

1. League Structure

A. Commissioner:

1. The Commissioner grants and revokes franchises, resolves disputes, and conducts all business in the best interest of the league.
2. Provide all managers with the appropriate player disk.
3. Schedules league events.
4. Acts as tiebreaker for Rules Committee.
5. Takes any disciplinary action as required.
6. Appoints league officials.
7. Sets schedules for drafts and all league events.
8. Will collect dues from all league members on an "as-needed" basis.

B. League President:

1. Each SPB league will have a President whose responsibilities include:
2. Resolve any game protests or disputes.
3. Insure that all league deadlines are adhered to.
4. Make disciplinary recommendations to the Commissioner for any league rule violations.
5. Serve on the Rules Committee.

C. Statistician:

1. Each SPB league will have a Statistician whose responsibilities include:
2. Collect and distribute all league series files.
3. Maintain the Official SPB league computer stats.
4. Naming the SPB player, Starting Pitcher, Relief Pitcher and team of the month.
5. Assist league members with questions stemming from the stat collection process.
6. Serve on the Rules Committee.

D. Rules Committee:

1. The SPB Rules Committee will caucus as needed to discuss and vote on any changes to the League Constitution, when so directed by the Commissioner.
 - a) In any general league vote, a simple majority is required for the passage of any measure.
 - b) If the proposal is tie-voted by the Rules Committee, the Commissioner will decide if the initiative will be adopted/rejected or be voted upon by all league members.
 - c) Any league member may initiate a change to the league constitution by submitting a WRITTEN PROPSAL to the Commissioner.
 - d) Current SPB Rules Committee consists of (10) Members: Gary Plunkitt, John Turnbull, Mike See, Rick Ryan, John Ungashick, Joe Dezarlo, Chris Williams, Don Rahn, Terry Baxter, Rich Applegate
2. The term of office for these league officers is for as long as they wish to serve.
3. Members of the Rules Committee may be voted out of office by at least a two-thirds majority of the SPB managers. This vote may be called at any time if a majority of the SPB managers deems it necessary.
4. The Rules Committee will also oversee all trades made by first-year SPB managers as to the fairness of the trade.
 - a) A seventy-five- (75%) percent majority of the Rules Committee is required to nullify a trade made by a first-year SPB manager. If a member of the Rules Committee is a party to the trade, the Commissioner will act in his place.

2. Organization

A. Details

1. The SPB 3, 60, X seasons will be based on a 154 game schedule.
2. The SPB 1, 2 and 4 seasons will be based on a 162 game schedule.
3. Seasons Past will be played using the latest version of Diamond Mind Baseball Game.
4. SPB leagues do not use the Designated Hitter (DH) rule.
5. Injuries are turned off.

B. League Dues:

1. SPB league dues will be collected on an as-needed basis. Managers are encouraged to contribute when asked.
2. SPB enforces all copyright laws with respect to all Diamond Mind products. Consult the DMB web page for additional information.
3. Failure to own a legal copy of the DMB game and season disks, at a timeframe designated by the Commissioner, is grounds for expulsion from the league.

3. Series Play

A. Format:

1. Seasons Past Baseball works on the basis of monthly play and reporting. Send your road manager profile early enough so that they reach your opponents by the first of each month, the day all series officially begin.
2. All monthly series results must be received by the league stat by the 20th of each month, unless stated otherwise.
3. Use of the computer manager for visiting teams in non-face-to-face games is mandatory.
4. All road instructions will be sent to your opponent and league commissioner by e-mailing a manager profile.
 - a) You may also send further written instructions to control usage if you are running tight in at bats or relief appearances. However, this is discouraged other than the final month of the season.
5. When sending out your manager profile for each away series your team will play, please include an accompanying e-mail message that has the following two items listed:
 - a) The starting pitchers for the each game in the series.
 - b) Attachment with manager profile export file, not database.
 - c) Starting pitchers for each game of the series. (This should match what is on your computer profile. Home managers are not responsible for inputting a road manager's rotation.) Exceptions for this are for 6 and 7 game series.
 - d) A list of all players on your roster who are inactive for that series.
(Optional) NOTE: May affect protests if not included.
6. Managers should check at the start of every game and make sure the starting pitcher is correct, that none of the inactive players are in the lineup, and that the team has correctly set lineups versus LH and RH pitchers.

