



Seasons

Past Baseball League Constitution

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1. Preamble: The leagues currently covered by this Constitution were established for the enjoyment of owners who have an express interest in the players and traditions of Major League Baseball's bygone eras. The Leagues covered by this Constitution are:

- 1.1. SPB-1 - established with the 1954 Season
- 1.2. SPB-2 - established with the 1946 Season
- 1.3. SPB-3 – established with the 1927 Season
- 1.4. SPB-4 – established with the 1970 Season
- 1.5. SPB-60 - established with the 1948 Season
- 1.6. SPB-X – established with the 1927 Season

1.6. We use the most recent version of Diamond Mind Baseball (“DMB”), currently V.12, and DMB’s commercially-available season disks. We will always try to use the latest version of each DMB season.

2. League Structure/Offices

2.1. Commissioner:

- 2.1.1. Grants and revokes franchises, resolves disputes, and conducts all business in the best interest of the league.
- 2.1.2. Provides all managers with the appropriate player disk.
- 2.1.3. Schedules League events.
- 2.1.4. Acts as tiebreaker for Rules Committee
- 2.1.5. Takes any disciplinary action as required.
- 2.1.6. Appoints League Officials.
- 2.1.7. Will collect dues from all league members on an “as-needed” basis.

2.2. League President Duties:

- 2.2.1. Resolve any game protests or disputes.
- 2.2.2. Ensure that all league deadlines are adhered to.
- 2.2.3. Make disciplinary recommendations to the Commissioner for any league rule violations.
- 2.2.4. Serve on the Rules Committee.

2.3. Statistician Duties:

- 2.3.1. Collect and distribute all league series files.
- 2.3.2. Maintain official SPB league computer files.
- 2.3.3. Name SPB monthly award recipients.
- 2.3.4. Assist League members with questions stemming from the stat collection process.
- 2.3.5. Serve on the Rules Committee.

2.4. Rules Committee: 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.

- 2.4.1. In any general league vote, a simple majority is required for the passage of any measure.
- 2.4.2. 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.
- 2.4.3. Any league member may initiate a change to the league constitution by submitting a WRITTEN PROPSAL to the Commissioner.
- 2.4.4. 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.
- 2.4.5. The term of office for these league officers is for as long as they wish to serve.
- 2.4.6. 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.
- 2.4.7. The Rules Committee will also oversee all trades made by first-year SPB managers as to the fairness of the trade.
 - 2.4.7.1. A majority of the Rules Committee (6 out of 10) 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.

3. League Organization

3.1. General

3.1.1 We shall follow the traditional MLB two-League (and in some cases 2 division format), American and National, with each league sending its League Champion to a post season World Series to determine the champion for that season. The number of Divisions and Playoff Teams will be determined based upon the era of the league, preferably attempting to follow the MLB era formats. However, the individual leagues may decide to vary depending on the preferences of the Commissioner and owners.

3.2. Number of Teams: The number of teams in a league in each season will be determined by the actual number of MLB Teams in that season, with each post-1961 league using a "minus 4" number of teams, **while the pre-1961 leagues using a "minus 2" number of teams format**. When MLB expands, the Leagues will expand. However, the Commissioner has the flexibility to delay expansion or spread it out with discretion.

3.3. Expansion: Please see Appendix A for the Expansion Draft Rules we have historically used

3.4. Game Settings

3.4.1. Injuries off

3.4.2. No Bullpen warm-up

3.4.3. Weather effects are on

3.4.4. Clutch and Jam rating are on

3.4.5. The Era used will be a composite of the AL and NL for the applicable year

3.4.6. The Designated Hitter rule (in both Leagues) will be in effect beginning with the 1973 season. (The Universal DH is being applied to both leagues because we are playing -4 teams, so that more position players can be used)

3.4.7. Pre-1960 leagues will operate on a 154-game schedule, while the Post-1960 leagues will operate on a 162-game schedule.

3.4.8. Seasons Past will be played using the latest version of Diamond Mind Baseball Game.

3.5. Team Names: Are at the option of the applicable manager, however it is assumed that good taste will prevail. Teams generally should have a city/state or regional name followed by a nickname.

3.6. Stadiums: Stadiums can be changed annually, but cannot be made after the start of a season's current draft. Changes will be allowed on a "first come, first served" basis, with priority given to a team which hasn't made a recent stadium change and/or the team with the worst prior season record.

