9.2.3.8** It is assumed that a player on a Reserve roster who is traded to another team shall remain a "reserve" until that player is activated by his new Owner. Conversely, an active player traded to another team shall remain active unless his new Owner indicates otherwise.
- **9.2.3.9** It shall be the responsibility of each franchise to report a trade and any concomitant transactions.
- 9.2.3.10 A traded player must be retained by his new franchise for at least one "reporting period". During the regular season a reporting period is usually one week. During the off-season, however, a reporting period will normally be of longer duration.
- **9.2.3.11** Although not a trade restriction, there is a special consideration regarding players who are acquired as free agents during the season at a salary of \$25 or more. See Article 9.4.8 for details on how this may affect trades.

#### 9.3 WAIVERS AND WAIVER CLAIMS

During the regular season, a BMRBA player may be "waived" (placed on waivers) when his Owner acquires another player through the free agent acquisition process (Article 9.4) or by claiming a player waived previously by another franchise.

From Auction Day through the final weekly transaction deadline of the regular season, players may be waived (placed on a Waiver List) and subsequently (i.e., during the next reporting period) claimed from that list of players who were waived during the previous reporting period. Certain conditions, however, apply to the waiver process.

**9.3.1** When placing a waiver claim, the Owner submitting the claim must specify the player to be waived or released should the claimed player be awarded to his franchise.

Only players who are considered "active" in the appropriate Major League may be waived, while those who are inactive must be "released".<sup>79</sup>

- **9.3.2** If a player on the Waiver List is unclaimed by the next transaction deadline, that player shall become a free agent and thus may be acquired only through the free agent bid (FAAB) process described in Article 9.4.
- **9.3.3** Players under a Guaranteed Long-term Contract may not be waived or released, even in the final year of that contract.<sup>80</sup>
- **9.3.4** There shall be no limit to the number of waived players *claimed* in a given reporting period, but no team shall be *awarded* more than one claimed player in a given reporting period.<sup>81</sup>
- **9.3.5** There shall be no limit to the number of waived players claimed by and/or awarded to a given franchise in a given season.
- **9.3.6** Claims of multiple players in a single reporting period (contingency claims) shall be submitted in order of preference.
- **9.3.7** A player acquired through the waiver process shall have a salary equal to his previous salary (i.e., before he was waived). This amount shall be deducted from the acquiring team's free agent budget (FAAB). Such a player shall retain his previous contract status. 84
- **9.3.8** There shall be no off-season waiver process. 85
- **9.3.9** Claimed players shall be awarded based on the most recent (i.e., previously reported) standings, beginning with the lowest ranked team's prioritized claims and proceeding upward through the standings to the highest ranked team's prioritized claims. In the event multiple claims of a waived player are submitted by teams tied in the standings, the tie-breaking procedure (Article 8.3) shall be used to determine the standings for purposes of awarding the claimed player(s).

<sup>&</sup>lt;sup>79</sup> Simply put, players who are released are not placed on a Waiver List. Typically, these players are Minor Leaguers who, once promoted by their parent clubs, become, for BMRBA purposes, free agents.

<sup>&</sup>lt;sup>80</sup> This article was modified at the Winter Meeting in January, 2002, by inserting the words "or released". The change was reported in the <u>The Secretariat</u>, February 06, 2002.

<sup>&</sup>lt;sup>81</sup> The effect of this rule is that, unlike free agent bidding, the waiver process permits so-called "contingency" claims.

<sup>&</sup>lt;sup>82</sup> Formerly, the player's salary was limited to \$10 and was not deducted from the new team's FAAB. This change was adopted at the Winter Meeting in January, 2001, and is reported in the March 7, 2001, edition of *The Secretariat*.

<sup>&</sup>lt;sup>83</sup> When a team's Waiver Claim and Free Agent bid are competing for the team's FAAB dollars, the Free Agent bid shall take precedence over the Waiver Claim. Also see Article 9.4.