7. If an emergency develops and you cannot play your games, please notify your road opponent(s) and the league office promptly so that other arrangements may be made.

B. Missing manager profiles

1. Failure to send a manager profile will be considered as a missed deadline subject to penalties to be determined by the Commissioner.

2. If a manager profile has not been received by the 5th of the month, contact the league office for further instructions.

C. Manager profile settings

1. Set pitching rotations to STRICT.

2. Set Depth Chart to GAME BY GAME

D. Protests

1. If there is a need to file a protest over an incorrect manager profile being used and the protest involves the incorrect use of your starting pitchers, FAILURE TO INCLUDE A LIST OF YOUR TEAMS STARTING PITCHERS VOIDS ANY PROTEST OF THESE GAMES.

2. If there is a need to file a protest over an incorrect manager profile being used and the protest involves the incorrect roles used by your position players, FAILURE TO INCLUDE A LIST OF YOUR TEAMS INACTIVE PLAYERS VOIDS ANY PROTEST OF THESE GAMES. Although this is an optional item, the exact players on a roster is one of the only ways to identify and fingerprint a specific MP being used. Failure to include the inactive player list will void any protest due to an incorrect MP, but not due to pitcher use.

4. Rosters:

A. Roster Limits

1. Teams may consist of up to 60 players.
2. Each manager is responsible for insuring that his team has sufficient player resources to cover games played during the season.

B. Series Roster Sizes

1. During ANY series from April through August on the league calendar, a team's active home or road roster may not exceed twenty five (25) players.
2. During the month of September, the active home or road roster may be expanded to a maximum of Forty- (40) players.
3. Players without any statistics for a given year, who are provided with a roster marker indicating future use, are never eligible for play under any circumstance.

5. Player Eligibility

A. Carded Players

1. Any non-rookie player, who has actual season statistics, is eligible for SPB season play.

B. Uncarded Players

1. If a player spends the ENTIRE real life season on the military list or is uncarded, he will automatically be included on that team's protected list.
2. Military/Uncarded players will not count against the number of players a team may protect and will not be eligible for selection in Phase II.

C. Rookie Players

1. There will be no minimums required to be eligible for rookie status. If you entered the Major Leagues in a given year, you will be a SPB rookie in that same year.

6. Fielding Ratings

A. Assignment of Fielding Ratings

1. In order to receive a fielding rating in SPB, a player must have:
 - a) Made one (1) game at that position, or have been given a rating by DMB.
 - b) Discrepancies between this policy and the fielding ratings assigned on the official DMB season disk will be adjusted in favor of the league's policies.
2. Players with 400 or more plate appearances will NOT be rated at any position for which they played FOUR (4) or fewer games.
 - a) This may entail the removal by the league office of ratings assigned by Diamond Mind.
 - b) Players who were primarily used as designated hitters are not affected by this rule.
 - c) Players with fewer than 400 plate appearances will be rated at fielding positions as outlined in Rule 1 above.
3. With the advent of the DH, in seasons after 1972, there are occasionally players who never started or appeared at a fielding position.
 - a) Such players will be assigned a fielding rating of Poor (PR) at 1b.
 - b) Additionally, these players will receive a fielding rating at the position(s) for which they were rated in the previous season in which they had a fielding rating.
4. Players rated to play an outfield position may play at any outfield position. **DMB will automatically adjust their non-rated positional ratings accordingly.**
5. Except as required in emergency situations, players may play in the field only at positions for which they have been rated.

7. Batters

A. Batter Limits

1. All batters hitting .235 or better are limited to their actual number of plate appearances.

a) 1972, Hank Aaron has 545 plate appearances (PA) with a .265 batting average. He would be limited to 545PA.

b) 1992 Blue Jay, Joe Carter has 622PA's with a .264 batting average. He would be limited to 622PA's.

B. Bonus Batters

1. All batters with a batting average of less than .235 may have up to 100 additional ~~at~~ plate appearances without incurring any penalty.

a) 1971 Cub Hal Breeden has 39PA's at bats with a .154 batting average. He could increase his PAs by 100 to 139PA's.

b) 1954 Athletic Elmer Valo has 281PA's with a .214 batting average. He could increase his at bats by 100 to 381PA's.