3.7: League Dues:

3.7.1: SPB league dues will be collected on an as-needed basis. Managers are encouraged to contribute when asked.

3.7.2: SPB enforces all copyright laws with respect to all Diamond Mind products. Consult the DMB web page for additional information.

3.7.3: 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.

4. Weekly Series Play

4.1. Series Play

4.1.1. ALL teams will send an opening day MP to the league statistician prior to the start of the season.

4.1.2. MP's may be changed once a week prior to the release of the playball file (but are not required). Updated MP are due by Friday night at Noon EST.

4.1.3. Any Free Agent Drop Adds are also due by Friday at Noon EST. An Updated MP should be sent to reflect any changes made.

4.1.4. All Season Series will be 5-7 Game Series player on a weekly basis. Playball Files will be sent on Friday's during the season, and results are due back to the League Statistician no later than Wednesday of the next week by Noon EST. Any games not played by the home team will be simmed by the League Stat.

4.1.5. MP's no longer need to be sent to each team with weekly play. They should only be sent to the league statistician when changes are needed. If no MP is sent, it is assumed your current MP is fine and that the next series is ready to be played on the Playball file.

4.1.6. Once the Playball file is sent out, home managers are free to play that series for week.

5. Draft Process

5.1. Rule 5 Draft: The Rule 5 Draft will occur after each team cuts their rosters to 27 players. Uncarded Players do NOT have to be protected as part of the 27. Rosters will be frozen until the completion of the Rule 5 draft. (Pre-1961 Leagues will cut to 21 players prior to Rule 5 draft start). Teams will be seeded for the annual entry draft as follows:

5.1.1. Order determination:

5.1.1.1. Teams not qualifying for the postseason, from worst to best based on regular season winning percentage

5.1.1.2. Teams losing in the first round of the postseason, from worst to best based on regular season winning percentage

5.1.1.3. Teams losing in the second round of the postseason (if applicable), from worst to best based on regular season winning percentage; repeat for each additional postseason round;

5.1.2. The Rule 5 Draft will be a (3) three round, all email draft, with each team will selecting one (1) player per round via email until each team has selected three (3) players.

5.1.3. Rule 5 Draft will consist of ALL players cut, as well as any leftover free agents from the year prior, as well as any players lost to the use or lose rule the season prior.

5.1.3.1. 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.

5.1.3.2. Military/Uncarded players will not count against the number of players a team may protect and will not be eligible for selection in Rule 5.

5.1.4. Any players they are not protected are permanently lost to that franchise and returned to the free agent pool if not selected in the Rule 5. (Pre-1961 Leagues: Any player not selected in Rule 5 draft will be returned to their teams.)

5.2. Rookie Draft Lottery:

5.2.1. Lottery Team determination: Four (4) or Six (6) teams with the lowest winning percentage.

5.2.2. Lottery Team Disqualifications:

5.2.3. Lottery Rules: The top (4) or (6) picks in the lottery will be based on the results of the Evening Illinois Pick 3 Lottery. See Attachment for complete Lottery rules.

6. Annual Rookie Draft

6.1. Rookie Draft Order Determination: Teams will be seeded for the annual entry draft as follows:

6.1.1. A (4) or (6) Team Lottery depending on league will determine the draft order for the first 4-6 spots of the 1st round of the rookie draft.

6.1.2. Remaining Teams not qualifying for the postseason, from worst to best based on regular season winning percentage.

6.1.3. Teams losing in the first round of the postseason, from worst to best based on regular season winning percentage.

6.1.4. Teams losing in the second round of the postseason (if applicable), from worst to best based on regular season winning percentage. Repeat for each additional postseason round.

6.1.5. The following tiebreakers will be used for draft seeding. If three or more teams are tied, use tiebreakers 2 and 3 only.

6.1.5.1. Team with fewer head-to-head wins drafts before the team with more; if still tied then

6.1.5.2. Team with smaller run differential drafts before the team(s) with greater; if still tied

6.1.5.3. Coin flip

6.2. Eligible Players: All players that are not on a team's protected list are eligible for the draft. There are no minimum playing time requirements for eligibility. (Pre-1961: only new debuts and players lost to use or lose will be eligible.)