Prior to the season, a player acquired on waivers was considered to have the status of a first-year player. This provision was modified at the 1992 Awards Meeting and is documented in <u>The Secretariat</u> dated November 6, 1992.
 The so-called "Winter Waiver" period was repealed by the Committee-of-the-Whole at the Awards Meeting in 1992 and is documented in <u>The Secretariat</u> dated November 6, 1992.

<sup>&</sup>lt;sup>86</sup> This article was added to clarify the waiver claim process as a result of the January 25, 2004, Winter Meeting.

#### 9.4 FREE AGENT ACQUISITIONS

After the Auction and Reserve Draft are completed, franchises may attempt to enhance their rosters by bidding on, and acquiring, free agents throughout most of the remainder of the regular season. For this purpose, the pool of available free agents shall include any "active" (neither suspended nor on a Disabled List) Major Leaguer, in the appropriate league, who is not on the Active or Reserve roster of a BMRBA team.

Each franchise shall have a Free Agent Acquisition Budget (FAAB) of \$100 for use in buying free agent players. A team's \$100 FAAB shall be reduced by the acquisition price of each free agent. There are, however, a number of conditions under which free agent bids must be submitted and such acquisitions must be made.

#### 9.4.1 Reporting Free Agent Bids

FAAB bids must be submitted to the appropriate authority no later than the last weekly transaction deadline *prior* to September 1.

Each bid shall identify the desired free agent, the amount of the bid, the active player to be waived if the bid is successful, and any other Active roster position changes necessitated by the successful bid. Failure to provide this information correctly shall be cause for the bid to be voided.

#### 9.4.2 Minimum and Maximum Free Agents Bids

- **9.4.2.1** The minimum FAAB bid shall be one dollar and all bids shall be submitted in whole dollars.
- **9.4.2.2** The maximum FAAB bid shall not exceed the effective FAAB balance available to the bidding franchise.

#### 9.4.3 Contingency and Multiple Bids

There shall be no "contingency" bids (i.e., bids which are contingent on another free agent bid). 89

Multiple bids (i.e., bids on more than one free agent at a time) are acceptable as long as other requirements are met.

#### 9.4.4 Awarding Free Agents

Free agents shall be awarded each week to the franchises submitting the highest bids on individual free agent players. When the highest bid for a given free agent is submitted by two or more teams, the player in question shall be awarded to the bidding team which

<sup>&</sup>lt;sup>87</sup> Note also that a team's free agent budget is also reduced through a "waiver" acquisition. Refer to Article 9.3.7.

<sup>&</sup>lt;sup>88</sup> The precedence of bids over waiver claims was formalized following the Winter Meeting in January, 2009, and is documented in the February 23, 2009, edition of The Secretariat. Also see the footnote for Article 9.3.7.

<sup>&</sup>lt;sup>89</sup> If one said, "I bid \$30 on Ruth and, if I don't get him, I'll bid \$25 on Gehrig and, if I don't get him, I'll bid \$20 on Lazzeri, etc., one would be placing "contingency" bids because subsequent bids are each contingent on the success or failure of the previous bid(s).

ranks lowest in the most recent league standings.<sup>90</sup> In the event the teams in question are tied in the standings, the free agent shall be awarded according to the tie-breaking procedure described in Article 8.3.

#### 9.4.5 Maintaining Roster Integrity

Acquisition of a free agent requires the team to maintain complete roster integrity by means of the following.

**9.4.5.1** For each free agent acquired, the bidding franchise must make room for the newly acquired player by waiving an "active" Major Leaguer (in the appropriate league) from its Active roster. The player so waived may be waived from any position on his BMRBA team's Active roster provided position integrity is maintained (see Article 7.0).

A franchise may acquire a free agent without waiving an "active" Major League player by "releasing" a player from his Active roster if the player so released *has been acquired by a team in the other Major League*, at any time thereafter, provided the player in question is still on his BMRBA team's active roster. <sup>91</sup>

- **9.4.5.2** If a free agent acquisition requires the activation of a player from the Reserve roster to maintain position integrity, the free agent bid shall be considered invalid.
- **9.4.5.3** A newly-acquired free agent must remain on his BMRBA team's Active roster for a minimum of one week.

