

## 9.I. Expansion Drafts

### 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 snake 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 snake 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 1<sup>st</sup> 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.

## 9.I. Expansion Drafts

### 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 14 carded 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 snake format (1-2-2-1-1-2-2-1-1 etc.) until each Expansion team has a roster of 30 players,

c. The expansion teams will each be allowed to select (1) player per team in Round 1. Then each team will be permitted to "pull back" 1 player

d. In Round 2, expansion teams will again select (1) player from each team. Then again, each team will be permitted to "pull back" 1 player.

e. The final round will allow expansion team to pick (1) more player from each team, then it will be completed.

So at the end of expansion, each of the current teams will all have lost 3 players each (and no more than that(. And expansion teams will have a roster or 30 player each.

f. 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.

g. Additional: in addition to getting the top 2 selections in each round of the 1977 Draft, they will also be guaranteed the 1<sup>st</sup> two selections in Round 1 of the 1978 Draft as well, in reverse of 1977. So the team that wins the first pick in the Expansion Draft, will draft 2<sup>nd</sup> in the 1977 Rookie Draft, and 1<sup>st</sup> in the 1978 Rookie Draft, while the other expansion team will draft 2<sup>nd</sup> and 3<sup>rd</sup> in the snake Expansion Draft, while getting the 1<sup>st</sup> pick in 1977 Rookie Draft and 2<sup>nd</sup> Pick in 1978 Rookie Draft.

## 9.I. Expansion Drafts

### 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 snakes 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 snakes 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 1<sup>st</sup> 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.

## 9.I. Expansion Drafts

### For the 1997 Expansion Draft

Expansion will be performed in two phases:

#### 1. ROUND 1 Expansion

a. Existing SPB-1 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 snakes 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 snakes 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 1<sup>st</sup> 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.