

MMDBL Roster Management Overview

Overview

- Our roster management guidelines are designed to:
 - Give teams flexibility to deploy short-, intermediate- or long-term competitive strategies
 - Maximize the interest of teams that are struggling in their current season
 - Maintain connection and interest in the off-season
- We have 4 methods to manage your team roster:
 - Annual Free Agent Draft
 - In-Season Add/Drop
 - Trading
 - Disabled List (“DL”)

Team Roster

- Teams must maintain a 40-Man Roster, of which 25 may be on the Active Roster at any time.
- Players on DL are excluded from the 40-Man Roster, however, once their DL stint ends the team must immediately activate them and cut the player who replaced them into the Free Agent Pool (“ZXFA” in the league’s master database, or “Master DB”).
- All transactions must be announced by the manager on the group email list (MMBA-DLB@groups.io).
- Trades require confirmation by both managers.
- Once confirmed by the Commissioner, transactions will be entered into the Master DB and in the Dynasty League website (the “Gamesite”).
- Master DB Management:
 - The Commissioner will maintain the Master DB and post it to www.mmdbl.com/Resources whenever changes are made.
 - The Master DB will be updated at the end of MLB’s regular season to reflect players’ MLB stats, their MLB team affiliations, primary position, age and handedness (ETA: October).
 - The Master DB will be updated once the Dynasty League data sheet is released (ETA: Mid-December) with pertinent information: Limits, Starter Endurance, Relief Endurance, Jam, On/Off, Power vs LHP and RHP, hitting type (spray/pull), Clutch, and whether or not a player is carded and what his carded Team is. Players eligible for the draft will be designated as “ZXFA” in the Master DB.
- ZZZNA players are not eligible to be drafted, claimed in the Add/Drop sessions or used as DL replacements. These players are retained in the Master DB because there is a potential they may be carded in a future version of the game.

Annual Free Agent Draft

- Teams are required to reduce their rosters to no more than 23 players by the Free Agent Cutdown Deadline (published in the Off-Season Schedule) and this roster may be comprised of up to 20 players as a core plus up to 3 more players who must have “F” durability, or a designation of less than or equal to 100 at-bats versus right-handed pitching (or 30 versus left-handed pitching) or be uncarded in that year’s card set. (Note: Players eligible for **+3 Status** may also be rostered in the **Core-20 Status** players. The “+3” option enables teams to keep players who might have been injured for most of the season and it encourages them to keep prospects, as well.

- No players may remain on the DL at this time.
- The Commissioner will release the Pre-Draft Master DB within 48 hours after the Free Agent Cutdown Deadline reflecting each team's pre-draft roster and the complete draft-eligible Free Agent ("ZXFA") Pool.
- Players noted with "ZZZNA" in the Master DB are uncarded players and are ineligible to be drafted.
- No trading will be allowed until the 1st pick is announced in the Free Agent Draft.
- Draft Day details:
 - Up to 30 rounds, depending on each team's number of cuts, held over 3-4 days in January of February as specified by the Commissioner (Note: The season will run approximately from mid-February through September, followed by the playoffs.)
 - First 2 rounds are worst-to-first (tiebreakers: record, run differential, runs allowed).
 - Remaining rounds are "snake" draft style with first-to-worst beginning in Round 3.
 - Supplemental rounds after the 1st, 2nd and 5th rounds for teams that have cut 26-30.
 - Supplemental round after the 2nd and 5th rounds for teams that have cut 23-25.
 - Supplemental rounds are worst-to-first.
 - Each team must end the draft with a complete 40-Man Roster composed of carded or uncarded players retained on the roster prior to the draft. At this time, future draft picks may not occupy a 40-man roster spot as any acquired picks must have been made (or traded and made by the acquiring team.)

In-Season Adds/Drops

- The purpose of Add/Drop is to give teams an opportunity to address depth imbalances and other roster construction issues. Some teams may also use it as an opportunity to add a player from the ZXFA pool that has little current-year card value but has a chance to make the roster the next season and contribute.
- Given our 90-game season, the Adds/Drops will occur:
 - After Game 18
 - After Game 27
- Adds/Drops 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.
- You may add a player currently on your roster that you acquired as a DL Claim. In doing so, you must announce that player as your claim and immediately announce the player you are dropping. After the Add/Drop session, you may then make another DL claim to replace the player you added to your roster.

Trades

- Trades must be equal number of players or picks for equal number of players or picks.
- Only picks in Rounds 1 through 5 in the next year's Annual Free Agent Draft may be traded.
- Teams must have complete 40-Man Rosters after each trade, composed of carded players and uncarded players:
 - If a team trades picks and acquires players such that they now have more than 40 carded or uncarded players, the team must release the number of carded or uncarded players required to reduce its 40-man roster count to 40, and players released will go into the ZXFA or ZZZNA pool, as appropriate.
 - If a team acquires picks and now has less than 40 carded or uncarded players, it may sign as many players from the ZXFA pool as it wishes until it has no more than 40 carded or uncarded players on its 40-man roster. The signed players must be immediately released back into the ZXFA pool at the conclusion of the season.

- Trades are entered and effective after all teams are caught up to the same game (i.e., If a team has played ahead, the other team must demote the players it has traded until it is caught up).
- Trading deadline is Game 57 (no trading once your Team begins Game 58).
- Trading can resume at the conclusion of the World Series and until the Free Agent Cutdown Deadline, as announced and set by the Commissioner.

Disabled List

- A claim may be made at any time (even in the playoffs).
- Any injured player can be moved to the disabled list regardless of length of injury.
- Players placed on the DL must stay there for 10-days.
- You can have an unlimited number of players on the DL.
- Players may be claimed from the ZXFA list only.
- Once a player comes off of the DL, you must immediately release the player who replaced them.
- Report all DL activity to the Commissioner who will maintain a log of activity in the Master DB.

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