#### 9.4.6 Limit on the Number of Free Agent Bids

There shall be no limit to the number of bids submitted or free agents acquired during a reporting period or season provided all other requirements of the acquisition process are met.

#### 9.4.7 Salaries of Free Agents

The salary of a newly-acquired free agent shall be an amount equal to the successful, highest bid. The player's contract status shall be that of a first year Standard Contract (see also Article 11.0)

## 9.4.8 Special Restriction on Certain Free Agents<sup>92</sup>

**9.4.8.1** If a free agent is acquired through the FAAB procedure at a salary (bid) of \$25 or more, the player may not be traded, waived, or released during the course of the regular season in which he is acquired.<sup>93</sup>

<sup>&</sup>lt;sup>90</sup> Before a season's first league standings have been reported, the "most recent standings" are the final standings from the previous season.

<sup>&</sup>lt;sup>91</sup> This paragraph was re-written as a result of voting in February, 2011, and is reported in the February 14, 2011, edition of The Secretariat.

<sup>&</sup>lt;sup>92</sup> This Article was in the Bylaws as a "trade restriction" on free agents until the Winter Meeting in January, 1994. Refer to The Secretariat dated February 7, 1994, for details of the changes that resulted.

<sup>&</sup>lt;sup>93</sup> This additional restriction on free agents was approved at the Winter Meeting on January 29, 2006. Refer to the February 8, 2006, edition of *The Secretariat*.

- 9.4.8.2 If a free agent is acquired through the FAAB procedure at a salary (bid) of \$25 or more, the player's Owner shall pay a penalty, in an amount equal to the bid, into the current season's prize pool. Such payment must be made by September 1, or within seven (7) days of the reported acquisition, whichever is greater, of the season in which the player was acquired. Failure to meet this payment requirement will result in a prohibition against any further transactions after the required payment due date, and complete loss of all of the acquired player's statistics accrued since his acquisition.<sup>94</sup>
- **9.4.8.3** In the event such a player is retained the following Roster Freeze day by the franchise holding his contract, the appropriate Owner shall be given a credit, in an amount equal to the paid free agent bid, toward the new season's fees. <sup>95</sup>
- 9.4.8.4 Other than a case in which a new Owner has inherited such a player from a previous Owner<sup>96</sup>, there shall be no exception (escape clauses) to this rule, even if such player is traded to the other Major League.

#### 9.5 MOVEMENT BETWEEN ACTIVE AND RESERVE ROSTERS

Generally, a player may be "reserved" (i.e., moved from the Active roster to the Reserve roster) at any time, for any reason, provided the transaction maintains position integrity and the player in question is replaced on the Active roster by another player from the Reserve roster.

Conversely, a player may be "activated" (i.e., moved from the Reserve roster to the Active roster) at any time, for any reason, provided he is replaced on the Reserve roster by another player, the transaction maintains position integrity, and the player so activated is currently on the "active" roster of a Major League team in the appropriate league. "Suspended" players and those on a disabled list may be activated, but at no time shall a player who is still in the Minor Leagues be activated.<sup>97</sup>

With the exception of players under a Development Contract, promotion to an Active Roster during a regular season shall not affect the player's Contract Status. If such an "R" type player is "activated" during the regular season, his Development Contract shall be terminated, his contract becoming that of a first year Standard Contract (Contract Status "A"). 98

<sup>&</sup>lt;sup>94</sup> The Article was modified as a result of the Winter Meeting in January, 2012.

<sup>&</sup>lt;sup>95</sup> This Article was rewritten as a result of the January, 1997, Winter Meeting. It addresses the seemingly eternal question of what to do with "frivolous" bidding by "non-contenders" as well as what to do with receipts from free agent penalties. It was agreed at the January, 1997, meeting that the free agent "penalties" resulting from the 1996 season would be collected, then left in the BMRBA bank account as a "capital reserve" (i.e., an amount used to carry in the bank account to avoid payment of various minimum balance service charges. See *The Secretariat* dated January 31, 1997 for more details.

