

2022

Fantasy Baseball Keeper League (FBBKL)

Official Rules

The league is created with the intention of it being a continuous, keeper league. The scoring system that will be used is a traditional 5 X 5 rotisserie scoring system.

I. TEAMS AND ROSTERS

1.1. There will be 12 teams competing in the Fantasy Baseball League consisting of a mix of American and National league players. Each team will consist of 30 players with four additional spots for players who are placed on the Disabled List once Yahoo! Fantasy Sports (stat service provider) lists that player on the disabled list (typically the day after they are put on MLB DL).

1.2. A team's starting roster will consist of the following players:

Hitters

- 5 outfielders
- 1 catcher
- 1 first baseman
- 1 second baseman
- 1 shortstop
- 1 third baseman
- 1 corner infielder (1B or 3B eligible)
- 1 middle infielder (2B or SS eligible)
- 2 utility players (any offensive position player)

Pitchers

- 4 starting pitchers
- 4 relief pitchers
- 4 pitchers (any combination of starters and relievers)

DL

- 5
- DL/IR players in order to discourage dumping keepers

NA

- 2
- NA spot covering any player eligible for the NA spot (Bereavement, Minor Leaguer, etc.)

Bench

- 4 bench players will be allowed. Any combination of hitters and pitchers is allowed.

1.3. The league allows roster changes (bench to active and vice versa) daily.

II. STATISTICS AND SCORING

2.1. The following criteria are used to determine team performance:

Hitters

- On Base Percentage (OBP)
- Total Runs Scored (R)
- Total Home Runs (HR)
- Total Runs Batted In (RBI)
- Total Stolen Bases (SB)

Pitchers

- Quality Starts (QS)
- Total Saves + Total Holds (SV+H)
- Composite Earned Run Average (ERA)
- Composite pitching ratio of walks and hits to innings pitched (WHIP)
- Total strikeouts (K)

2.2. Yahoo! Fantasy Sports will be the statistical service chosen and will constitute the official statistics for our league. Any problems with statistics must be reported to the Commissioner within 2 days. The league Commissioner will work with Yahoo! Fantasy Sports to resolve any statistical problem.

2.3. Performance statistics of a player shall be assigned to a rotisserie league team only when he is on the active starting roster of that team.

2.4. Statistics will be tabulated daily and available on the Internet via stat-tracker. Daily Statistics can be obtained from Yahoo! Fantasy Sports.

2.5. Even though Yahoo counts play in games towards the Fantasy Season, **we do not recognize these games as valid**. Our league winner is determined after 162 games, not counting any makeup or play-in games after 162.

2.6. The maximum number of innings pitched per team will be 1800. All pitchers active on the day a limit is reached will receive credit for their stats. So if you have 5 innings left on the last day and 4 starters going, all of the stats will count towards your total even if they go over the 5 innings you have left.

2.7. Add/Drops are NOT allowed after the last regular season game. Again, as mentioned in rule 2.5, we do not recognize play in games as part of the regular season. If a player is picked up after the last day of the regular season, he will be removed from the team's roster.

III. FEES & REGISTRATION

3.1. The League entrance fee will be \$150 via Paypal or Venmo. The fee must be paid to the designated commissioner or assistant commissioner **one week before the date of the draft, NO EXCEPTIONS.** When sending via PayPal please be sure to select “Personal” transaction so you aren’t charged a fee.

3.2. Owners will be notified when they are to pay the entry fee and other fees by the League Commissioner or one of the appointed co-commissioners.

3.3. Each person can only own **one** team in the league. No *pretending* your girlfriend is running a team (this will be known as the “Doug” rule)

3.4. The team who finishes in last place will pay a \$50 “Loser’s Fee”. This \$50 will go towards the 1st place team’s “T-shirt Prize” (see rule 5.3). If the fee is not paid (to the commissioner) within 2 days of the last day of the regular season, the owner must agree to accept a severe penalty (defined in rule 3.4.1) or they will not be invited back for the following season.

3.4.1 In the event that a manager agrees to accept a penalty for non-payment of the “Loser’s Fee,” that manager will lose a keeper player chosen at random. This will occur before the following season after keepers have been selected and submitted to the commissioner(s). Once that manager’s keepers are submitted, ALL of the 7 players selected as keepers (including their Lifetime keeper) will be added to a digital randomizer and 1 player will be selected and removed as a keeper. The removed keeper will be replaced with the lowest ranked active player on that manager’s roster according to Yahoo!’s pre-season rankings. The keeper player that was randomly selected will be added back to the draft pool.

