

2008 Continuing Baseball League Rules

1) Each year you will keep 13 players from your team. The remaining rounds of the draft will go in REVERSE order of the previous year's final standings in EVERY round (except that regardless of won-loss record, the league's playoff winner will pick last, and the other division winner(s) will pick 2nd to last.) If you are joining a new continuing league that is just being formed then obviously there are no players to protect from last year! In that case **the first year's draft** goes in a 'snake' pattern, with team 1 drafting first in round 1 and last in round 2, first in round 3, last in round 4, etc. Then in the 2nd year of the league and beyond the draft will go in reverse order of the previous year's standings.

Also, you have to use all your protected spots; you can **not** just protect 11 players and get the first 2 picks in the draft. (However, you CAN trade protected spots - more on that below.) Among tied teams, we use the team number as a tie-breaker. This upcoming year (for the 2008 draft for **existing** leagues), the tie-breaker is that the lower (smaller) numbered team among tied teams drafts first in round 14 (the first 'real' round of drafting after the 13 rounds of keepers.) The tie-breaking order does flip-flop each round, so the higher number team among tied teams drafts first in round 15, etc., etc. The tie-breaker also switches every year - in 2009 the higher numbered team among tied teams will draft first in round 14.

NOTE: Any players that come over to your major league will be available in the next year's draft, meaning your round 14 pick can be VERY valuable! (Round 14 is the first round of the second stage, which is the first round of 'real drafting', since the first 13 rounds are spent on protecting players.) For instance, with Dan Haren being traded to the NL, whomever gets to pick first in an NL continuing draft in 2008 (the first pick in the 14th round) would get to pick Haren if they like. So do not trade away your round 14 picks without getting a lot of value in return!

2) In addition to your 13 regular players protected every year, you can also protect any '**Scoresheet minor leaguers**' you have on your roster. A '**Scoresheet minor leaguer**' is a player who at the **end** of the season still has less than 70 career major league at bats, or less than 25 career major league innings pitched. (*Scoresheet* 'minor leaguers' have an asterisk next to their name in your league roster print-out.) Each minor leaguer costs you one of your draft picks - if you protect one you lose your 35th round pick, if you protect 2 you lose your 34th and 35th round picks, if you protect 3 you lose your 33rd, 34th and 35th round picks, etc. etc. (**NOTE: If you've traded away a late pick then you lose your next pick instead. It is **only** your own team's picks you lose for protecting minor leaguers - if you have traded for other team's late picks they can not be used as the lost draft pick when you protect 'minor leaguers'.) You CAN also protect as many minor leaguers as you like with your 13 regular protected spots if for some reason you want to do that.

3) On your protected list at the start of each season you can keep a maximum of 2 players that show up on the other league's player list (players who have been traded to the other league during the year.) **If some of your players are traded to the other league during the season that is OK, you can finish out the year with them.** But at the start of each year you will only be allowed to **protect** a maximum

of 2 players that have signed with the other league as part of your 13 protected players. If a player has switched major leagues, and is not protected by his owner, then he is out of your league. **NOTE:** Minor leaguers you keep **do NOT** count against the limit of 2 'other league' players even **if** they are on the other league's Scoresheet player list.

4) You can trade draft picks, and you can also trade protected spots. But draft picks and protected spots can be **at most** one year in the future when you trade them. For example, once your league has drafted round 18 in 2008, you can trade for a 2009 round 18 pick. But in 2008 you can not trade for year 2010 picks, and you can not trade for 2009 picks until that round of the draft has been held in 2008. Also, if you trade away one of your protected spots it simply means you get to only protect 12 players, and the team you traded the protected spot to gets to protect 14 players. Note - you can **NOT** make trades for players to be named later (they are too tough to review for fairness.) And finally, you can **not** 'rent' players. Deals such as: "I'll give you Manny for the rest of the season, and then you give him back, plus a draft pick" are definitely NOT allowed!

5) In continuing leagues, for round 14 (the first round of drafting in the second stage), roster balancing will NOT be in effect! This means that even if you protect 6 pitchers, you could still draft a pitcher with your first pick, or a 5th OFer, or whatever you are trying for. (There is no roster balancing for the entire 14th round - if you have traded for an extra 14th round pick there is no roster balancing on that pick either.) Roster balancing WILL kick back in starting with the 15th round.

We've made these rules in response to requests from a majority of continuing owners. I'm sure some of you want to keep more players, some want less. But keeping 13 keeps the draft interesting (there are plenty of players worth drafting), plus makes the decision who to cut a tough one. And by keeping 13 you still retain your team's basic character. Best of luck during the draft - Have Fun!