

***BASEBALL ASSOCIATION***  
**(BMRBA)**

**BYLAWS**

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Effective Immediately

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## **Table of Contents**

<b>INTRODUCTION.....</b>	<b>5</b>
<b>STATEMENT OF PURPOSE .....</b>	<b>5</b>
<b>ORIGINS.....</b>	<b>5</b>
<b>SCOPE.....</b>	<b>5</b>
<b>EFFECTIVE PERIOD OF THE BYLAWS.....</b>	<b>5</b>
<b>SOURCES .....</b>	<b>5</b>
<b>ADMINISTRATION .....</b>	<b>7</b>
<b><u>1.0</u> ORGANIZATIONAL STRUCTURE .....</b>	<b>7</b>
1.1 COMMITTEE-OF-THE-WHOLE.....	7
1.2 OFFICERS.....	8
1.3 OTHER ADMINISTRATIVE PERSONNEL .....	9
<b><u>2.0</u> OWNERSHIP SELECTION .....</b>	<b>9</b>
<b><u>3.0</u> FEES.....</b>	<b>9</b>
3.1 FRANCHISE FEE .....	9
3.2 ADMISSION FEE .....	9
3.3 OTHER FEES.....	10
3.4 PAYMENT REQUIREMENTS.....	10
<b><u>4.0</u> GRIEVANCE PROCEDURE.....</b>	<b>10</b>
4.1 INITIATING THE GRIEVANCE .....	10
4.2 TIMELINESS OF THE GRIEVANCE.....	11
<b><u>5.0</u> CHANGE PROCEDURE.....</b>	<b>11</b>
<b>PLAYING THE GAME .....</b>	<b>11</b>
<b><u>6.0</u> AUCTION DAY .....</b>	<b>11</b>
6.1 THE AUCTION.....	12
6.2 RESERVE DRAFT .....	12
<b><u>7.0</u> ROSTER INTEGRITY .....</b>	<b>13</b>
<b>7.1 ACTIVE ROSTERS .....</b>	<b>13</b>
7.2 POSITION ELIGIBILITY .....	14
7.3 ROSTER EXPANSION.....	15
<b><u>8.0</u> STATISTICS AND STANDINGS.....</b>	<b>16</b>
8.1 MINIMUM TIMES AT BAT .....	17
8.2 MINIMUM INNINGS PITCHED .....	17

8.3	TIE-BREAKING PROCEDURE.....	17
<b><u>9.0</u></b>	<b>PLAYER TRANSACTIONS .....</b>	<b>18</b>
9.1	TRANSACTION DEADLINES AND EFFECTIVE DATES .....	18
9.2	TRADES .....	18
9.3	FREE AGENT ACQUISITIONS .....	21
9.4	MOVEMENT BETWEEN ACTIVE AND RESERVE ROSTERS .....	23
<b><u>10.0</u></b>	<b>AWARDS.....</b>	<b>24</b>
<b><u>11.0</u></b>	<b>PLAYER SALARIES AND CONTRACTS .....</b>	<b>24</b>
11.1	SALARIES .....	24
11.2	CONTRACTS AND CONTRACT STATUS.....	25
<b><u>12.0</u></b>	<b>ROSTER PROTECTION .....</b>	<b>27</b>
12.1	ACTIVE ROSTER.....	27
12.2	RESERVE ROSTER.....	29
12.3	POST-SEASON ROSTERS.....	29
	<b>CHANGE LOG .....</b>	<b>30</b>

## **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 Brindlee Mountain Rotisserie Baseball Association (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® 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 2, 2020, 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;
- Documented interpretations of those rules;
- Other interpretations which may have never been documented previously in any official manner; and
- Other information the editor has deemed pertinent.

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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", each comprising 12 teams or franchise. Each team shall consist of forty (40) players who have been selected in annual auctions and drafts. Each franchise shall be owned and operated by an Owner (or group of Owners), each of whom shall serve as members of the Committee-of-the-Whole.

#### **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 defined specifically herein.

##### **1.1.2 Voting Rights**

Issues before the Committee-of-the-Whole, other than a rules change, 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-of-the-League 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.

