

MAJOR LEAGUE BUSHBALL CONSTITUTION



MAJOR LEAGUE BUSHBALLERS

- I. The goal of this league is to have some fun and immerse yourself in your team as manager and general manager in present-day Major League Baseball in OOTP 21
 - A. You have full control of your major and minor league team in terms of lineup setting, sending players up and down to the minors, trading, waivers, designating players for assignment, drafting, etc
 - B. The goal is to encourage participation as much as possible for controlling your own team, inter-team (trading), and helping shape the future of Major League Bushballers.
 - 1. Owners will be required to export/download the latest league file at least once a week unless they notify the Commissioner and/or league members.
 - a) At 5 days of inactivity the team will be messaged privately on Slack. At 6 days there will be an email sent out with a 24 hour notice for activity or they will be removed and we will look for a replacement owner.
 - C. Communication
 - 1. Owners will be encouraged to participate actively in the Slack channel. Active participation (trade posts, responding to trade offers, etc) is considered a responsibility of league membership.
 - a) After we have teams, please add your team name along with your name on Slack. Example: Kyle (Twins)
 - 2. Communication, news, trade blocks, etc take place on the slack channel and website. Access to the server is by invite only.
 - 3. All official transactions (trades, GM swaps, etc) MUST BE POSTED in the proper place on the league Slack. Transactions will NOT be processed until all parties involved have confirmed that they agree to the transaction.
 - 4. Only commissioners may propose a rule change in the #proposed-rule-changes channel in Slack after the group, as a whole, has taken part in a discussion that would warrant a change to the rules and such a vote to determine said changes or the proposed rule is discussed with the commissioners
 - 5. A pending rule change has a 3 day window to get voted on and get passed, or it counts as abstained. If it does not pass, it can be reopened (starting from 0) no earlier than a month later
 - D. Be respectful to fellow owners. Trash talking is encouraged, but keep in mind that we are all here to have fun

II. Initial Team Draft Process

- A. Nobody starts out with a team. There will be a randomized draft to determine the order. Whoever gets first pick gets to the first choice of team, second pick gets second choice of team, and so on
 - 1. Once all of the participants are in the league, we will be using www.FantasyFootballNerd.com/randomdraftorder to determine the order.

- a) This is a 'live' draft where the entire league can tune in and watch the draft get randomized and see where they pick
- b) There is no trading of draft spots or trades involving 'acquiring' a team
- 2. The draft will occur on a Slack channel
 - a) The draft will begin as soon as the draft order is determined, with first pick on the clock
 - (1) The only text permitted in that channel will be the team selected. All other text related to the draft will be done on #general
 - b) There will be no time limit, however I will email anyone on the clock
- 3. As soon as the draft is completed, the league will start and everybody will be invited to their team

III. General and Financial Rules

A. Roster and Position Rules

- 1. League will operate under current MLB rules and procedures
- 2. This league will have two day game sims per one regular day
 - a) This will be open to change if there is sufficient interest by the league
- 3. Scouting will be turned on in this league with accuracy set to NORMAL
- 4. Coaching will be turned off

IV. Trades

A. Teams may trade players, cash or draft picks.

- 1. All trades must be posted on the #accepted-trades Slack channel by one trading partner and confirmed by the other.
 - a) An owner may use evidence from PMs, e-mails, or IMs to confirm a trade if the other owner has not confirmed on the server; however, such evidence must be clear and unambiguous as to the precise terms of the trade, and the other team's intention to complete the transaction according to the terms posted must be obvious.

B. Trades will be processed immediately after both sides post on Slack they agree to the trade

C. There will be *no* trades between non-user controlled AI teams

D. Draft Pick Trades

- 1. Teams may trade draft picks only for the draft one year in advance.
 - a) For example, a team may not trade a 2022 draft pick in the 2020 season.
- 2. Draft picks may not be traded multiple times
 - a) For example, a pick may not be traded to a third team

- 3. Only picks from rounds 1-5 are eligible for trades. Compensatory or Supplemental Round picks are not eligible
- E. Trading Deadline: The in-game trading deadline is July 31st. Therefore, all trades involving players on the 40-man roster must be agreed to by both parties prior to the sim scheduled for the in-game date of July 31st.
- F. Injured players ARE eligible to be traded.
 - 1. In this case, the acquiring team should acknowledge in their trade confirmation they are aware the player is injured.
- G. No international bonus pool money can be traded
- H. The commissioner has the right to veto a trade due if it compromises the integrity of the league (this will be VERY RARE)