3.5. In the unfortunate event an owner leaves or does not pay the loser's fee mentioned in 3.4 the total “T-Shirt Prize” for the 1st place team will not be awarded.

3.6. Each owner may select and set a co-manager on Yahoo. All co-managers must be announced and introduced to the rest of the managers in the league in an email or on the league Slack group.

IV. DRAFT

4.1. The draft date of the league will be determined by availability of all league participants. The draft will be no earlier than the third week in March and no later than 1 day before the start of the season.

4.2. Starting with the 2020 season, the draft order will be determined based on a random lottery drawing (completed on video or by 3rd party software online). This will be completed on a yearly basis.

- Teams placing out of the top 5 (6th thru 12th place) will each have 1 entry in the “lottery” and teams will be picked 1 at a time to determine picks 2 thru 8.
- The 5th place team will receive the 1st overall pick.
- Teams who placed in the money (1st thru 4th) will round out picks 9 thru 12 (i.e. 4th, 3rd, 2nd, and 1st going last). The remainder of the draft round will follow the standard “serpentine” or snaking draft order.

4.3. Each player will have 45 seconds per draft pick.

4.4. If you log in to the draft as a co-manager you will NOT be able to draft per Yahoo rules. Please make appropriate accommodations if you are a co-manager and would like to draft. Co-managers can log into the draft in READ/VIEW only mode.

4.5. The commissioner(s) will not undo any picks under any circumstances (i.e. frozen draft window, my player queue froze my draft window, logged in as co-manager etc.). It is your responsibility to ensure you select the right player. Do NOT wait until the last second to pick a player.

V. PRIZE MONEY

5.1. The money shall be divided among the top four teams in the final standings. 12 teams, top 4 are paid.

The Breakdown is as follows:

1st - \$1000

2nd - \$450

3rd - \$200

4th - \$150

5.2. Prize money will be paid out by the Commissioner(s) either via Venmo or PayPal, 1 week after the Fantasy season ends.

5.3. As an additional prize, the 1st place team will be awarded **ONE** customized T-Shirt with a player of their choosing. The player **MUST** be on the team’s final roster and the cost of the shirt must not exceed the \$50 loser’s fee (awarded in Rule 3.4.) The shirt will be ordered by the commissioner on MLB Shop.

VI. STANDINGS

6.1. Teams are ranked from first to last in each of the ten categories, and given points for each place. For example, in our twelve-team league, the first-place team in a category

receives twelve points, the second-place team eleven, and so on down to one point for last place. The team with the most total points at the end of the MLB season (excluding extra games to determine a playoff spot) wins the league championship.

6.2. In case of ties in total points, each team involved in the tie is compared to all other teams involved in the tie in each individual category. One point is given to each team for leading in a category. The team with the most points using this method wins the tiebreaker. If, after this method is used and the teams are still tied, rule 6.3 will be enforced to break the tie.

6.3. If after the method outlined in rule 6.2 still results in a tie, we will use “On Base Percentage” to as many decimal places as it takes to break the tie. If in the rare case a tie still exists we will do the same with ERA to as many decimal places as needed. If the tie still exists, runs scored will be next, followed by strikeouts.

VII. TRANSACTIONS

7.1. All transactions made throughout the season are free, and unlimited.

7.2. Each position will be limited to **162 games played per position**. This includes all non-pitching roster slots. This is tracked by Yahoo, with projections on each hitting slot and is available on the bottom of your team page.

VIII. TRADES

8.1. There will be 2 distinct trading periods over the course of the season. The 1st will be known as the “off-season” trading period. This will take place from the time the commissioners open up off-season trading (pre-draft, usually end of February/early March) up until the keeper deadline (1 week before the draft). The 2nd will be known as the “in-season” trading period. This will take place from the completion of the draft until the in-season trading deadline of 8/31.

