

10.F. Expansion drafts

For the 1961 Expansion Draft

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-60 teams will be allowed to protect 15 players prior to the Round 1 of the 1961 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing teams unprotected rosters in a snaked format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 14 players.

c. Existing teams will lose a maximum of 2 players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Round 1, their roster will be locked down, they will be allowed to pull back (2) two more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (3) players before they are locked down.

b. Round 2 will be a snaked format (reverse of Round 1).

c. The Expansion teams will be allowed to draft until their roster reaches 35 Players.

3. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1961 expansion season.

b. Expansion teams will pick 1-2 in all rounds the Rookie Draft during 1961 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1960 World Series, in which current teams may make trades.

For the 1962 Expansion Draft

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-60 teams will be allowed to protect 15 players prior to the Round 1 of the 1962 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing teams unprotected rosters in a snaked format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 16 players.

c. Existing teams will lose a maximum of 2 players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Phase 1, their roster will be locked down, they will be allowed to pull back (2) two more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (3) players before they are locked down.

****NOTE** (Players from the 1961 Expansion Teams will not be eligible to be selected in Round 2 - They will only lose 2 players each in Round 1)**

b. Round 2 will be a snaked format (reverse of Round 1).

c. The 1962 Expansion teams will be allowed to draft until their roster reaches 37.

3. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1962 expansion season.

b. Expansion teams will pick 1-2 in all rounds the Rookie Draft during the 1962 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1961 World Series, in which current teams may make trades.

For the 1969 Expansion Drafts

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-60 teams will be allowed to protect 15 players prior to the Round 1 of the 1969 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing team's unprotected rosters in a snakes format (1-2-3-4-4-3-2-1-1-2-3-4-4-3-2-1) until each Expansion team has a roster of 18 players

c. Existing teams will lose a maximum of (4) players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Phase 1, their roster will be locked down, they will be allowed to pull back (2) one more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (4) players before they are locked down.

b. Round 2 will be a snakes format (reverse of Round 1).

c. The Expansion teams will be allowed to draft until their roster reaches 36.

4. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1969 expansion season.

b. Expansion teams will pick 1,2,3,4 in all rounds the Rookie Draft during the 1969 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1968 World Series, in which current teams may make trades.

For the 1977 Expansion Draft

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-2 teams will be allowed to protect 15 players prior to the Round 1 of the 1977 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing team's unprotected rosters in a snaked format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 22 players,

c. Existing teams will lose a maximum of 2 players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Round 1, their roster will be locked down, they will be allowed to pull back (2) two more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (2) players before they are locked down.

b. Round 2 will be a snaked format (reverse of Phase I).

c. The Expansion teams will be allowed to draft until their roster reaches 36. Some teams may lose less than 2 players in this round.

3. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1977 expansion season.

b. Expansion teams will pick 1-2 in all rounds the Rookie Draft during 1977 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1976 World Series, in which current teams may make trades.

For the 1993 Expansion Draft

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-4 teams will be allowed to protect 15 players prior to the Round 1 of the 1993 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing team's unprotected rosters in a snaked format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 24 players,

c. Existing teams will lose a maximum of 2 players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Round 1, their roster will be locked down, they will be allowed to pull back (2) two more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (1) players before they are locked down.

b. Round 2 will be a snaked format (reverse of Round 1).

c. The Expansion teams will be allowed to draft until their roster reaches 36.

3. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1993 expansion season.

b. Expansion teams will pick 1-2 in all rounds the Rookie Draft during 1993 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1992 World Series, in which current teams may make trades.

For the 1997 Expansion Draft

Expansion will be performed in two phases:

1. ROUND 1 Expansion

a. Existing SPB-4 teams will be allowed to protect 15 players prior to the Round 1 of the 1998 Expansion Draft.

All players on a roster will be eligible for the expansion draft, including un-carded players. There will also be no 10-5 or Military exemptions for the expansion draft.

b. The Expansion teams will draft players from the existing team's unprotected rosters in a snaked format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 26 players.

c. Existing teams will lose a maximum of 2 players to the Expansion draft in Round 1 before their roster is locked down.

d. Once an existing team has lost their max number of players for Round 1, their roster will be locked down, they will be allowed to pull back (2) two more players for protection.

2. ROUND 2 Expansion

a. Round 2 of the Expansion Draft takes place after the Existing teams have submitted (2) additional pullbacks. In Round 2, no team may lose more than (1) players before they are locked down.

b. Round 2 will be a snaked format (reverse of Round 1).

c. The Expansion teams will be allowed to draft until their roster reaches 39.

3. Rule Changes during Expansion Seasons:

a. There will be NO Rule 5 Draft prior to the Rookie Draft during the 1997 expansion season.

b. Expansion teams will pick 1-2 in all rounds the Rookie Draft during 1993 Rookie Draft, reverse order of the 1st Round of expansion draft. Each round will be snake format. Expansion teams will not be allowed to make trades until the completion of the expansion draft.

c. There will be a (2) Week Trading Period in each season prior to the Expansion draft and rosters being frozen, following the 1996 World Series, in which current teams may make trades.