<sup>&</sup>lt;sup>96</sup> This small perk for new owners was adopted at the Winter Meeting in January, 1996. Refer to The Secretariat dated February 16, 1996.

<sup>&</sup>lt;sup>97</sup> This paragraph was rewritten per the Winter Meeting in January, 1994, and is documented in <u>The Secretariat</u> dated February 7, 1994.

<sup>&</sup>lt;sup>98</sup> This paragraph was added as a result of the Winter Meeting in January, 1999, and is documented in the February 1, 1999, edition of <u>The Secretariat</u>.

#### **10.0 AWARDS**

At the annual Awards Meeting in the Fall, monetary prizes, based on specified percentages of net revenue, shall be awarded to the four <sup>99</sup> franchises, in each league, with the highest ranking in the final regular season standings. All ties, where possible, shall be broken according to the procedure described in Article 8.3. In the event a tie cannot be broken via this procedure, the race in question shall be declared a "tie" and the affected award amount shall be divided equally among the tied teams.

The calculation of the monetary awards shown below assumes that all legitimate operational expenses have been deducted from the appropriate league's revenues.

#### Final Standing 100 101

1st Place	50%	of the Prize	Pool
2 <sup>nd</sup> Place	25%	of the Prize	Pool
3 <sup>rd</sup> Place	15%	of the Prize	Pool
4th Place	10%	of the Prize	Pool

In addition to the monetary award, an inexpensive fantasy baseball-appropriate trophy that will also display a bottle (or can) of Yoo-Hoo will be given to each league champion. The trophy will include the team and Owner names and other information as applicable. Furthermore, these awards for the respective league champions should be made in a brief ceremony before commencing that league's next Auction. <sup>102</sup>

#### 11.0 PLAYER SALARIES AND CONTRACTS

A player's salary and contract shall be determined by the manner in which that player is acquired and the way he may be retained from one season to the next.

#### 11.1 SALARIES

Generally speaking, a given player's salary, once established, shall not change unless he is waived, released, becomes a free agent, or is signed to a Guaranteed Long-term Contract.

#### 11.1.1 Players Acquired via the Auction

A player acquired in the annual Auction shall have a salary equal to his Auction price.

<sup>&</sup>lt;sup>99</sup> Until 2014, the National League for many years awarded the top 5 finishers because of its 13-team format. When the league contracted back to 12 teams for the 2014 season, prizes were reduced to the top four as in the American League. This was the result of the Winter Meeting on January 26, 2014.

<sup>&</sup>lt;sup>100</sup> Due to MLB expansion and realignment, the BMRBA expanded its National League from 12 to 14 teams for the 1998 season. Consequently, the NL decided to give prizes to the top five teams, rather than the traditional four. This change was approved at the Winter Meeting, January 18, 1998 and reported in <u>The Secretariat</u>, February 17, 1998.

<sup>&</sup>lt;sup>101</sup> At the January, 2013, Winter Meeting, it was agreed that the National League would be contracted to 12 teams in the event an existing franchise is surrendered by its Owner. In short, said Owner will not be replaced. It was further agreed that such contraction of the league would require NL awards be reduced to four as is done in the AL. See Articles 1.0, 6.2, and 8.0.

<sup>&</sup>lt;sup>102</sup> The change, made in February, 2011, replaces the formerly required "Yoo-Hoo Shampoo" with simple trophies each year on Auction Day. The change is explained in the February 14, 2011, edition of <u>The Secretariat</u>.