7. Team Rosters

7.1. Regular Season Rosters

7.1.1. Rosters will consist of 36 players plus any additional uncarded players a team might have.

7.1.2. Active rosters for each series will be a maximum of 27 players and a minimum of 24 players. (Pre-1961: Active rosters for each series will be limited to 25 players max.)

7.1.3. Active rosters may never contain uncarded players or players who have reached 105% of PA/BF. Players will be farmed by the commissioner once they reach 105%. (Pre-1961: See player limits below for more information.)

7.1.4. Active rosters must always meet the following position distribution requirements; 9 pitchers (including at least 4 with a starting pitcher rating), 2 catchers and coverage at all other positions.

7.1.5. Active rosters may be modified at the start of each series but CANNOT change between games of a series.

7.1.6. Beginning with the first series whose first game is in September, all players can be on the active roster, except for uncarded players and players that have reached 105% of PA or BF. (Pre-1961: See player limits below for more information.)

7.1.7. 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.

7.2. Roster Management

7.2.1. Assignment of Fielding Ratings

7.2.1.1. In order to receive a fielding rating in SPB, a player must have:

7.2.1.1.1. Made one (1) game at that position, or have been given a rating by DMB.

7.2.1.1.2. 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.

7.2.1.2 Players with 400 or more plate appearances will NOT be rated at any position for which they played FOUR (4) or fewer games.

7.2.1.2.1. This may entail the removal by the league office of ratings assigned by Diamond Mind.

7.2.1.2.2. Players who were primarily used as designated hitters are not affected by this rule.

7.2.1.2.3. Players with fewer than 400 plate appearances will be rated at fielding positions as outlined in Rule 1 above.

7.2.1.3. Players rated to play an outfield position may play at any outfield position. DMB will automatically adjust their non-rated positional ratings accordingly.

7.2.1.4. Except as required in emergency situations, players may play in the field only at positions for which they have been rated.

7.2.2. During the season there are only two ways to make a roster legal per rule 7.1.2. if it isn't possible with the current makeup of active players.

7.2.2.1. Via trade if the trading deadline hasn't passed.

7.2.2.2. Free Agent pickup which requires a subsequent player cut to maintain the 36-man roster maximum.

7.2.3. Prior to releasing a Playball file for a series (which will occur on Friday's), the Commissioner has the authority to add Free Agent players to a roster for a team to meet the requirements outlined in Rule 7.1.2.. He will follow-up with an email to the owner asking which players are to be cut. Should he not receive a response prior to the next Playball, the Commissioner will make the decision.

7.2.4. Should a situation occur where there are no Free Agent options in the pool of available Free Agents, the Commissioner has the discretion to allow a mediocre player (batters with a batting average below .235 or ERA above 4.50) **to exceed the league-mandated usage levels through the end of the season**, that would play at "replacement player" level.

7.2.5. Once a player reaches 105%, that player will be farmed for the next weeks playball file and may not be used again unless team reaches the post season. **(Pre-1961: See player limits below for more information.)**

7.2.6. Teams are advised to address potential roster usage issues prior to the start of a season.

7.3. Postseason Rosters

7.3.1. Postseason active rosters will consist of 27 players. **(Pre-1961: Active rosters for each post season series will be limited to 25 players max.)**

7.3.2. Active rosters may be modified between postseason rounds but not between games of a postseason series.

7.3.3. At the end of each postseason game, any player reaching 7% usage must be farmed for the remainder of that postseason series. A player farmed during a playoff series will be eligible for any subsequent postseason series. When a player is farmed, no replacements can be made.

7.4. Rule 5 Protected List

7.4.1. Each team may carry over no more than 27 players to the following season, not including "uncarded"; Any players left unprotected will no longer be on that teams' rosters and included in the draft pools. **(Pre-1961: Pre-Rule 5 carded limit is 21 players.)**

7.4.2. One month prior to the Rule 5 Draft, the commissioner will issue a Pre-Cut database for the upcoming season. Teams are responsible for checking the accuracy of their roster and reporting any missing players, including uncarded players, to the commissioner.

7.4.3. There will be a trading period of roughly 14 days for teams to execute trades and pare down their rosters. At that time, they will submit their Protected List of 27 **(Pre-1961: 21)** players to the commissioner and all trading will cease until the start of the draft. The commissioner will then issue a Rule 5 Draft database and the draft will commence via email.