8.2. The Commissioners have up to 2 days to accept a trade, reject a trade, or send a trade to a league vote. A Trade sent to league vote will not be processed until every owner not involved in the trade has voted and sent their vote to the Commissioner. A trade sent to vote must receive a majority of yes/allow votes to be passed through. Trades however can be protested, on reasonable grounds. The viability of the grounds protested on will be determined by the Commissioner and assistant Commissioners. If a decision is not reached by the Commissioner and the 2 assistant Commissioners then the trade will go to a league vote for final judgment. Because this is a keeper league most trades should be considered for current and keeper value, including the time left protectable for a player.

8.3. In-season trading begins after the draft is completed. The in-season trade deadline is **August 31st**. After August 31st, **no trades** will be allowed.

8.4. The Off-season trading period will be opened by the commissioners sometime in Late February/Early March once all 12 owners are confirmed and the rules for the upcoming year are finalized.

8.4.a During the Off-season trading period, ALL involved teams involved in a trade must let the commissioner or asst. commissioners know that they have approved of their trade.

8.5. Trades which have been sent to a league vote are not to be discussed until they have been accepted or rejected. The commissioner may have the 2 trading parties state their cases for the trade, but there is to be no talk of the trade unless directed by the commissioners.

8.6. Trading of draft picks and players are allowed, however a draft pick must be traded from each team (no un-even trades with draft picks only going to one team). The trading of draft picks and off-season trading ends when keepers are due (see rule 10.1).

8.7. In season draft pick trading is allowed, and has been enabled within the Yahoo interface. Please feel free to trade draft picks during the season via Yahoo.

8.8. Any owner who trades away one of **their own** draft picks (trading of draft picks in round 1-4 which were acquired from another team DO NOT require a deposit) for the next season in Rounds 1 thru 4 must put down a \$50 deposit for the upcoming season. The deposit is a 1 time fee and will not be required should multiple trades be made involving picks in the first 4 rounds. The money will go towards the team's entry fee for next season. Should the owner not return, the money will go towards the entry fee for the replacement owner. This rule protects against owners who aren't serious, trade away high draft picks, and then quit.

8.9. Any owner who trades away a total of 5 of **their own** draft picks in the first 15 rounds of a future draft will need to pay the full entry fee for the next season. If the full entry is not paid the team will not be allowed to complete any trades.

IX. FAAB (Free Agent Acquisition Budget) WAIVERS

9.1. There are no "Free Agents". All players will be on "Continuous Waivers".

9.2. The only way to acquire a player on waivers is via "FAAB Acquisition" bidding.

9.3. The FAAB will be \$200 per team. Once your \$200 is spent, you will only be allowed \$0 waiver bids.

9.4. FAAB dollars are not tradeable and will not carry over from season to season.

9.5. FAAB waivers will run every night (typically anywhere from 3AM-5AM EST, or whenever Yahoo feels like running it).

9.6. A player acquired in FAAB waivers will be eligible for the active roster the next day.

9.7. Waiver priority will be carried over from the end of the previous season. Waiver priority will be used by Yahoo to **break ties in bidding**. Example, 2 teams bid \$10 for the same player, whoever has the higher priority is awarded the player and their priority then is changed to 12th.

9.8. Any player who is on an active major league roster and not owned by another rotisserie team will be available on waivers. Minor league players and players not on a major-league roster are eligible to be acquired as a free agent as long as they are listed in the Yahoo player pool.

X. ROSTER PROTECTION/KEEPERS

10.1. The commissioner will set the keeper declaration deadline. The deadline is 1 week before the draft. All other players will be put back into the draft pool.

10.2. If the names of the keepers are not received by the above date, the Commissioner has the right to assign which players will be kept based on the previous year's Yahoo Rankings (O-Rank).

10.3. If a declared keeper is put on the 60 day DL, or is officially deemed out for the season by their major league team, the owner may swap out the keeper for another. This can only be done for 1 keeper.

10.4. A player can only be "under contract" as a keeper for 3 seasons after the first time they are retained. (The first year they are drafted or picked up mid season does not count towards their "contract years")

10.5. The amount of "contract years" is in effect even if the player is traded. Each keeper player will have a date listed online; when that player's date is reached the player is no longer eligible to be kept and must be thrown back in the draft pool.

10.6. It is your responsibility to find out when your player is "under contract" until. This will be updated on the league website.