#### 11.1.2 Players Acquired via the Reserve Draft

A player acquired in the annual Reserve Draft shall have a salary determined by the round in which he is drafted:

<b>Draft Rounds</b>	<u>Salary</u>
Round 1	\$15
Rounds 2-6	10
Rounds 7-12	5
Rounds 13-17	2

#### 11.1.3 Players Acquired via the FAAB Process

A player acquired as a free agent through the FAAB process shall have a salary equal to the successful bid. 103

#### 11.1.4 Players Acquired via Waivers

A player acquired through a successful waiver claim shall have a salary equal to his salary before he was waived. 104

#### 11.1.5 Players Acquired via Trade

Trading a player from one BMRBA team to another shall affect neither the traded player's salary nor his contract status.

#### 11.2 CONTRACTS AND CONTRACT STATUS

Acquisition of a player subjects the acquiring franchise to the terms and conditions of a specific player contract. A player contract may be of the Standard, Development, <sup>105</sup> or Guaranteed Longterm variety, the statuses of which are reflected in team rosters which are published periodically. The various terms and conditions of the three types of player contracts are described below.

#### 11.2.1 Standard Contract

When a player is acquired via the Auction or the free agent acquisition process (FAAB), the acquisition of that player establishes a Standard Contract which includes certain rights and responsibilities.

The acquiring franchise shall have the right to retain such a player for a minimum of three (3) contract years, <sup>106</sup> the third of which is called the "Option Year". The Owning franchise shall have the right to retain, trade, waive, or release that player during the term of the Standard Contract.

<sup>&</sup>lt;sup>103</sup> Also see Article 9.4.8 for special restrictions that apply to free agents acquired at a salary of \$25 or more.

<sup>&</sup>lt;sup>104</sup> Prior to the 2001 season, the player's salary was "...equal to \$10 or his salary before he was waived, whichever is greater". This change was adopted at the Winter Meeting in January, 2001, and reported in the March 7, 2001, edition of *The Secretariat*.

<sup>&</sup>lt;sup>105</sup> The concept of a player "Development" contract was adopted at the Winter Meeting in January, 1999, and applies only to "rookies" acquired in the Reserve Draft or through a trade. Also refer to Article 12.0, "Roster Protection"

<sup>&</sup>lt;sup>106</sup> For purposes of determining a player's contract status, a contract year shall run from one Roster Freeze day to the next.

A Standard Contract may also be established when a player under a Development Contract is activated during the course of a season or is converted to a Standard Contract at Roster Freeze. Refer to Article 12.0, "Roster Protection", for details.

#### 11.2.2 Standard Contract Option Year

The third year of the Standard Contract is called the "Option Year" because the Owner of a player entering the third year of a Standard Contract must choose, by Roster Freeze day, from among several options regarding the player's contract:

- 11.2.2.1 Release the player into the pool of available free agents for the upcoming auction;
- 11.2.2.2 Retain the player for a third season at the same salary; or
- 11.2.2.3 Sign the player to a Guaranteed Long-term Contract. 107

#### 11.2.3 Development Contract<sup>108</sup>

The Development Contract differs from a Standard Contract in that 1) it applies only to "rookies" selected in a Reserve Draft and 2) players subject to such contracts may be retained in perpetuity, within the limitations described under Article 12.0, "Roster Protection". <sup>109</sup>

A Development Contract for such "rookies" may be terminated by the subject player being placed on an Active Roster (at any time) or through a contract conversion to a Standard Contract at the annual Roster Freeze. Refer to Article 12.0, "Roster Protection", for details.

#### 11.2.4 Guaranteed Long-term Contract

No later than Roster Freeze day prior to the beginning of a player's Option Year, a player's Owner may elect to retain the player for additional years at a higher salary. Specifically, under terms of such a Guaranteed Long-term Contract, the franchise must increase the player's salary by \$5 for each additional season beyond the player's Option Year.

For example, if Ron Gant was acquired in the 1990 Auction for \$7 and was retained at Roster Freeze in 1991 at that salary for a second year, he would begin his Option Year in 1992. By the 1992 Roster Freeze, Gant's Owner could elect to keep him under contract for seasons beyond 1992 by signing him to a Guaranteed Long-term Contract. To keep Gant through the 1995 season, he must raise Gant's salary to \$22, effective for 1992 and through the remainder of the contract.