7.5. Rookie Draft

7.5.1. At the completion of the Rule 5 Draft, trading may commence.

7.5.2. The Rookie Draft will be held live in the SPB Chatroom and/or Zoom.

7.5.3. The Rookie Draft will consist of 6 rounds.

7.5.4. At the end of the Rookie Draft, it is possible that team will exceed the maximum of 36 Roster spots depending on the number of draft choices they have. If a team exceeds 36, it will be required to cut down their roster to 36 immediately following the completion of the draft.

7.5.4. Any team that does not have 36 players after the completion of the Rookie Draft will be required to add Free Agents, to bring their active roster to 36 players.

7.5.5. All roster must remain at 36 players at this point until the end of the season.

7.6. Restrictions on Protected Players: All batters with 50 or more real-life Plate Appearances and pitchers with 50 or more real-life Batters Faced must reach at least 50% usage in order to be protected for next season. **Those batters not meeting this qualification will be lost to the upcoming rookie draft.**

8. Trading

8.1. In-Season Trading

8.1.1. The trading deadline will be July 31st of the current season; adjusted to coincide with the end of a series the week that July 31st occurs. Trades can be made prior to the issuance of the next series "Playball" file.

8.1.2. A trade needs to be reported to the Commissioner by both managers prior to being effective. The Commissioner will have the power to block trades that appear to be unduly lopsided.

8.1.3. Teams may not trade "Players to Be Named Later" or any form of future consideration other than draft picks.

8.1.4. Draft picks can be traded with the following limitations:

8.1.4.1. During the season, only draft picks for the next scheduled draft may be trade.

8.1.4.2. Once the season is completed, draft pick for that season, as well as the following season, may be traded. See 8.2.1.

8.1.4.2. Only draft picks within the 6 rounds may be traded as the "official draft" length will not be longer than 6 rounds.

8.1.5. A trade that puts a team roster at over the 36-man limit must immediately cut players to reduce the roster to the 36-man limit.

8.1.6. If a trade puts a team under the 36-man roster, it may then submit a Free Agent pickup request to bring the roster back to 36 players.

8.2. Off Season Trading

8.2.1. Trades involving both upcoming season draft picks and the following season draft may be completed immediately after the conclusion of the World Series. Example: Upon completion of the 1971 World Series teams may make traded involving both 1972 and 1973 picks.

9. Free Agent Signings

9.1. Regular Season

9.1.1. Free agents may be claimed at any time during the regular season.

9.1.2. Free Agents will be granted on a first-come, first-serve basis using date stamp on the email request.

9.1.3. Free Agent signings must be accompanied by a corresponding roster cut to remain at the roster limit.

9.1.4. Free Agents signed may be protected in the following season.

9.1.5. A released player may not be re-signed as Free Agent by their former team in the same season.

9.1.6. Free Agents must be claimed before a team's final game in August has been played in order to be eligible for postseason play.

10. Player Usage Restrictions

10.1. Regular Season Batter Usage

10.1.1. Player usage is restricted to 105% on the DMB Usage Meter (PA). (Pre-1961: 110% for non-catchers, and 115% for all catchers. Bonus batters hitting .234 and under are allowed 200% of PA)

10.1.2. Players reaching 105% (Pre-1961 110%/115%/200%) must be "farmed" for the remainder of the regular season. They will still be available for post-season play.

10.1.3. Owners are expected to manage their Active Roster's accordingly.

10.2. Regular Season Pitcher Usage

10.2.1. Pitcher usage is restricted to 105% on the DMB Usage Meter (BF). (Pre-1961: 115%. Bonus pitchers with an ERA at or above 4.50 will be allowed 200% BF)

10.2.2. Pitchers reaching 105% (Pre-1961: 115%/200%) must be "farmed" for the remainder of the regular season. They will still be available for post-season play.

10.2.3. Any Starting pitcher who pitched in relief in real life play may be used to start or relieve in DMB play. If they did not receive a relief rating in the game, the commissioner will assign a relief rating of "AV." Pitchers used in this manner are still required to meet 50% of their batters faced, or be subject to loss.

10.2.4. Pitchers who only relived in real life MAY NOT be used as a SP in league play.

10.2.4. Owners are expected to manage their Active Roster's accordingly.

10.3. Playing Positions

10.3.1. Players can only be used at their DMB-rated positions, with the following exception:

10.3.1.1. Corner outfielders can be played at either corner, even if rated at only one, and Centerfielders can be played at all 3 outfield positions.