10.7. Teams will have the right to Lifetime Tag a player. In essence this makes the player that is tagged a keeper for life. The player must have 0 contract years remaining in order to be tagged; else they are a standard keeper. **Please see appendix A for the full details.**

10.7.1. The sole way a team can lose their right to Lifetime Tag a player is if their Lifetime Keeper was lost randomly for non-payment of the “Loser’s Fee.” See rule 3.4.1. for full details.

10.8. The team with the first pick in the draft may not re-draft a player they had on their roster at the end of the previous season and did not keep (if they had years left on their contract). This is to protect against resetting contracts on one of their players.

10.9. Once keepers have been declared and submitted to the commissioner(s), they are final. Two exception(s) are *a)* if an owner is swapping out one keeper who has been placed on the 60 day DL or has been declared out for the season. See rule 10.3. for full details or *b)* If a keeper was lost randomly for non-payment of the “Loser’s Fee.” See rule 3.4.1. for full details.

XI. THE COMMISSIONER AND THE ASSISTANT COMMISSIONERS

11.1. The Commissioner of the league will be appointed this position for the life of the league. He can pass these powers along to anyone who is in the league if he cannot fulfill his duties as Commissioner. The Commissioner, who is also a league participant, ***will be responsible for delegating authority to two Assistant Commissioners***, who along with the Commissioner is responsible to keep the everyday operations of the League running smoothly.

11.1.a. For the 2022 season the Commissioner will be Chris Olivieri, the assistant commissioners Greg Cutrone and Joseph Bisceglie.

11.2. The league Commissioner will appoint two Assistant Commissioners every year. The Assistant Commissioners may or may not retain their title as Assistant Commissioner for the following season, depending on the league Commissioner’s decision.

11.3. Rule changes that are brought up in season will be noted by the commissioners and will be voted on in the off-season. The commissioners are allowed to make rule changes, without league vote, in order to keep the league competitive where they deem necessary.

11.4. Rule changes that can affect roster management such as scoring category changes, roster sizes, number of keepers or length of keeper contracts to name a few, will be voted on in the offseason as mentioned in rule 11.3 and will not take effect until the following season.

11.5. The decision of the Commissioners supersedes the rules herein and is final in any disputes. The Commissioners also have the power to change a rule with an unforeseen loophole post de facto (after the fact) if it is for the benefit of the league as a whole.

11.6. This “Rules Document” / “League Constitution” is the be-all end-all and supersedes any tiebreakers or rules in Yahoo.

11.7. If there are unforeseen circumstances that affect the season in any way (i.e. Covid, Strike, Lockout, etc.) the commissioners will create a supplemental set of rules to guide the league through. If league votes are required the commissioners will call for them at their discretion.

XII. CONCLUSION AND NOTES

12.1. As stated in the initial paragraph of the league constitution, this league is a keeper league, where owners joining this league are committed to the continuing existence of the league. If not enough owners continue the league or substitute owners cannot be found to continue the league with 12 owners, the league *may* be disbanded after the end of the season if The Commissioner deems it appropriate.

12.2. If an owner leaves the league after a season the replacement owner will inherit his roster from the previous season. The new owner will then be able to keep 7 players off the old roster from the previous season.

12.3. ***If an owner does not actively participate in the league for a month or longer,*** they will not be allowed to participate further in the league and the owner would ***not be refunded*** his/her entry fee to the league. The owner will be removed from the league no questions asked. The team that was “abandoned” will be run by one of the Commissioners until a new owner is found to run the team.

12.4. If an owner continues to break league rules and/or be a disruptive force in the league the Commissioner may remove the owner from the league and the owner would not be refunded his/her entry fee to the league. The team that was removed from the league would be run by one of the Commissioners until a new owner is found to run the team.

12.5. Finally, have FUN! The league is meant to be fun for everyone involved. If you can make some new friends and win a few dollars on the side, that is just icing on the cake.

APPENDIX A – LIFETIME KEEPER TAG (Established 2007)

What is a Lifetime Keeper Tag?

A franchise tag is in essence a lifetime keeper tag. Teams have the option of declaring 1 player a franchise player.

So how many guys do I actually get to keep?

You get to keep the same amount of players as before you now just have the option of tagging someone as your Franchise Player. Remember you get 7 total keepers including your Franchise Player.

When do I declare a Franchise Player?

Franchise players can only be declared when keepers are declared at the designated date assigned by the commissioner.

Can I trade a Franchise Tagged player?