C. Use or Lose

1. When measuring Batter under-use only, the below criteria will be used:

a) In any season, all batters must be used for at least 50% of their actual plate appearances OR reach 50% as measured by the DMB PT% meter found in the upper right hand corner of every batter screen.

2. Those batters not meeting this qualification will be lost to the upcoming rookie draft.

8. Pitchers

A. Starting Pitcher limits

1. All starting pitchers are limited to their exact number of real life starts PLUS 10%.
 - a) No starting pitcher using the 10% bonus may start in more than thirty five (35) games.
 - b) Starting pitchers with games started of 35 or more are limited to their actual number of starts.

B. Relief Pitcher Limits

1. All relief pitchers are limited to their exact number of real life relief appearances PLUS 10%.
 - a) No relief pitcher using the 10% bonus may relieve in more than sixty- (60) games.
 - b) Relief pitchers with games relieved of 60 or more are limited to their actual number of relief appearances.

C. Dual Pitchers

1. Pitchers rated as both starters and relievers are limited to their total starts plus 10%, not to exceed 35 starts.
2. Pitchers rated as both starters and relievers with an E.R.A. of less than 4.50 are limited to their total relief appearances plus 10%, not to exceed 60 relief appearances.

D. Pitcher use

1. Pitchers rated exclusively starters may not be used in relief.
2. Pitchers rated exclusively as relievers, may NEVER make a start.
 - a) 1987 Reds pitcher Frank Williams made 85 appearances as a reliever. He would be completely ineligible to start, and would be eligible to make 85 appearances in relief.

E. Bonus Pitchers

1. Starting pitchers with an E.R.A. of 4.50 or higher may double their actual number of starts not to exceed 26 total starts.

a) 1970 Yankee BILL BURBACH made 4 starts with an earned run average of 10.06. He could double his 4 starts (4*2) and make a maximum of 8 starts.

2. Relief pitchers with an E.R.A. of 4.50 or higher may double their actual number of relief's not to exceed 60 total relief appearances.

a) 1950 Tiger PAUL CALVERT made 32 relief appearances with an earned run average of 6.35. Since doubling the number of his relief appearances would equal 64 (which is greater than 60), he could make a maximum of 60 relief appearances.

3. Dual Pitchers rated as both starters and relievers with an E.R.A. of 4.50 or higher:

a) May double their number of actual starts not to exceed 26 total starts.

b) May double their number of actual relief's not to exceed 60 total relief appearances.

(1) 1930 Indian JAKE MILLER made 9 starts and 15 relief appearances with an earned run average of 7.16 (24 total appearances). He could make 48 total appearances in the SPB 30 season, 18 of which can be starts.

F. Pitcher Use or Lose

1. When measuring Pitcher under-use only, the below criteria will be used:

a) In any season, all pitchers must be used for at least 50% of their actual appearances OR reach 50% as measured by the DMB PT% meter found in the upper right hand corner of every batter screen.

2. Those pitchers not meeting this qualification will be lost to the upcoming rookie draft.

9. Overuse Penalties

A. Overuse Penalty Adjustment

1. Beginning with the First Round of the Rookie Draft overuse penalties will be applied as follows:

a) For each FIVE (5) plate appearances of overuse per non-bonus batter, a team will have one (1) game added to his team's final victory total.

b) For EACH non-bonus pitcher start overuse, a team will have two (2) games added to his team's final victory total.

c) For EACH non-bonus pitcher relief appearance overuse, a team will have one (1) game added to his team's final victory total.

d) For any bonus player or pitcher overuse, the penalty will be calculated at 50% of the above rate.

B. Teams penalized 10 or [more](#) games

1. Their 1st Round pick will be lowered based upon their adjusted win total.

2. This adjusted win total will also be applied to all subsequent draft rounds.

3. The offending team will not be included the 3rd Round random draw and will drop to the bottom of this round after all other teams have been randomly selected.

C. Over-Use Disqualification

1. Should a team be penalized more than ten (10) games, this team may be disqualified from participating in any SPB Post Season games if the violations are determined to be flagrant by the league commissioner.

2. If a team is disqualified from post season play, the eligible team with the next best record will replace the disqualified team.

3. Should a team be penalized more than ten (10) games, this team will be disqualified from participating in any SPB Lottery.

