Rules for MLB Expansion League - LAST ᴜPDATED 5/06/24

League History

2020 was our inaugural season. MLBE started with real-life rosters for all 30 teams. In the 2020-2021 off-season, MLBE added the Portland Pioneers and Montreal Expos as our 2 newest expansion teams. An expansion draft was held (30 players selected by each team with 3 max losses per existing team setup) and teams were established. As a result of expansion, the league went through division realignment and now has 4 divisions in each league with 4 teams per division.

Background Info

MLB Expansion is created and run as a computer simulation expansion of Major League Baseball, or as close as we can get. By joining MLB Expansion and choosing to run an MLB Organization as the General Manager, you have agreed to follow this league constitution and make decisions that do not go against MLB Expansion. All the decisions made by the League Office (MLBEXP Comish, AL Comish, NL Comish) will be made with consideration to these factors:

Realism
The League will intend to give each GM a Major League Baseball experience as a GM in an expanded version of the MLB. Thus, the rules for the league will try to promote things that will resemble the real MLB as closely as possible.

The OOTP Game Engine
The game is limited in certain aspects of what it can do. This has led to creation of some rules that will try to make such that the game engine limits are limited as much as possible.

Detriment to the League
The pros and cons of the decision and how it will affect the MLB Expansion will be considered. The MLBEXP is meant to be fun but trying to give an authentic experience and as competitive of a league as possible. The competitiveness of it will create emotions and feelings that could take away from the experience, and while it is encouraged to be exciting, nothing should be viewed as egregious. This means that any egregious acts including but not limited to gaining an advantage and making comments that stray from a friendly rivalry, will not be tolerated, and will lead to removal from the league. Egregious acts to gain an advantage include but are not limited to, exploiting the limitations of the OOTP Game Engine (some of which will be addressed later in the constitution) and lying (in trade negotiations, game strategy, etc.). If you are unsure if an action you are about to make is exploiting the limitations of OOTP, or unrealistic, ask the commissioner.

Simulation Schedule
In-season Monday, Tuesday, Thursday, Friday, and Saturday at approximately 10:30 PM Eastern depending upon the commissioner(s) schedules. Off-season we sim Wednesday too. This can be changed at the commissioner's(s) discretion/schedule/life evolution of responsibilities, so stay tuned for sim updates to the #league-announcements channel.

OOTP Settings

- **Use Complete Scouting System: Yes**
    - 20-80 Rating Scale
    - Scouting Accuracy – Normal
- **Player Rating Scales**
    - 20 to 80 Current and Potential. Values 20 to 80.
    - Relative Ratings Enabled
    - Overall Ratings Based on all players
- **Coaching System: On**

- o **Coach Hiring Other Teams: No**
  - o **Include Base Coaches: yes**
  - o **Coach Cohesion Impact: Normal**
  - o **Coaching Contract Extensions: Allowed**
- **Owner Goals: Disabled**
- **Storylines Enabled**
- **Injuries: Enabled**
  - o Frequency: Low
- **Player personality Settings and Settings –**
  - o Players - Fictional
  - o Use Personality Ratings: yes
  - o Show Personality Ratings on the Profile page: yes
  - o Show and use the player moral system: yes
  - o Show and use team chemistry system: yes
  - o Batter Aging Speed – 0.75
  - o Batter Development Speed – 1.10
  - o Pitching Aging Speed – 0.75
  - o Pitching Development Speed 1.1
  - o Talent Change Randomness – 100
  - o Evaluation Settings
    - ▪ Rating Weight – 30
    - ▪ Current Year States Weight – 50
    - ▪ Previous years Stats Weight – 15
    - ▪ 2 years ago Stats Weight - 5
- **League Rules**
  - o Reliever Minimum Batters faced: 3
  - o Active Roster Size – 26
  - o Secondary (40-man roster) – 40
  - o Expanded Size – 28 – The date is September 1st.
  - o Intern   national Complex Limit – 50
  - o Spring Training Roster Size – 60
  - o AAA/AA/A: 30 Players
  - o Rookie/GCL/DCL: 37 Players –
  - o Waiver Period – 14 days
  - o DFA Period –15 days
  - o Batter Injured List – 7-Day
  - o Pitcher Injured List – 7-Day
  - o Minor League Option years Enabled
    - ▪ Disable right to refuse minor league assignment – Enabled
    - ▪ Allow incomplete minor league rosters (ghost player) – Disabled
  - o **Rule 5 Draft – Enabled**
  - o **DH – Enabled All**
  - o **Trading – Enabled**
    - ▪ Trading of recently drafted players – "Next offseason"
    - ▪ 1 5
    - ▪ 0/5 Rule – Disabled