Yes, lifetime keepers may be traded at any point. Obviously if a team has more than 1 lifetime keeper they will only be able to tag 1 as a lifetime keeper, the other(s) **must be put back in the draft pool or traded in the off-season before next year's draft.**

So can I really keep this guy forever?

In a word, yes. As long as you keep this tag on the player, you may keep them as long as this league exists.

Hey what the heck my guy is 42 and has half a knee left, how do I remove this tag?

When declaring keepers for the next season simply remove his Franchise tag. You can either throw the guy back in the pool or keep him as a standard keeper for as many of the 3 years he has left (if he has years left on his keeper contract please read the next question for a full answer)

Ok, so explain this whole 3 year thing I thought this was forever?

Ok let's break down how this works. A franchised player is still a keeper. So even if you tag a player the 3 year keeper clock starts as with any keeper.

If you draft David Ortiz in 2006 and franchise tag him in 2007, the next season, that will count as the first year he was kept. If you tag him for 2007, 2008 and 2009 that will count as his 3 keeper years. Now in 2010 you are allowed to franchise tag him for his 4th keeper year, however if you choose not to tag Ortiz he must go back into the draft pool since he has been kept for 3 seasons.

The beauty of the tag is that it simply allows you to keep a young stud such as Liriano for his whole career.

Rules Change Log

March 2022

- **Modified Rule 11.1.a** – Removed Frank Passaro as Asst. Commissioner and replaced him with Joe Bisceglie.
- **Added Rule 8.4.a** – Requires ALL involved teams to notify Commissioners about off-season trades.
- **Modified Rule 3.2.** – Changed wording, so that co-commissioners can contact league members about any due fees.
- **Modified Rule 3.4.** – Added a penalty for non-payment of the “Loser’s Fee” as an alternative to that manager losing their invitation to the league the following season.
- **Added Rule 3.4.1.** – Defines penalty for non-payment of the “Loser’s Fee.” The manager who fails to pay the “Loser’s Fee” can elect to lose a random keeper player the next year instead of losing their invitation to the league.
- **Modified Rule 3.5.** – Changed wording to reflect the penalty defined in 3.4.1 as an alternative to a manager losing their invitation to the league for non-payment of the “Loser’s Fee”
- **Modified Rule 5.2** – Changed wording, so that co-commissioners can pay out prizes.
- **Added Rule 10.7.1** – Explaining that a Lifetime Keeper can be lost randomly as penalty for non-payment of the “Loser’s Fee”
- **Modified Rule 10.8** – Clarification
- **Modified Rule 10.9.** – To reflect that a keeper can be lost randomly as penalty for non-payment of the “Loser’s Fee”

February 2021

- **Modified Rule 3.1** – Removed mention of shuhead24@gmail.com
- **Modified Rule 3.2** – Changed wording on rule, no paper checks, no more QuickPay, electronic payments only
- **Modified Rule 3.4 and 3.5** – Removed mention of \$50 winnings towards first place. The Loser’s fee is to be used towards the “T-shirt prize”
- **Modified Rule 3.6** – Removed mention of Facebook group as we have migrated to Slack
- **Modified Rule 5.2** – Removed mention of Facebook group as we have migrated to Slack
- **Removed Rule 5.4** – Rule is no longer needed as it was leftover from the failed “down the stretch prize”
- **Modified Rule 9.1** – Removed mention of “2017”
- **Modified Rule 10.8** – Updating wording on the rule as it was put in place to stop the last place team from “Resetting” a contract of one of their non-keepers. As last place no longer drafts first the rule has been amended.
- **Added Rule 11.1.a** – New rule naming commissioners for the current season

- **Added Rule 11.7** – New rule covering “Covid” like events, outlining how the commissioners will handle the league in such an event

February 2020

- **Modified Rule 2.1** – Changed “Wins” to “Quality Starts” and “Batting Average” to “On Base Percentage” as per league vote.
- **Added Rule 2.7** – New rule to explicitly ban roster moves after the regular season is over (“The Hambley Rule”)
- **Removed Rule 5.4** – Down the stretch prize is removed (money was funded by the commish for the prize last year, so prize money remains the same)
- **Modified Rule 6.3** – Tiebreaker rule updated to use OBP instead of AVG (as AVG has been removed for 2020)

