Add/Drop Roster Adjustment Rules

Twice annually, early in the first half of each season, the MMDBL has what it calls the "Add/Drop Roster Adjustment." As the name implies, this enables each team to permanently add a player to their 40-man roster and permanently drop a player from their roster.

For some teams, it is an opportunity to adjust the roster mix based on perceived needs after playing a number of games. For others, it is an opportunity to drop a guy they're not really going to use in favor of a player who may produce a usable card for the next season.

Add/Drop typically happens after games 18 and 27. This may be adjusted year-to-year based on the Commissioner's availability to administer the draft over the course of a weekend. The Commissioner will announce the exact timing with at least 72 hours advance notice. **The entire Add/Drop process is administered through Slack.**

Rules overview:

- The Add/Drop order will be based on worst-to-first (record, run differential, runs allowed, 6-sided dice roll).
- Teams not at the required games mark will pick after the teams that are at the required games mark.
- Teams that have played ahead and are beyond the required games mark are ineligible to participate.
- Teams are not required to participate – to opt out, simply choose not to make a selection.
- Only ZXFA players may be selected.
- Players who are dropped may not be claimed by another team in the current Add/Drop session but would be available in the next Add/Drop session.
- ZZZNA players who are dropped will go into the ZZZNA pool and not be eligible for Add/Drop or as DL claims.
- If you have a DL claim on your 40-man roster, you can choose to retain them as the "Add" but must announce the "Drop." At the conclusion of Add/Drop, you then can make another DL claim provided a roster slot remains open.

Process overview:

- The Add/Drop process will typically start on a Friday night and end on a Sunday morning, so teams that wish to participate should not play any games during that time window.
- All Adds and Drops will be processed by Sunday night by 7 pm CT. Games can resume after that time.
- The Commissioner will post an Add/Drop claim order grid in Slack and announce the start of the Add/Drop claim period.
- The grid will be segmented into 4 groups – Group A (teams 1-5), Group B (teams 6-10), Group C (teams 11-15), Group D (teams 16-20).
- A time window for each group will be specified (e.g., Friday 6 pm through Saturday 10 am, Saturday 10 am through Saturday 6 pm, etc.)

- When your group is "in the window" you can make a selection by posting in Slack the player you're adding and the player you're dropping (e.g., Add John Doe, P, TEX; Drop Joe Schmoe, 1B, COL).
- If there are multiple claims on the same player, the player will be awarded to the higher claim slot on the grid. The other team(s) will have the opportunity to make a different claim.
- If your window has passed, you can make a claim at any time before the end of the Add/Drop process. You will simply be considered as participating in the window in which you make your claim.
- The Commissioner will publish the final Add/Drop results in the "Add/Drop" tab of the Master Database ("Master DB").

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