

Who loses more if there is an MLB holdout? The players or the owners?

Utku Muratoglu

Events escalated quickly from MLB commissioner Rob Manfred saying he is [100% sure there will be a season](#) on June 10, to June 15 Manfred saying he is “not confident” that there will be a 2020 MLB season.

While the discussions of whether there will be a 2020 season or not continue, let’s look at what each side wants and who loses more in this holdout?

The problem erupted between the owners, MLB, and the players over two major points for the 2020 season; The number of games played with full prorated salary and the fact that MLB wants the union to waive any potential legal claims against the league.

MLBPA executive director Tony Clark said in their statement that:

“Players are disgusted that after Rob Manfred unequivocally told Players and fans that there would '100%' be a 2020 season, he has decided to go back on his word and is now threatening to cancel the entire season.”

Contrary to the accusation of MLB being on hold because players want more money, MLBPA consistently issued press releases stating that [they want a return to work as soon and as safely as possible for the players, workers, and the fans.](#)

In terms of the length of the season, [According to CBS, MLB indicated that owners can pay the players a full prorated salary, but only for 48-54 games.](#) This is due to the COVID-19 pandemic and the fact that the matches will be played without the fans.

What this means that even though the players want to play they will not get paid if the 2020 season decided to be played more than 60 games.

On June 22, MLB announced that MLB owners unanimously voted to play the 2020 season.

In terms of length, however, it is proposed that the 2020 season will be a 60-game season, an expanded postseason, and no additional salary guarantees should the season be canceled due to COVID-19.

According to CBS Sports HQ's Jim Bowden, this declined with a 33-5 vote against the proposal.

After the meeting, The Major League Baseball Players Association released a statement, hinting that they won't negotiate any further for the length of the season.

```
<blockquote class="twitter-tweet"><p lang="en" dir="ltr">The Major League Baseball Players Association today released the following statement: <a href="https://t.co/1OnFBsoEjd">pic.twitter.com/1OnFBsoEjd</a></p>&mdash; MLBPA Communications (@MLBPA_News) <a href="https://twitter.com/MLBPA_News/status/1275190330309124096?ref_src=twsrc%5Etfw">June 22, 2020</a></blockquote> <script async src="https://platform.twitter.com/widgets.js" charset="utf-8"></script>
```

However, for the season to start, the players still need to waive any potential legal claims against the league for safety and health rules.

This is particularly tricky while COVID-19 pandemic continues, it gives MLB and the owners the right to be excluded from all health problems that players can get during the season.

According to CBS Sports HQ, [2013 World Series Champion Will Middlebrooks said that](#)

“ If I work for a business and I get sick because you are not taking correct precautions, that is on not the workers, because I am working in the middle of the pandemic because of you wanting me there.”

This can be interpreted as the players are also very eager to start the season, while the holdout continues, they lose as much as the owners, maybe more.

However, apart from the income and salaries, this period showed that the players has lost more than money during this holdout. After months of negotiation and meetings, we are very much near the plant that the owners and MLB wanted rather than the players wanted.

So, in a way it showed us that, once again the players union and as a group, players have little power to change the direction from the owners' will.

At least, we will have a 2020 MLB season, but looking at how the negotiations going and the pandemic being far from over, it seems that we will have a season with labor unrest, matches without fans, and unsatisfied owners.

In the 2020 MLB season, everyone loses.