D. Traded Draft picks

1. All traded draft picks will stand if a managerial change is made.

10: Phase 1 Rookie draft

A. Round 1 format

1. The first four (4) positions of Round 1 will be determined through a lottery draw format. See Attachment 1 for lottery rules and procedures.
 - a. The remainder of Round 1 positions will be assigned based upon the reverse -order of finish (worst to best)
 - b. The Playoff and World Series teams will ALWAYS pick last in each round except the random round, regardless of record. Playoff team seeding will be determined by overall record during the regular season (if tied, the normal tie-breaker system would be used), followed by the World Series Loser, then World Series Winner.

B. Lottery Team determination

1. The Four (4) teams with the lowest winning percentage.

C. Lottery Team disqualifications

1. No team qualifying as a losing team can appear in the lottery for two (2) consecutive drafts.
2. A team must have their original First Round draft pick to enter the lottery. If their original first round pick from the previous season has been traded, that team WILL NOT be included in the lottery.
3. Teams trading a 1st round pick that would have made the lottery will lose it, as will the receiving team, but the team receiving the traded draft pick will be in line for an immediate pick after the lottery.
4. If a losing team would qualify for lottery inclusion but fall within the 2 consecutive season prohibition, that team's pick will be based on their total adjusted wins.

D. Lottery Chances

1. Lottery chances for each team will be as follows:
 - a) Team with lowest winning percentage-4 chances
 - b) Team with second lowest winning percentage-3 chances
 - c) Team with third lowest winning percentage-2 chances
 - d) Team with fourth lowest winning percentage-1 chance

E. Round 2 format:

1. Round 2 positions will be assigned based upon the reverse order of finish (worst to best).
2. Playoff and World Series Teams would automatically occupy the final 2-4 spots in the draft order in all rounds, regardless of record, just as they do in Round 1

F. Round 3 format

1. All draft positions will be assigned by random order with permanent penalty teams excluded from the random draw. The permanent penalty teams will pick last and if there are more than one, will be based on regular season record, with the teams with less wins picking first.

G. Round 4 and remaining rounds format

1. Round 4 and up will be assigned based upon the reverse order of finish (worst to best).
2. Playoff and World Series Teams would automatically occupy the final 2-4 spots in the draft order in all rounds, regardless of record.

H. Expansion Drafts

1. Each year that there is expansion, all players who appeared on the expansion teams that entered Major League Baseball will be removed from their respective SPB rosters and drafted by the new SPB expansion teams, in order for the SPB league to remain at the actual number of MLB teams minus two.
2. All drafting and trading should be conducted with the knowledge that expansion-eligible players will be removed from their respective rosters prior to the expansion season.
3. Before the beginning of each new expansion season, two (2) new expansion managers will enter the league. The first pick of available players will be randomly generated, and draft in serpentine fashion. The loser will then receive the first pick of the available stadiums to play in.

4. Each expansion manager will then select thirty five (35) players from the rosters of the actual expansion clubs.

a) The following expansion seasons will choose from the following clubs:

1961: Washington Senators and Los Angeles Angels

1962: New York Mets and Houston Colt 45's.

1969: San Diego Padres and Montreal Expos

1977: Seattle Mariners and Toronto Blue Jays

1993: Colorado Rockies and Florida Marlins

1998: Arizona Diamondbacks and Tampa Bay Devil Rays

5. There will be no limit on the number of players an existing team may lose. After each expansion team has picked his 35 players, the remaining unselected players will return to their respective SPB teams. The 2 new expansion managers will draft in Positions #5 and #6 in the first round of the Rookie Draft. In the third round these teams will join the random draft pick process. In the remaining rounds, these expansion teams will draft in Positions #1 and #2.

11. Phase 2 draft

A. Format

1. The draft pool will consist of all unprotected players from all rosters.
2. Players selected in Phase I are ineligible from being picked in Phase II.
3. The Phase II draft order will be the same as the Phase I Round 4 draft Order.
4. The Phase II Draft will consist of one (1) round.
 - a) Each team will select three (3) unprotected players.
 - b) No team can lose more than five (5) players.
 - c) Once a team has lost 5 players, its roster is frozen and no further players may be selected.
5. Unprotected players will be displayed as "Farmed" on the SPB season disk.
6. NO player who is "uncarded" or "without stats" will be eligible to be selected in the Phase II draft in that season."