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.

##### **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 and as generally agreeable to its members. Such meetings shall include, but are not limited to, the following.

- 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 preceding "Opening Day," unless said weekend is also Easter weekend. In such a case, the auctions shall be held on the weekend following Easter.

## **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**

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

- 1.2.1.1** Drafting agendas for BMRBA meetings;
- 1.2.1.2** Serving as chairman of BMRBA meetings;
- 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** Serving as an impartial intermediary for the grievance procedure; and
- 1.2.1.6** Disbursing revenues for authorized expenses and awards as necessary.

### **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;
- 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** Establishing and maintaining reliable books of account for each league independent of the other;
- 1.2.3.3** Periodic financial reporting to the Committee-of-the-Whole; and
- 1.2.3.4** Disbursement of revenues for awards and authorized expenses as necessary when the Commissioner is unavailable to do so.

### **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**

The Committee-of-the-Whole may choose to select someone to handle Free Agent bids or other transactions as necessary, 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.

### **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.

#### **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 11.2.4.4);

**3.3.2** Penalty for "reserving" an "inactive" player at the Auction (see Articles 12.1.1 and 12.1.2); and

**3.3.3** Penalty for acquiring a Free Agent on a bid of \$25 or more (see Article 9.3.8).

### **3.4 PAYMENT REQUIREMENTS**

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.

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 appropriate) and such time as the balance is satisfied. 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.

Free Agent acquisition penalties for players of \$25 or more must be paid within a week of the purchase or by September 7, whichever is later.

### **4.0 GRIEVANCE PROCEDURE**

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.

#### **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 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**

These Bylaws may be changed only by a two-thirds (2/3) majority of the votes cast when a quorum of the Committee-of-the-Whole is present at 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.

In the event a quorum is *not* present at the Winter Meeting, those in attendance shall 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. Recommendations will be distributed to the Committee-of-the-Whole by any practical means for voting. Such formal recommendations may be implemented only by a two-thirds (2/3) of Committee-of-the-Whole.

While amendments to the Bylaws may be adopted only at the Winter Meeting, there may be times and circumstances in which a decision of the Owners may be required on a question not covered by the Bylaws. Such emergency questions should be answered by polling the Owners for a majority decision. Note also that if the decision is determined to be one of a more or less permanent nature, it should be incorporated into the Bylaws during the next Winter Meeting.

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 for their review. 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 the forum in which each BMRBA franchise acquires its complement of 25 Active and 15 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.

A note regarding so-called "**Two-Way Players:**" In the event that the leagues' stat provider defines a given player as both a hitter and a pitcher, the BMRBA shall regard such a player as 2 unique players. In such rare cases, each of the pair is independent of the other and therefore each may be bought, released, activated, reserved, drafted, traded, etc., without regard to the other. Note also that at Roster Freeze (see Article 12.0), they shall occupy 2 distinct roster positions in the same manner as any other pair of players.

## **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 as described in Article 12) 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).

Responsibility for placing the opening bid for the next round of bids then proceeds clockwise around the room. No team may "pass" on its turn to open bidding for a player, unless its **25**-man, Active roster is complete. This cycle of opening and subsequent bids continues until each franchise has filled its quota of **25** players who qualify at certain positions. These **25** 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 not already on a BMRBA roster and who are on the appropriate league's 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. The *MLB.com* 40-man rosters will be made available to Owners as soon as possible after the 1<sup>st</sup> day of March.

When a season is delayed for any circumstance, such as, but not limited to, a player strike or MLB lockout, a committee will be appointed to determine how best to modify the BMRBA schedule which may be affected by such delay. Such schedule factors may include Auction player eligibility (March 1), Roster Freeze, and Auction Days.

### **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 left 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 **25th** player.

### **6.1.3 Position Requirements**

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.

## **6.2 RESERVE DRAFT**

Upon completion of the Auction (each team's roster has **25** players on its Active roster), franchises shall participate in a **15**-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:

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 **15**-player Reserve roster. The Reserve 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. Exceptions shall be made in cases where, due to the retention of Reserve players from the previous season, teams have already filled one or more of the seventeen slots on their Reserve rosters.