V. Other Transactions

- A. Transactions will mirror Major League Baseball's as much as possible and will be mostly untouched from default OOTP rules
 - 1. Take a look at the Change Log in Article VIII for changes
- B. Drafts and Amateur Transactions
 - 1. Annual Amateur Draft
 - a) The annual draft is 20 rounds
 - (1) Rounds 1 and 2 will be held on Statsplus and Rounds 3-20 will be auto draft
 - b) The first round of the 2020 June Amateur draft will occur on May 16 and the second round will be on May 17 (May 30-June 3 in game)
 - (1) • The first round (38 picks) on Saturday 5/16 taking place between 11 AM-4:50 PM ET (last pick OTC at 4:40 PM)
 - (2) • The second round (30 picks) on Sunday 5/17 taking place between 11 AM-3:30 ET (last pick OTC at 3:20 PM)
 - (3) • Half hour break between 1-1:30 for the sim
 - c) The draft will be held on <https://statsplus.net/mlbushball/draft>
 - d) Fixed time slot of 10 mins/pick (so 6 picks an hour)
 - e) Draft picks will be imported in-game shortly after the draft is completed
 - f) Number of draft rounds to negotiate is 10
 - 2. Rule V Draft
 - a) There is no limit on the number of players a team may lose in the Rule V draft
 - b) A team may not select more than 3 players in a Rule 5 draft.
 - c) When releasing a player acquired as a Rule 5 selection, owners should post to Slack in a specified page to ensure that the game properly returns the player to their original team.
 - d) Only players 24 years or older on as of December 1 and identified with a # will be eligible for the Rule V Draft.

- (1) Any player not yet 24 years old will be immediately returned to their original team.
3. No player over the age of 21 shall be placed in the Dominican Summer League.
 - a) This league is meant for the development of new draftees and international signings.

VI. Professional Contracts (Free Agency and Extensions)

- A. Contract Extensions
 1. ~~The player must be arbitration eligible for an owner to negotiate an extension that would delay a player's entrance into free agency.~~
- B. Free Agent Contracts
 1. FA contracts are also limited to six years (plus one option year). If a player refuses to accept any contract within those boundaries, a request must be posted on Slack
 2. Teams may only include one team option year on any contract. A second option year is allowed but only if the first is a player option or opt-out.

VII. League Changes

- A. Any team wishing to make changes to the league (rules changes, building a new stadium, etc.) should submit their request on Slack.
- B. All requested changes will be put to a majority rules vote by the league at-large each offseason during the Winter Meetings. In the case of a tie, the remaining rule(s) will remain in place

VIII. Change Log Based on OOTP Defaults

- A. Settings
 1. Scouting accuracy to NORMAL
 2. Player rating scales for overall and talent ratings changed from starts to 20 to 80
 3. Coaching system turned OFF
 4. Enable owner goals turned OFF
 5. Delete players who have never reached majors (under player development)
 6. Trading AI difficulty to VERY HARD
- B. Rules
 1. American League Designated Hitter Rule turned OFF
 2. Disable right to refuse minors assignment
 3. Allow trading of injured (>7 days) players ON
 4. Allow draft pick trading
 5. Amateur draft number of rounds- 20
 - a) Generate players for X rounds- 32
 - b) Number of rounds to negotiate- 10

6. Allow incomplete minors rosters (ghost players)

C. Options

1. NO allow rainouts

2. Dynamically evolving league

a) Unchecked all EXCEPT more/less offense and pitching

IX. Constitution Changes

A. Change to Article V.B.1.e (Amateur draft)

1. The inaugural amateur draft will be done through manual order where the last pick in the franchise selection draft gets the first pick in the amateur draft (Changed April 6, 2020)

B. Change to Article V.B.1.e (Amateur draft)

1. The inaugural amateur draft will be done through the default order from our OOTP save (Changed April 7, 2020)

C. Change to Article III.A.3

1. Scouting will be turned on in this league with accuracy set to NORMAL (Changed April 7, 2020)

D. Retraction to Article IV.A

1. Contract extensions are unlimited (Changed April 8, 2020)

E. Addition to Article I.C.4

1. Only commissioners may propose a rule change in the #proposed-rule-changes channel in Slack after the group, as a whole, has taken part in a discussion that would warrant a change to the rules and such a vote to determine said changes or the proposed rule is discussed with the commissioners (Changed April 8, 2020)

F. Addition to Article I.C.5

1. A pending rule change has a 3 day window to get voted on and get passed, or it counts as abstained. If it does not pass, it can be reopened (starting from 0) no earlier than a month later (Changed April 10, 2020)

G. Change to Article III.2

1. This league will be two sims per day effective April 2, 2020 in game (changed April 17, 2020)

H. Retraction from Article V.A.1

1. (Taken out) The player must be arbitration eligible for an owner to negotiate an extension that would delay a player's entrance into free agency (changed April 28, 2020)

I. Addition to Article I.B

1. Owners will be required to export/download the latest league file at least once a week unless they notify the Commissioner and/or league members (changed April 29, 2020)

J. Addition to Article VIII.B.6

1. Allow incomplete minors rosters (ghost players) (changed May 1, 2020)
- K. Change to Article V.B.I
 1. Added 2020 Amateur Draft information (changed May 4, 2020)