B. Excessive Roster rule

1. At the time when teams are required to submit their protected player rosters for the Phase II draft, teams that have a roster size of more than thirty-eight (38) players will have the number of players that can be lost to Phase II picks ADJUSTED from five (5) to five (5) PLUS the amount of players on the roster that EXCEED thirty-eight (38).

Some examples:

Team A submits their roster prior to Phase II at a size of forty-four (44) protected and unprotected players. This is six (6) players in excess of the 38 player limit. Therefore this team could lose up to eleven (11) players in the Phase II draft (5+6=11).

Team B submits their roster prior to Phase II at a size of thirty-four (34) protected and unprotected players. Since they are below the thirty-eight (38) player limit, the maximum number of players lost to Phase II remains at five (5).

C. Protected Player Lists

1. Prior to the Phase I Rookie Draft, each manger will submit a list of protected players.
2. Teams may protect the following number of players;
 - a) 18 Players
 - 1) SPB 1 and 4- Teams with 6 highest winning %
 - 2) SPB 2,3,60,X- Teams with 4 highest winning %
 - b) 20 Players
 - 1) SPB1 and 4- Teams with 6 lowest winning %
 - 2) SPB 2,3,60,X- Teams with 4 lowest winning %
 - c) All remaining teams protect 19 players.
3. As previously stated, uncarded players do not count towards your total protected players, nor are they eligible to be taken in Phase 2.

D. 10/5 Players

1. The 10 and 5 Rule: Any player who has played in SPB for 10 or more seasons, including the last 5 consecutive with his current team, may be granted a roster exemption, provided that player is a bonus player or has less than 300PA, 15GS, 30 relief appearances in his final season.
2. Team manager shall notify league officials of the exempted player. ~~If approved,~~ this player would occupy a space on that teams Phase II selections for that season (in other words, you lose a Phase II selection in that year). No more than 3 players may be granted such an exemption in any given season (As that would completely fill a team's Phase II picks).

12. Trading

A. Trading Period

1. Trading is only permitted during the off-season.
2. Conditional trades of any sort are not permitted.

B. Trading Draft Picks

1. Only draft picks for the NEXT season may be traded. Trading draft picks for future draft picks is not allowed.
2. Trades will not be rescinded if a franchise changes managers after a trade has been made.
3. No manager may be absent for more than two (2) consecutive rounds of drafting in the first five (5) rounds.
4. No manager may be absent for more than three (3) overall rounds of drafting in the first five (5) rounds.
5. Phase II draft positions may not be traded.

C. Trade Reporting

1. All managers involved in the trade must report all trades to the league office in writing/e-mail.
2. Trades will not become official until both managers have confirmed the trade to the league office.

D. Trading Ballparks

1. Ballparks may be traded from team to team or for unused ballparks.
2. Before a ballpark can be traded, a team must have spent two (2) SPB seasons in that park.
3. Teams whose ballparks that are torn down, may elect to occupy the new ballpark or select a ballpark from the vacant group of parks.

4. Should two teams vie for the same unused park, assignment will be made upon worst to best won-loss record.

13. Post Season play

A. Division Series / LCS Format (SPB4 only)

1. League championship series will be a best of five series with a 2/3 format
2. In the years from 1969-1984, there were 5 game League Championship Series (best 3 of 5 wins). See usage rules below in Rule 14 for specific batter and pitcher limitations.

B. World Series Format

1. Will consist of seven (7) games.
2. The schedule format for games will be 2/3/2, with the order of home field advantage switching between leagues each year.

C. League Ties

1. League ties will be broken by a best of three series for leagues that do not have divisions. Teams in the divisional era will have a 1-game playoff.
 - a) Team with better team vs. team record will win home field advantage. Runs scored will be the second tiebreaker.
 - b) Rosters will be set at 25 players, with at least 4 starting pitchers included.
 - c) A 1-game break in the schedule will be given. Teams may reset player usage prior to the game/series.

D. Rest Days

1. Each Post-season team is to receive one (1) day of rest between games #2 and #3 and if necessary between games #5 and #6.

E. One-Game playoffs:

1. Although this is an extension of the regular season, all players that are overused after 162 games are ineligible for the one-game playoff (game 163). Their playoff usage will be determined by rule 15.

2. Any overusage that might be incurred as a result of any one (1) or three (3) game playoff series will not be counted towards any regular season overusage penalties.