In cases where an Owner is unable to or chooses not to complete the Reserve draft, his roster shall remain incomplete, unless by agreement of the other Owners someone else is permitted to draft for him.

### **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**

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 will be announced at the end of one minute. Violating the time limit shall result in serious verbal abuse by the other Owners as deemed appropriate to the severity of the violation.

## **7.0 ROSTER INTEGRITY**

After the Auction and Reserve Draft, each franchise shall maintain a 40-man roster consisting of an Active roster of **25** players, assigned to positions as specified below, and a Reserve roster of **15** additional players. In no case shall a team's roster deviate from this 40 player roster requirement.

### **7.1 ACTIVE ROSTERS**

From Auction Day (see Article 12.0, "Roster Protection") and continuing through the end of the season, each franchise shall maintain an Active roster of twenty-**five (25)** players at the positions specified below.

- 2 Catchers
- 1 First Baseman
- 1 Second Baseman
- 1 Third Baseman

- 1 Shortstop
- 5 Outfielders
- 11 Pitchers
- 1 Middle Infielder (2B or SS)
- 1 Corner Infielder (1B or 3B)
- 1 Utility/Designated Hitter who **is a hitter only, regardless of position**

## **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.

### **7.2.1 Position Eligibility at Roster Freeze and on Auction Day**

"Position" shall include, and be limited to, the regular eight baseball positions (exclusive of pitchers), plus a "designated hitter."

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 professional format or under any other authority, including foreign professional leagues, (except for the so-called "winter leagues,") shall be regarded as having been played in the "minor" leagues. Winter leagues, mostly in Latin America, are not included and are thus not a source of games played by position.

Based on these terms, the following rules shall apply.

- 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 designated by the applicable league's Rotowire ([www.rotowire.com](http://www.rotowire.com)) free agent list.
- 7.2.1.5** If a player meets none of the criteria defined above and is not defined by a position in Rotowire, such player shall qualify only at Designated Hitter (in the AL) or at Utility (in the NL).
- 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".

Note that special circumstances shall apply to someone defined as a "2-way player" by the stats provider currently in use. Refer also to Articles 6.0 and 8.0.

## **7.3 ROSTER EXPANSION**

At any time after midnight, August 31, and before the season's end, a franchise may, if certain conditions are met, expand its Active roster beyond the **25**-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 **25**-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 9.4). At no time, however, may a player who is still in the Minor Leagues be activated.

### **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**

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 as free agents on whom bids are placed during the season. Therefore, on a periodic basis, the statistician (or designated stat service provider) shall calculate and report the official team standings for each league.

Determination of the standings requires access to player statistics from a reliable source and subsequent calculation 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 (more or less as determined by the number of teams). This shall be done on the basis of 12 points for first in a category, 11 for second, 10 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.

<b><u>Hitting Category</u></b>	<b>=</b>	<b><u>Method of Calculation</u></b>
Batting Average ( <b>AVG</b> )	=	total team base hits ÷ total team times at bat
Homeruns ( <b>HR</b> )	=	cumulative
Runs-batted-in ( <b>RBI</b> )	=	cumulative
Stolen Bases ( <b>SB</b> )	=	cumulative
<b><u>Pitching Category</u></b>	<b>=</b>	<b><u>Method of Calculation</u></b>
Games Won ( <b>W</b> )	=	cumulative
Games Saved ( <b>SV</b> )	=	cumulative
Earned Run Average ( <b>ERA</b> )	=	(total team earned runs allowed x 9) ÷ total team innings pitched
<b>Pitcher Strike Outs (<b>K</b>)</b>	<b>=</b>	<b>cumulative</b>

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 released, demoted to the Reserve roster, or traded to another BMRBA franchise.

Other regulations shall apply in certain circumstances as shown below.

- 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.

Note the possibility of a given player being defined as both a hitter and a pitcher (2-way player) in which case special rules apply that will allow such a player to accrue both hitting and pitching stats while he is active at either or both positions. Refer to Articles 6.0 and 12.0.



## **8.1 MINIMUM TIMES AT BAT**

Each team shall be required to accumulate a minimum of 5000 times at bat 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.