February 2019

- **Modified Rule 1.2** – 5 DL spots (changed from 4)
- **Modified Rule 2.1** – Changed category “Saves” to “Saves + Holds”
- **Modified Rule 4.2** – 5th place will get the 1st overall pick starting in 2020. 6-12 lottery, 1-4 reverse draft order.
- **Added Rule 5.4 and 5.5** – “Down the stretch” bonus for team’s outside top 4
- **Modified Rule 8.9** – Changed wording on 5 picks in the 1st 15 to make rule easier to understand
- **Modified Section XI** – Add rules on rule changes and how they will be handled going forward. Rules 11.3/11.4

March 2018

- **Added Rule 3.6** – Co-Managers must be announced to the league.
- **Added Rule 4.3** – Time per draft pick 45 seconds.
- **Added Rule 4.4** – Co-manager reminder (you cannot draft logged in as co-manager), you can only view the draft.
- **Added Rule 4.5** – No un-doing of draft picks under any circumstances.
- **Added Rule 5.3** – Custom T-shirt for 1st place team (paid with loser’s fee)
- **Added Rule 10.9** – States that declared keepers are final once submitted to commissioner.

February 2017

- **Modified Rule 1.3** – Re-defined “Daily league”
- **Added Rule 8.9** – Payment in full is due if trading 5 picks in 1st 15 rds.
- **Modified Section 9** – Section re-written for FAAB and waivers changes.

February 2016

- **Modified Rule 1.2** – Added an NA spot (Total of 2).
- **Modified Rule 3.1** – Added Venmo as another form of payment.
- **Modified Rule 5.2** – Added Venmo as another form of payment.
- **Modified Rules in Section 8** – Trade deadline 8/31, no trading after 8/31.
Changed wording in rules 8.1 thru 8.4

- **Added Rule 11.5** – Rules document over-rides anything on Yahoo.

February 2015

- **Modified Rule 1.2** – Added a DL spot (Total of 4).
- **Added Rule 3.4** – Addition of loser’s fee \$50 to be paid to 1st place team.
- **Added Rule 3.5** - If an owner leaves and doesn't pay the loser's fee, the 1st place team's winnings are reduced by \$50.
- **Modified Rule 4.2** – Changed how draft order is determined to lottery for teams finishing out of the money in 5th thru 12th.
- **Removed Rule 4.3** - Old rule for draft order and trading keepers (Replaced)
- **Modified Rule 5.1** – Added \$50 losers fee to the 1st place winnings.
- **Modified Rule 8.8** – Teams only have to pay a \$50 deposit if they trade one of their own draft picks in rounds 1-4. Trading picks in rounds 1-4 that were acquired in a trade do not require a deposit.
- **Modified Rule 10.7** – Lifetime keepers must have 0 years remaining to be considered lifetime else they are standard keepers.

February 2014

- **Modified Rule 1.2** – Converted 1 of the 4 DL spots to and NA spot.
- **Modified Rule 3.1** – Entry fee changed to \$150.
- **Modified Rule 4.1** - Draft date removed as it is not known yet.
- **Modified Rule 5.1** – Updated payouts for new entry fee.
- **Removed Rule 5.1a** – No all-star break prize this season.
- **Modified Rule 6.2** – Modified tiebreaker rules
- **Added Rule 6.3** – New tiebreaker rule for AVG/ERA/Runs Scored/K’s
- **Split Transactions/Trades** into 2 separate sections. Specifically added rule for \$50 deposit to trade away picks in round 1-4 for the next season (Rule 8.8).

March 2013

- **Modified Rule 1.1** – Removed the portion of the rule that disallowed owners to keep non DL players on the DL. Updated DL spots to four from five.
- **Removed Rule(s) 1.1a/b** – Removed the ability to declare players “out for season”.
- **Modified Rule 1.2** – Only 4 DL spots this year, not 5.
- **Modified Rule 2.5** – Cleaned up wording on the rule stating what games actually determine who wins the league.
- **Modified Rule 4.1** – Fixed draft date for 2013.
- **Modified Rule 5.1/5.1a** – Amended league payouts due to entry fee being \$125.
- **Modified Rule 5.2** – All payouts available 1 week after fantasy season ends.
- **Modified Rule 7.3** – Modified date of “Soft Trade Deadline”.