To determine the salary for a Guaranteed Long-term Contract, the following formula shall be used:

Current Salary + \$5 for each year beyond the Option Year

or

In the Gant example,  $$7 + ($5 \times 3 \text{ yrs}) = $22$ 

<sup>&</sup>lt;sup>107</sup> See Article 11.2.3 for terms and conditions of long-term contracts.

<sup>&</sup>lt;sup>108</sup> This new contract type was adopted at the Winter Meeting in January, 1999. Its most critical features are discussed in Article 12.0, "Roster Protection".

<sup>&</sup>lt;sup>109</sup> Such contracts shall be identified by the Contract Status Code "R" (see Article 11.2.5 below).

Certain conditions, however, are intrinsic components of long-term contracts.

- 11.2.4.1 There shall be no limit to the number of players signed by a given team to Guaranteed Long-term Contracts at any given time. 110
- 11.2.4.2 Players with "rookie" status may be signed to long-term contracts only if they have been promoted to the Active roster by their BMRBA franchise during the previous season.<sup>111</sup>
- 11.2.4.3 A player may be signed to only one long-term contract, at the expiration of which the player shall become a free agent.
- 11.2.4.4 A player under a Guaranteed Long-term Contract may not be waived or released<sup>112</sup> during the term of the contract, even in the final year of the contract. Such a player may, however, be traded at any time as long as the trade falls within prescribed trade regulations.
- 11.2.4.5 Generally, a player under a Guaranteed Long-term Contract must be retained on Roster Freeze day each year for the duration of such contract or his franchise shall be subject to the penalty for failing to honor the terms of the long-term contract. Such penalty shall be an amount equal to *twice* the remaining value of the contract.

If, for example, on Roster Freeze day of 1992, a player with a long-term contract for \$15 through the 1994 season is not retained by his Owner, the penalty would be \$15 per year for 1992, 1993, and 1994 (3 years), or \$45 *times* 2, for a penalty of \$90!

A Guaranteed Long-term Contract may be terminated without penalty only under certain limited conditions:<sup>113</sup>

- The player's death;
- The player's debilitating, non-baseball injury;
- The player's movement to another professional league, other than the so-called "Minor Leagues"; or
- During their first season only (prior to their first Auction), new Owners who have inherited Guaranteed Long-term Contracts shall have the right to terminate such contracts on or before Roster Freeze day, for any reason, without penalty.<sup>114</sup>

<sup>&</sup>lt;sup>110</sup> After placing a limit of three per team in 1995, this provision was adopted at the Winter Meeting in January, 1996, and is explained in the February 16, 1996, issue of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>111</sup> This restriction was adopted at the Winter Meeting prior to the 1993 season and is documented in the February 2, 1993, edition of <u>The Secretariat</u>.

<sup>&</sup>lt;sup>112</sup> This article was modified at the Winter Meeting in January, 2002, by inserting the words "or released". The change was reported in the The Secretariat, February 06, 2002.

<sup>&</sup>lt;sup>113</sup> This provision was adopted at the Winter Meeting prior to the 1993 season. See The Secretariat dated February 2, 1993, for details. Its phraseology was changed per the Winter Meeting in January, 1994.

<sup>114</sup> This escape clause for new Owners was adopted at the Winter Meeting in January, 1996, and is documented in The Secretariat dated February 16, 1996.

#### 11.2.5 Contract Status

Each player's contract status shall be identified by specific codes reflecting the type, length, and current status of that contract.