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.

## **8.2 MINIMUM INNINGS PITCHED**

Each franchise must accumulate at least 1100 innings pitched during the season. Teams failing to meet this requirement shall, regardless of their actual Earned Run Averages, be reduced to zero (0) points in Earned Run Average category in the final league standings.

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.

## **8.3 TIE-BREAKING PROCEDURE**

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 the final league standings and the applicable awards or 2) of awarding a free agent on whom two or more teams, tied in the standings, have placed the highest (and equal) bids. 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.

**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 in the standings through games of the previous Sunday. 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 the team’s Total Innings Pitched, using the standings through games of the previous Sunday. 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 awarding free agent bids cannot be broken using this 2-step procedure, the issue shall be decided by chance.

All teams seemingly tied in the standings are said to be “contiguous” in the standings. Thus the tie-breaking procedure shall not be used to differentiate among them.

## **9.0 PLAYER TRANSACTIONS**

BMRBA teams may conduct trades, move players between Active and Reserve rosters, 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**

Transaction deadlines vary by type and some must be submitted to the league administrator for final processing. Basic “lineup changes” have daily deadlines, while trades and free agent bids are processed weekly. Each deadline is described below by type.

#### **9.1.1 Trades**

Trades between teams shall be processed weekly and must be submitted by Monday, 12:00 Noon. Trades will be effective for games played beginning on the *Tuesday* following their timely submission. These must be submitted through Rotowire’s “Free Agent Claims.”

**Note that traded players will be placed on Reserve rosters automatically.**

#### **9.1.2 Free Agent Bids**

Bids on available Free Agents, like trades, are processed weekly and must be submitted by Monday, 12:00 Noon. Successful Free Agent bids will also be effective for games played beginning on the *Tuesday* following their timely submission. As with Trades, these bids must also be submitted through Rotowire’s “Free Agent Claims.”

**Note that newly-acquired free agent will be placed on Reserve rosters automatically.**

#### **9.1.3 Lineup Changes**

Also known as “Set Lineup” in Rotowire, these transactions include movement of players between Active and Reserve rosters as well as routine position changes. They may be submitted on a daily basis by the individual team Owners. These may be submitted at any time *prior* to the affected players’ scheduled game start time to be effective for games on that date.

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 day or week, as applicable to the transaction type. 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 on a player’s Salary or Contract Status. Note also that trades must be submitted to the league’s designated authority by Noon on Monday, they being processed and effective only on a weekly basis.

Trades submitted by the Noon Monday deadline will be effective for games played on the next day (Tuesday). Note also that traded players will be placed on their respective team’s Reserve roster.

## **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 the date set by MLB as a non-waiver trade deadline (usually, but not always, July 31), trades may be conducted, with one exception, by any two teams in a league. Such trades must be reported no later 12:00 midnight of the applicable MLB deadline.

**Exception:** 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” as described below.

### **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 standings through games of the previous Sunday. However, contiguous teams may conduct only one such trade with each other during the Contiguous Team Trading Period. Such trades must be reported no later than August 31 at 12:00 midnight.

If, as a result of a tie in the standings through games of the previous Sunday, 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.

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

Trades may not be conducted after midnight, August 31, until awards have been distributed, usually in October.

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

After the annual awards have been distributed in the fall, trades may be conducted between teams without regard to in-season position requirements (Article 7.1) or anti-dumping restrictions (Article 9.2.2).

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

## **9.2.2 Anti-dumping Provisions**

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 restrict the number of such trades,

- No team may “dump” prior to June 1 (i.e., shall not be effective until the first *weekly* deadline in June),
- 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 fifteen (15) players in a single calendar year of which only nine (9) may be traded during the regular season. For this purpose, a calendar year is defined as the period from the end of one season through the end of the next.

**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 next Auction weekend.

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 Auction. 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 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 transaction deadline.