- - - Trading of players injured greater than 7 days – enabled
    - Allow Waiver trades after the deadline – Disabled
    - Allow Draft Pick Trading – Enabled
  - **Amateur Draft**
    - Date – Second Monday in June
    - Number of Rounds – 25
    - Generate Players for X Rounds – 55
    - Draft High School % - 40%
    - Junior College – 20%
    - Amateur Draft Pool revealed- 90 days before the draft
    - Advanced Drafted Signee (signing bonus negotiations) – No
  - **Financials - Enabled**
    - Attendance Baseline/Game – 30,000
    - Ticket Price Baseline - $30. Teams may change ticket prices
    - Visiting Teams' Share - 20%
    - Inflation – 0%
    - Allow Free Agents from Other League s- yes
    - Compensation for lost FA's – Qualifying offer/Later Round Draft picks
      - Max 1 qualifying offer.
    - Qualifying Offer - $15 M
    - Opt-Outs - Enabled
    - Minimum buyout Amount – 25%
    - Service Time – 6 years for minor league free agents
    - Minimum Days for 1 service year - 172
    - Posting System - OFF
    - National media Baseline – $35 M
    - National Media Contract Fixed? – no based on market size.
    - Local media Contract baseline - $40 M
    - Merchandising Baseline - $20 M
    - Team Owner Controls Budget? Yes (no would make entire revenue available)
    - Revenue Sharing – Luxury Tax
      - Soft Cap 120% of average payroll
      - Tax above soft Cap – 20%
    - Cash Maximum - $10 M
    - Minimum Salary - $555,000
    - Maximum contract years – 5
    - Contract Extensions – Allowed
    - Team Salary Cap – None
  - No minimum or maximum age for created players.
  - International Draft Pool Reveal date
    - More – 64 players per year
    - International Signing Cap - $0, no hard cap.
  - International Discoveries Per team – 5,000,000.
  - Generate International Established Free Agents – Set to 10 (more)
  - Generate Free agents from Independent Leagues – Set to 6 (more)
  - Player Creation Modifiers – All set to 1.0.

- **Stats and AI** – All set to default.

Non-Internal OOTP Rules

Transactions
- **Contract Length -** Max contract length will be 6 years. This limitation will take effect for free agents on the opening day of the 2039 Season for current free agents. No contracts are allowed for more than 1 year at a time until a player has 4-years of service time.
- **Player Options**
  - The availability of a GM to use team/player options or opt-outs in a contract is restricted based on the length of the contract being signed as follows, provided, however, that *team options* are only allowed in the final year(s) of a contract:
    - **1-3 Years**: will be limited to no more than 1 option (Team, Player, Vesting) OR opt-out (either or, not both).
    - **4 or more years**: will be allowed to have UP TO 2 options (Team, Player, Vesting) OR one option and an opt-out
    - **Team Options**: allowed only at the end of the contract (if two team options on a 4+ year deal then must be the final 2 years).
    - Vesting Options – Not Allowed

- **Free Agent Contracts**: You may offer any type of contract to a Free Agent, provided, however that:
  - No Vesting Options
  - Team Options: Team options are allowed, provided, however, that the amount of the buyout must be equal to no less than 25% of the annual value in the highest value year of the contract

- **Trades**
  - All trades must be posted to Slack **and** Exported by both teams via OOTP. You can use the trading tool on the website to post to the slack.
  - Trades will be processed after the day's simulation except for the trade deadline.
  - Players Taken in the amateur draft must wait until the off-season to be traded.
  - Cash in increments of $100,00 may be traded
  - Draft Picks may be traded.
  - Retention – Up to 50% of a player's contract may be retained. 100% may be retained in the final year of their contract including if they have only a single option remaining.
  - Trade Rejection: The commissioner reserves the right to reject any trade believed not to be in the best interest of the league. The commissioner will review any trade that (i) receives 10 or more thumbs down once posted and/or (ii) in which the OOTP AI claims are severely one-sided (by both trading AI GMs). Although the Commissioner will review such trades, it is highly unlikely that a trade will ever be rejected even if one-sided as GMs should be free to make the moves they desire, and "fairness" is too subjective to govern.

- **Rule Amendmendments**
  - Rules can be amended for upcoming seasons as early as the beginning of the playoffs.

- A poll (google form is the best means) can be made after a motion and second are made.
- All proposed rule changes will be handled by a simple majority + one of the teams that voted by the end of 48 hours and will only end earlier if a 100% response rate is met.

- **Rule-5 Draft Eligibility** – Players age 23 and up only.

  GM Responsibilities
  - Regular Exports unless noted on vacation. Failure to export consistently will be grounds for removal.
  - Mandatory Export Dates
    - The day before Spring Training Begins
    - Opening Day
    - Arbitration Filing Day
  - Rosters: Must be Kept within Size limits
    - DFA – Players should not be left on DFA if the number of days left in their DFA allocation will be exceeded in the next SIM. Players left in DFA for a period that expires will be demoted if the system allows it, and released if not.
  - Behave
    - Don't make it personal
    - Stop when asked to by League Officials
    - Communicate
  - Slack/Stats+
    - It's expected to be active, get to know each other, and respond. It does not take much. All league-wide notifications will be handled via Slack only.
  - OOTP
    - Export Your Team: File, Online, Export Team
    - Download File (each upload): file, online, download the latest file