<b>Code</b>	<b>Definition</b>
A	first year of a Standard Contract - if retained for a second year, the status changes to "B";
В	second year of Standard Contract - if retained for a third year, the status changes to * (asterisk);
*	third (final) year of a Standard Contract, at the end of which the player becomes a free agent;
C	long-term contract guaranteed through the current and next seasons;
D	long-term contract guaranteed through the current and next two seasons;
E	long-term contract guaranteed through the current and next three seasons;
#	long-term contract through the current season only (i.e., final year of a Guaranteed Long-term Contract.
R	Development Contract, for "rookies" only, without a time limit. 115

#### 12.0 ROSTER PROTECTION

By Roster Freeze day, approximately 7-10 days prior to Auction Day each year, franchises shall decide which players, if any, to retain from the previous season and shall communicate this information to the Secretary or his designate. The information to be reported must include each retained player's name, the roster position to which he is assigned, his salary, and his contract status. The Secretary shall provide all franchises with notification of each team's protected roster as promptly as possible.

Failure to report such "keepers" by the agreed deadline at Roster Freeze shall result in a penalty of \$1 for each day past the deadline for submittal. For this purpose, a "day" shall be the missed deadline and each 24-hour period thereafter. <sup>116</sup>

This annual Roster Freeze process includes a number of stipulations which are described below. Note that rules governing Guaranteed Long-term Contracts (Article 11.2.3) shall take precedence over the following regulations regarding roster protection.

<sup>&</sup>lt;sup>115</sup> This Contract Status applies only to "rookies" selected in the Reserve Draft beginning with Auction Day, 1999. Although there is no "time" limit, there are some restrictions. Refer to Article 9.5, "Movement Between Active and Reserve Rosters" and Article 12.0, "Roster Protection". This provision for "R" type "rookies" was added at the Winter Meeting in January, 1999.

<sup>&</sup>lt;sup>116</sup> This penalty was implemented at the Winter Meeting in January, 2013, in order to get the attention of Owners who waste the time of others. Also see Article 3.3.

<sup>&</sup>lt;sup>117</sup> Refer also to Article 9.4.8 for special considerations regarding certain free agents.

#### 12.1 ACTIVE ROSTER

Each franchise may retain on its Active roster up to twelve (12) players<sup>118</sup> from the previous season at positions for which they are qualified (see Article 7.2).

The cumulative salaries of such players shall be deducted from the team's Auction budget of \$260, leaving the unused balance for the acquisition of the additional required players for its 23-man Active roster.

#### 12.1.1 Retained Players Who Are not on a MLB Roster

The salaries of a player retained on Roster Freeze day who, come Auction Day, is no longer on his Major League team's Disabled List or Active roster must, prior to the Auction, be assigned to his BMRBA team's Reserve roster in the highest available draft position (round) based on the player's salary as illustrated in the table below. Typically, these players will be those who have been demoted to the minors or released outright prior to Auction Day.

If Player Salary is	Reserve Roster Position is
\$15 or more	\$15 round or next available position
\$10 - \$14	First \$10 round or next available position
\$ 5 - \$ 9	First \$ 5 round or next available position
\$ 1 - \$ 4	First \$ 2 round or next available position

The salaries of such players shall not be counted against their BMRBA team's \$260 Auction budget, but must be paid into the prize pool.

#### 12.1.2 Retained Players Who Are on the Disabled List<sup>120</sup>

Some players who shall have been retained on an Active roster at Roster Freeze may have been placed on a Disabled List by their parent MLB clubs prior to the Auction. In such cases, Owners of such players may, at their discretion, exercise either of the following options immediately preceding the Auction. 121

- 12.1.2.1 Retain the player on his Active roster, in which case the player's salary shall be deducted from that franchise's \$260 Auction budget; or
- **12.1.2.2** Release the player, unless he is signed to a long-term contract, into the free agent pool of available players to be acquired on Auction Day.

<sup>118</sup> At the Winter Meeting in January, 2005, the number of active "keepers" was reduced from 15 to 12 effective for the 2006 season. See *The Secretariat*, dated February 1, 2005. The change did not alter the number of "rookies" that may be retained from one year to the next.