10.3.2. If a manager feels DMB omitted to rate a player at a position that he played, the Commissioner will review such a situation. The Commissioner's judgment will be final and to be approved at a position not rated by DMB, the player should have played at least the equivalent of two full games at that position. If the Commissioner rules that DMB erred, the player will be given both a Range and error rating at that position.

10.3.3. The Designated Hitter rule will be in effect in both Leagues beginning with the 1973 season.

11. Post Season Play

11.1. The Leagues will follow a two-league format with the American and National League winners participating in the World Series. If teams are tied in the standings there will be a 3-game series to determine the divisional champions. After Expansion in 1961 SPB-60 will transition to a two league, four division format. Following Expansion in 1969, SPB-2, SPB-1 and SPB-4 will adopt a two league, four division format with each league having 2 Wild Card Teams. All Series will be best of 7.

11.2. At the conclusion of the Regular Season there will be a 7-game World Series between the American and National Leagues. All post-season series will follow a 2-3-2 format.

11.3. Post Season Home Field Advantage

11.3.1. Best Regular Season record.

11.3.2. Head to Head.

11.3.3. Best road record.

11.3.4. Coin toss.

12. Rules Changes:

12.1. There may be items that owners wish to add or change in the current constitution. Items deemed by the commissioner to be a change to the existing rules will be put to a vote and will require a 2/3 majority of the owners of all affected leagues for passage. Items deemed to be an addition require only a simple majority. The commissioner also reserves the right to update the constitution for clarification or to close a perceived loophole as long as there is no material negative or positive impact on any individual team or league as a result. On all issues, the commissioner will not vote unless needed to break a tie.

Appendix A – Expansion Drafts

Appendix B – Lottery Rules

APPENDIX A: 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 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 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 trade

APPENDIX B: Lottery Rules

The top (6) picks in the lottery will be based on the results of the Illinois Evening Pick 3 Lottery. The order of the lottery will be determined as follows:

The first overall pick will be determined from the following numbers from the pick 3 lottery. Since each number in the 3 digit is drawn independently (meaning that if a 5 is chosen with the first digit, it can still be available to choose with the second and third) Then you can use all 3 numbers from a single drawing in any combination.

1st Overall Pick - (Based on Illinois Evening lottery 3-digit number)

Lowest Wins - 000-345 - **34.6%**
Second Lowest Wins - 346-614 - **26.9%**
Third Lowest Wins - 615-768 - **15.4%**
Fourth Lowest Wins - 769-883 - **11.5%**
Fifth Lowest Wins - 884-960 - **7.7%**
Sixth Lowest Wins - 961-999 - **3.9%**

After the first team is selected the top 5 teams will draw from the second and third number using 100 chances (00-99). That way the first digit isn't used as the starting point the entire time.

2nd Overall Pick - (Based on Illinois Evening Lottery last 2 digits of the pick 3)

Lowest Wins - 00-35 - **36%**
Second Lowest Wins - 36-63 - **28%**
Third Lowest Wins - 64-79 - **16%**
Fourth Lowest Wins - 80-91 - **12%**
Fifth Lowest Wins - 92-99 - **8%**

***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 MOVE TO THE NEXT SELECTION.*

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

Lowest Wins – If number is 1,3,7,9 then team gets 3rd pick
Second Lowest Wins – If Number is 2, 4 or 6 then team gets 3rd pick
Third Lowest Wins – If Number is 5 or 8 then team gets 3rd pick
Fourth Lowest Wins- If number is 0 then team gets 3rd pick

***NOTE: IF THE TEAM WITH THE 2nd WORST OVERALL RECORD HAS NOT GOTTEN THE SECOND OR THIRD PICK AFTER THE FIRST THREE PICKS ARE MADE, THEY WILL AUTOMATICALLY BE AWARDED THE 4th PICK AND MOVE TO THE NEXT SELECTION.*

4th 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 4th pick
Second Lowest Wins Remaining – If Number is 2, 4, 6 team gets 4th pick
Third Lowest Wins Remaining – If Number is 0 or 8 team gets 4th pick

5th 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 5th pick
Second Lowest Wins Remaining – If Number is 2,4,6,8 Gets 5th pick

6th Overall Pick....Whatever team is left.