- 9.2.3.8** Traded players will always go to the Reserve roster of the team receiving the players. Thus it is important to activate players, if desired, through other transactions as desired or necessary.
- 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 weekly “reporting period”. During the regular season a reporting period for trades is usually one week. During the off-season, however, a reporting period will normally be of longer duration.
- 9.2.3.11** Owners in two leagues may not conduct trades with each other in both leagues during the same weekly reporting period. The applicable Owners must wait a minimum of 2 weeks from the effective date of a trade in one league before the same Owners can make a trade in the other league with each other.
- 9.2.3.12** Free agents acquired during the season at a salary of \$25 or more during the regular season may not be traded during that season.

### **9.3 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 player not on a BMRBA team’s roster; and
- Who is identified on the stat provider’s current list of Free Agents; and
- Who is on the stat provider’s 40-man Rosters; and
- Who is NOT on a 60-Day Injured List (IL).

Free Agent bids must be submitted to the appropriate authority by Noon on Monday, they being processed and effective only on a weekly basis.

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 successful free agent. When a team’s FAAB balance is too low to accommodate that team’s Free Agent bids, they will be invalidated for want of money. For this purpose, the earlier bids submitted are given priority over bids submitted later in the same weekly transaction cycle.

There are a number of conditions under which free agent bids must be submitted and such acquisitions must be made.

#### **9.3.1 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, and the player to be released if the bid is successful. Successful free agent acquisitions shall be effective for games on the Tuesday following the Monday deadline. Any other roster changes necessitated by the successful bid must be made by the bidding Owner by that effective

date. Failure to do so correctly shall be cause for the bid to be processed the following week, voided, or withdrawn.

### **9.3.2 Minimum and Maximum Free Agents Bids**

**9.3.2.1** The minimum FAAB bid shall be one dollar and all bids shall be submitted in whole dollars.

**9.3.2.2** The maximum FAAB bid shall not exceed the effective FAAB balance available to the bidding franchise.

### **9.3.3 Contingency and Multiple Bids**

There shall be no “contingency” bids (i.e., bids which are contingent on the success or failure of another free agent bid).

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

### **9.3.4 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 ranks lowest in the standings through games of the previous Sunday. 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.

### **9.3.5 Maintaining Roster Integrity**

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

**9.3.5.1** For each free agent acquired, a player must be released from the bidding team’s roster. The player so released may be from any position on his BMRBA team’s roster (Active or Reserve) provided position integrity is maintained (see Article 7.0).

Players released as a result of a successful free agent bid shall immediately become free agents for the next bid cycle, once they appear on the stat provider’s 40-man Roster Free Agent List.

A player acquired as a free agent at a salary of \$25 or more may be released during the season he is acquired ONLY for the purpose of acquiring another free agent. In no case, however can such a \$25 player be traded during the season of his acquisition. Refer to Articles 9.2.3.12 and 9.3.8.1 for special considerations regarding \$25 free agents.

**9.3.5.2** 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.

### **9.3.6 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.

### **9.3.7 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 (Contract Status = "A") except for those acquired at a salary of \$25 or more.

### **9.3.8 Special Constraints on Certain Free Agents**

- 9.3.8.1** If a free agent is acquired through the FAAB procedure at a salary (bid) of \$25 or more, the player may not be traded during the course of the regular season in which he is acquired. Such players may be released ONLY for the purpose of acquiring another free agent.
- 9.3.8.2** 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 7, or within seven (7) days of the reported acquisition, whichever is later, 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. (Also refer to Article 3.3.)
- 9.3.8.3** Other than a case in which a new Owner has inherited such a player from a previous Owner, there shall be no exception (escape clauses) to this rule, even if such player is traded to the other Major League.

## **9.4 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.

With the exception of players under a Development Contract (Contract Status = R), 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 or at Roster Freeze*, his Development Contract shall be terminated, his contract becoming that of a first year Standard Contract (Contract Status "A").

## **10.0 AWARDS**

As soon as practicable following the regular season, usually in October, monetary prizes, based on specified percentages of net revenue, shall be awarded to the four franchises in each league with the highest ranking in the final regular season standings. All ties, where possible, shall be broken according to the tie-breaking procedure. 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**

1 <sup>st</sup> 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
4 <sup>th</sup> Place	.....	10% of the Prize Pool

## **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 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.

#### **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><u>Draft Rounds</u></b>	<b><u>Salary</u></b>
Round 1	\$15
Rounds 2-5	10
Rounds <b>6-10</b>	5
Rounds <b>11-15</b>	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 amount of the successful bid.