<sup>&</sup>lt;sup>119</sup> This change in the Reserve Roster position assignment for players reserved on Auction Day was approved at the Winter Meeting on January 29, 2006, and explained further in the February 8, 2006, edition of *The Secretariat*. Previously, such players were assigned to Reserve Roster position of the Owner's preference.

<sup>&</sup>lt;sup>120</sup> This provision was approved preceding the 1993 season and is documented in <u>The Secretariat</u> dated March 4 and March 22, 1993.

<sup>&</sup>lt;sup>121</sup> At the 1993 Auction, an Owner was permitted to reserve an injured (DL) player prior to the Auction by paying the player's salary into the prize pool. This option was repealed at the Winter Meeting in January, 1994, because it was deemed unfair for a team to benefit from its own misfortune. Refer to The Secretariat dated February 7, 1994.

#### 12.2 RESERVE ROSTER

Under certain conditions at Roster Freeze, a franchise may retain players from the previous season on its Reserve roster as described in paragraphs below.

#### 12.2.1 Retaining Rookies<sup>122</sup>

In addition to the 12 players<sup>123</sup> a franchise may protect on its Active roster at Roster Freeze, an Owner may elect to retain up to three (3) players on his Reserve roster, provided such players have "rookie" status and have never been "activated" (placed on an Active Roster) by a BMRBA team during their current contracts. Note that it is irrelevant whether such "rookies" are on a ML roster or are in the minors.

- 12.2.1.1 No more than three (3) "rookies" (Contract Status "R") may be retained on a Reserve Roster at Roster Freeze from one year to the next.
- 12.2.1.2 A "rookie" player (Contract Status "R") retained at Roster Freeze must be placed in the *highest available* Reserve Roster position corresponding to the player's salary or such player shall forfeit his Development Contract<sup>124</sup> In the manner prescribed below.

For example, if the "R" type player has a salary of \$15, he must be assigned to the first Reserve Roster position. If he is retained at some other Reserve Roster position, his Development Contract shall be terminated, his contract becoming that of a second year Standard Contract (Contract Status "B"). If the "R" type player is retained on an Active Roster (at Roster Freeze), his Development Contract shall be terminated, his contract becoming that of a first year Standard Contract (Contract Status "A"). 125

#### 12.2.2 Definition of Rookie

For purposes of BMRBA Roster Protection only, a player shall be considered a rookie until he has, in his career, *exceeded* 130 official times at bat or 50 innings pitched at the Major League level.

<sup>&</sup>lt;sup>122</sup> This article was virtually rewritten as a result of the Winter Meeting in January, 1999, and should have no effect on the Roster Protection process until Roster Freeze, 2000.

<sup>&</sup>lt;sup>123</sup> At the Winter Meeting in January, 2005, the number of active "keepers" was reduced from 15 to 12 effective for the 2006 season. See *The Secretariat*, dated February 1, 2005. The change did not alter the number of "rookies" that may be retained from one year to the next.

<sup>&</sup>lt;sup>124</sup> As shown in Article 11.1.2, "Players Acquired via the Reserve Draft".

<sup>&</sup>lt;sup>125</sup> This Article was modified at the Winter Meeting on January 29, 2006 and is addressed in the February 8, 2006, edition of *The Secretariat*.

#### 12.3 POST-SEASON ROSTERS<sup>126</sup>

Each BMRBA franchise shall be reduced to no more than 23 players at the end of each season. For purposes of efficient administration of this rule, Owners shall report these "winter rosters" to the appropriate authority within one week after completion of the final regular season MLB game.

Failure to report Post-Season Rosters by the agreed deadline shall result in a penalty of \$1 for each day past the deadline for submittal. For this purpose, a "day" shall be the missed deadline and each 24-hour period thereafter. 127

<sup>&</sup>lt;sup>126</sup> This Article was adopted at the annual Awards Meeting in November, 1993, and is described more fully in <u>The</u>

Secretariat dated January 2, 1994.

127 This penalty was implemented at the January, 2013, Winter Meeting in order to get the attention of Owners who dally. See also Article 3.3.