- **Modified Rule 7.10** – All teams must keep 7 due to the fact we're drafting online this year.
- **Removed Rule 8.4** – Removed the portion stating players added and dropped on the same day will be put back into the free agent pool.
- **Modified Rule 9.3** – Allow owners to swap out 1 keeper who is either on the 60 Day DL or declared out for the year by their major league team after keepers are declared.

March 2012

- **Modified Rule 3.1** – League fees due 1 week before the draft. League fees \$125 for 2013 and going forward.
- **Modified Rule 4.1** – Updated draft date for 2012.
- **Added Rule 7.10** – Ability to trade keeper spots and allowing teams to keep less than 7 due to offline draft.
- **Modified Rule 9.1** – Keeper submission date changed to 1 week prior to the draft.
- **Modified Rule 9.3** – Ability to replace keepers after submitting in extreme injury circumstances.

March 2011

- **Added Rule 1.1b** – Added a rule limiting number of players that can be declared out for season.
- **Modified Rule 3.1** – Fixed entry fee information.
- **Modified Rule 4.1** – Updated draft time and date for 2011.
- **Modified Rule 7.8** – Modified rule stating when draft picks and keeper spots can be traded (depending on type of draft).
- **Added Rule 7.8a** – In-season draft pick trading has been enabled on Yahoo!, please feel free to trade picks for next draft.
- **Modified Rule 9.1** – Keeper submission date changed to March 20, 2011.
- **Added Rule 9.8** – Rule against dropping and re-drafting players with time left on their contracts.
- **Modified Appendix A (Lifetime Keepers)** - Allowed trading of lifetime keepers starting off-season of 2011.
- **Removed Appendix B** – Removed Minor League phase out plan, as there are no more minor league specific rules required as of 2011.

March 2010

- **Removed Appendix B** – Minor league farm system was removed, Appendix C was renamed to Appendix B.
- **Added Rules 7.8 thru 7.10** – Ability to trade keeper spots and draft picks, etc.
- **Removed Rule 3.4 (Yahoo Plus Stat-Tracker)** – “As a perk, the Fantasy Baseball Plus leagues include many additional features such as Draft Kits and Stat Tracker.” (Yahoo Plus no longer exists)

- **Removed All Rules Pertaining to Minor Leagues** – Rules 4.6 thru 4.8

March 2009

- **Added APPENDIX C** – The Minor League Phase Out Plan
- **Removed RULE 1.1A (Out for Season Keeper Eligibility)** - “If a player is declared out before the season starts he will NOT lose a year of keeper eligibility”
- **Removed RULE 4.4 (Minor League Draft)** - “Starting in the 2008 season the league will have a supplemental minor league draft. The draft will last 5 rounds and will take place immediately following the MLB draft.
- **Removed RULE 4.5 (Minor League Roster Expansion)** - “The minor league farm team roster may be expanded to a total of 10 spots at any time during the 2008 season due to trades involving minor league prospects. You will not be allowed to pick up any minor leaguers during the season unless you trade for them”
- **Revised RULE 4.7 (Minor League Penalty)** - “If a player that is owned by another team is picked up on Yahoo, that player will be returned to the player pool by the commissioner. Please note the offending team will automatically have their waiver priority set to last, and their roster will be locked for **5 days**. Please don’t put the commissioners in a tough position as this is a very competitive league.”
- **Revised RULE 5.1 (Payouts)** - The money shall be divided among the top four teams in the final standings. 12 teams, top 4 are paid.
 - The Breakdown is as follows:
 - **1st - \$600**
 - **2nd - \$250**
 - **3rd - \$150**
 - **4th - \$100**
- **Revised RULE 9.7 (Lifetime Tag)** - Teams will have the right to **Lifetime** Tag a player. In essence this makes the player that is tagged a keeper for life. Please see appendix A for the full details.
- **Removed RULE 9.8 (Minor League Keeper Eligibility)** - A minor league prospect that was drafted by you and brought up to the major leagues will be *granted a 5 year keeper contract*. This will give owners an incentive to have home grown talent on their MLB rosters. This will also be tracked by the commissioners on the www.fbbkl.com website.
- **Removed RULE 9.9 (Minor League Keepers)** - Any minor league prospect who did not reach the 150 AB / 50 IP plateau will not count as one of your 7 keepers. You must keep 10 minor league prospects in your system at all times starting in 2009 and going forward.

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