#### **11.1.4 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, or Guaranteed Long-term 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 (first year) which includes certain rights and responsibilities. Such a player shall have a Contract Status = A for the remainder of that season.

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

**Exception:** A player acquired as a free agent with a salary of \$25 or more cannot be traded or released during the season in which he is acquired.

Note also that a Standard Contract may also be established when a player under a Development Contract (Contract Status = R) is activated during the course of a season or at Roster Freeze.

### **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.

### **11.2.3 Development Contract**

The Development Contract differs from a Standard Contract in that 1) it applies only to “rookies” selected in a Reserve Draft and 2) that players under such contracts may be retained in perpetuity, within the limitations described under Article 12.2.

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 (Contract Status = A) at the annual Roster Freeze.

### **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,  $\$7 + (\$5 \times 3 \text{ yrs}) = \$22$

Certain conditions 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.
- 11.2.4.2** A player may be signed to only one long-term contract, at the expiration of which the player shall become a free agent.
- 11.2.4.3** A player under a Guaranteed Long-term Contract may not be released during the term of the contract, even in the final year of the contract, except at the annual Roster Freeze at which time a penalty shall be assessed. Such a player may, however, be traded at any time as long as the trade falls within prescribed trade regulations.
- 11.2.4.4** 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:

- 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.

### **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><u>Code</u></b>	<b><u>Definition</u></b>
<b>A</b>	first year of a Standard Contract - if retained for a second year, the status changes to “B”;
<b>B</b>	second year of Standard Contract - if retained for a third year at the same salary, the status changes to * (asterisk);
<b>*</b>	third (final) year of a Standard Contract, at the end of which the player becomes a free agent;
<b>C</b>	long-term contract guaranteed through the current and next seasons;
<b>D</b>	long-term contract guaranteed through the current and next two seasons;
<b>E</b>	long-term contract guaranteed through the current and next three seasons;
<b>#</b>	long-term contract through the current season only (i.e., final year of a Guaranteed Long-term Contract);
<b>R</b>	Development Contract, for “rookies” only, without a time limit;
<b>X</b>	Free Agent acquired at \$25 or more; if retained the following season, his Contract Status becomes = A

### **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 eligible and assigned, his salary, and his contract status. The Secretary shall provide all franchises with notification of each team’s protected roster as promptly as practical.

This annual Roster Freeze process includes a number of stipulations which are described below, but *note that rules governing Guaranteed Long-term Contracts (Article 11.2.4) shall take precedence over the following regulations regarding roster protection.*

#### **12.1 ACTIVE ROSTER**

At Roster Freeze, teams may keep up to **18** players from the previous season, comprised of no more than **15** on the Active roster nor more than **15** on the Reserve roster, provided the total number of players retained is no more than 18 and the retained Reserves still have “rookie” status (refer to Article 12.2.2 below).

Keep in mind, that *effective for the 2024 season*, a team may keep up to 18 players, of which that number may include up to 15 “rookies” on its Reserve Roster. Therefore, if a team retains 15 “rookies” on its Reserve Roster, it is limited to only 3 players on its Active Roster. Conversely, if a team retains 15 players on its Active Roster, it may keep no more than three (3) players on Reserve.

Each franchise may retain players on its Active roster only at positions for which they are qualified (see Article 7.2). In the event a player is defined as a “two-way player” by the stat provider, such a player counts as 2 players on the roster and, if on the Active roster, the **sum of the two salaries** shall count against the team’s Auction budget.

The cumulative salaries of such retained Active 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 **25**-man Active roster.

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

A player retained on Roster Freeze day who, come Auction Day, is no longer on his Major League team’s Injured 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. If no Reserve Roster position is available, the Reserve player at the appropriate Reserve Roster position must be released into the player pool.

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. Typically, these players will be those who have been demoted to the minors or released outright prior to Auction Day.