14. Post Season player usage

A. Batters

1. Batters may only start in as many games as indicated below, but they may freely pinch-hit and stay in the game from the 7th inning on. Factor in bonus usage before computing the number of games a player is eligible for. Subtract games eligible to start by 2 for any best-of-five series. (Players must have 100PA minimum to start a best-of-five series game.) Batters with <100PA may not start a post-season game, but may pinch-hit after the 6th inning.

- a) +500 PAs=7 Games
- b) 400-499 PAs=6 Games
- c) 300-399 PAs=5 Games
- d) 200-299 PAs=4 Games
- e) 100-199 PAs=3 Games

B. Pitchers

1. To be eligible to start a Post season Game, a starting pitcher must meet the following requirements. Subtract games eligible to start by 1 for any best-of-five series. This means you must have at least 20GS in order to start a BO5 series game.

- a) 10 - 19 M.L. games started: 1 Post Season Start
- b) 20 - 29 M.L. games started: 2 Post Season Starts
- c) 30 or more M.L. games started: 3 Post Season Starts

2. To be eligible to relieve a Post season Game, a starting pitcher must meet the following requirements. Rules for relievers apply for all levels of post season play.

- a) 60 or more M.L. games relieved: 6 post-season games
- b) 50-59 M.L. games relieved: 5 post-season games
- c) 40-49 M.L. games relieved: 4 post-season games
- d) 30-39 M.L. games relieved: 3 post-season games
- e) 10-29 M.L. games relieved: 2 post-season games
- f) 9 or fewer M.L. games relieved: may not be used in post-season

3. Rules 14 B.1 and 14 B.2 are calculated separately from each other.

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4. Starters who do not start may be used in relief. Convert a starter's total M.L. appearances into the above formula for post-season appearances allowed.

5. Any starting pitcher needs at least two (2) games/days rest between starts. However, if that pitcher is still rated as TIRED, he must pitch at that rating.

15. Post Season Overuse penalties

A. Regular Season over usage

1. During any post-season games, any regular season overuse penalties will be applied to batters and pitchers.

B. Batters

1. During any post-season games, any regular season over usage carries over to the post-season. All at bats over the specified league playing limits would be subtracted from that players eligible post season at bats. For calculation purposes, each five (5) at bats overage is the equal to one (1) game.

C. Pitchers

1. All appearances over the specified league playing limits would be subtracted from that player's eligible post-season appearance.

D. Example

1. Player X is overused in the regular season by 20 at bats and his team reaches the post-season play. Take $20/5=4$ games. This player would then have 4 games subtracted from his post-season play eligibility.

16. Draft Order Ties

A. Ties will be broken as follows:

1. Team vs. Team record. Worst record wins the tie.
2. Season Runs scored. Fewest runs scored breaks the tie.
3. A coin toss by the Commissioner.

Attachment 1. Lottery Rules/Procedures

LOTTERY RULES

The top (4) picks in the lottery will be based on the results of the Evening Illinois Pick 3 Lottery. The order of the lottery will be determined as follows:

Top Overall Pick (Based on the 1st Number) of Illinois pick 3 lottery

Lowest Wins – If number is 1,3,7,9 then team gets 1st pick

Second Lowest Wins – If Number is 2, 4 or 6 then team gets 1st pick

Third Lowest Wins – If Number is 5 or 8 then team gets 1st pick

Fourth Lowest Wins- If number is 0 then team gets 1st pick

Second overall pick (Based on the 2nd Number) of Illinois pick 3 lottery

Lowest Wins Remaining – If number is 1,3,5,7,9 team gets 2nd pick

Second Lowest Wins Remaining – If Number is 2, 4, 6 team gets 2nd pick

Third Lowest Wins Remaining – If Number is 0 or 8 team gets 2nd pick

****NOTE:IF THE TEAM WITH THE WORST OVERALL RECORD HAS NOT GOTTEN THE FIRST OR SECOND PICK AFTER THE FIRST TWO PICKS ARE MADE, THEY WILL AUTOMATICALLY BE AWARDED THE 3RD PICK AND THE OTHER REMAINING TEAM PICK 4.**

Third overall pick (Based on the 3rd Number) of Illinois pick 3 lottery

Lowest Wins Remaining – If number is 0,1,3,5,7,9 Gets Third pick

Second Lowest Wins Remaining – If Number is 2,4,6,8 Gets Third pick

Fourth Overall Pick....Whatever team is left.