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

### **Retained Players Who Are on the Injured List**

Some players who shall have been retained on an Active roster at Roster Freeze may have been placed on an Injured 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.

- 12.1.1.1** 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
- 12.1.1.2** 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.

## **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**

At Roster Freeze, an Owner may elect to retain up to fifteen (15) players on his Reserve roster, provided such players have “rookie” status as defined below, and that no more than three (3) players are retained on the Active Roster. Note that it is irrelevant whether such “rookies” are on a MLB roster or are in the minors.

In no case, however, may an Owner retain more than a combined total of 18 Active and Reserve players.

### **12.2.2 Definition of Rookie**

For purposes of BMRBA Roster Protection **and Contract Status**, 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 *AND* has never been activated during his current contract. Such a player shall have a Contract Status = R.

**12.2.1.1** No more than fifteen (15) “rookies” 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.

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”).

## **12.3 POST-SEASON ROSTERS**

Each BMRBA franchise shall be reduced to *no more than 25 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.

**CHANGE LOG**

<b>ARTICLES</b>	<b>DESCRIPTION</b>
<b>Changes Effective February 2019</b>	
Cover page and header	Mod: Update Version number and effective date
Table of Contents	Mod: Update the TOC
Article 6.0	Add: Rules for 2-way players
Article 7.1	Add: “Designated Hitter” to Utility
Article 8.0, last paragraph	Add: Rules for 2-way players
Article 8.2	Mod: Raise minimum IP from 1000 to 1100
Article 9.1	Mod: Change deadlines for trades and FA bids
Article 9.2.2	Add: No dumps before June 1
Article 12.1	Mod: Clarify limits on the number of players to be retained at Roster Freeze
Article 12.1	Add: Rules for 2-way players
<b>Changes Effective February 2020 (Implemented 2021 since 2020 season was canceled)</b>	
Cover page and header	Mod: Update Version number and effective date
Table of Contents	Mod: Update the TOC
Article 6.0, 6.1 & 7.3 & 12.3	Mod: Change Active Roster size from 23 to 25 players
Article 6.0, 6.2 & 7.0	Mod: Change Reserve Roster size from 17 to 15 players
Article 7.1 & 12.1	Mod: Change Active Roster size from 23 to 25 players; increased number PIs from 9 to 11; redefined UT/DH as a hitter-only position, elimination the 10 <sup>th</sup> pitcher option
Article 8.0	Mod: Change Walk-Hit Ratio (WHIP) to Pitcher Strikeouts (K)
Article 9.2.3.2	Mod: Change trade limit from 3 players to 2 in a single trade
Article 11.1.2	Mod: Change salary structure of players in Reserve draft to accommodate reduction of Reserve Roster from 17 players to 15, eliminating a \$10 player and a \$5 player
Article 12.1 & 12.2.1	Mod: Change number that may be retained as Roster Freeze from 12 Active and 3 Reserve players to 15 and 3, respectively

<b>Changes Effective February 2022</b>	
Cover page and header	Mod: Update Version number to 24.0 and effective date to February 13, 2022
Article 6.1.1	Mod: Appoint a committee to revise scheduled events when a season is delayed
Article 9.2.3.2	Mod: Increase the number of players that a team can trade in a single trade from 2 to 3
Articles 9.3.5.1 & 9.3.8.1	Mod: Allow free agents acquired during the season at \$25 or more to be released for the purpose of acquiring another free agent

<b>Changes Effective February 2023</b>	
Cover page and header	Mod: Update Version number to 25.0 and effective date to February 13, 2023
Article 12.1	Mod: Effective 2024, allow teams to retain up to 15 Reserve players at Roster Freeze, provided they have “Rookie” status
Article 12.1.1	Mod: Clarifies disposition of players moved from Active to Reserve Roster on Auction Day
Article 9.3	Mod: Disallows Free Agent bids on players who are identified by the stat provider as being on the 60-day IL
Various	Mod: Remove all references to Hit-Walk Ratio

<b>Changes Effective February 2024</b>	
9.1.1, 9.1.2, & 9.3.7	Highlighted
Cover page and header	Mod: Update Version number to 26.0 and effective date to February 11, 2024