

SHOW ME THE MONEY LEAGUE CONSTITUTION



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Introduction

Show Me the Money is an online Out of the Park Baseball 21 (OOTP21) baseball league set up for the enjoyment of its players, the General Managers (GMs).

This document should be used as reference and will be referred to for all questions regarding the rules of the league.

By participating in the league, the GMs agree to abide by the rules set forth. Each GM will have a total of 9 teams which will include one team from each Milb level. If an issue comes up that is not in the rules, we will follow the MLB rules for the current season and take a majority vote with all GMs in the next off-season

Commissioner Panel

The league is managed by the panel of one commissioner and three executive board members designated prior to the inaugural season of the league. The panel will address trades that any panel member wishes or that three or more GMs wish to have reviewed.

GMs should DM the commissioner or an executive board member if they wish to have a trade reviewed.

Vetoes are invoked if the trades are detrimental to the league (e.g. new GM clearly being taken advantage of) or if collusion is strongly suspected.

The panel will also be used for other grievances including collusion, tanking, or other instances of GMs "gaming" the system.

Commissioner/Executive Board Member

David Berko - smtmootp@gmail.com

Executive Board Members

Phillip Colanzi - phil.colanzi@gmail.com

Jeff Pascarella - japaj1961@gmail.com

Brad Walters - chicagolaw18@gmail.com

Payment

The league fees are \$25 per OOTP season.

All owners joining the inaugural season of the league will however pay a fee of \$100 which will cover the first 4 seasons of the league; this is to encourage long-term commitment to the league.

It is expected four OOTP seasons will last approximately 1 calendar year. Payments are to be paid via LeagueSafe.com. StatsPlus (S+) fees will be taken out of the funds when they are due at a rate of \$100 per calendar year.

Failure to pay the league entry fee, either the inaugural four-season \$100 fee, or subsequent seasons' \$100 entry fees (4 seasons), by the start of the next OOTP season will be grounds for removal from the league.

Payouts

For each single OOTP season, \$750 in entry fees will be collected; approximately \$25 of this will be removed from the pool to pay for StatsPlus.

An additional \$75 per season will be removed and added to a “dynasty pool,” which shall accumulate indefinitely until an owner in the league accomplishes the feat of winning a grand total of three World Series championships.

The accumulated “dynasty pool” will be rewarded to this owner. At this point, a new dynasty pool will begin accumulating, until another owner wins three additional World Series championships (i.e. all owners begin anew with 0 effective World Series championships once a new dynasty pool is started and begins to grow in size).

Every year, additional prizes shall be rewarded as follows:

- \$300 to World Series Champion
- \$150 to World Series Runner-Up
- \$150 to GM of team with the season’s best regular-season record
- \$25 each to the GMs of the teams that lost in the League Championship Series

In case of a tie for best regular-season record, the payout shall be split evenly among all teams tied for the best record.

League Management

The Executive Board Members will process the simulation cycles, manage the websites, resolve disputes between GMs, and guide the process of the evolution or addition, if necessary, of the league bylaws, with every reasonable attempt given to elicit and act on feedback from all GMs in the league.

The Executive Board Members, at their discretion, may additionally involve third parties to help improve the league. To avoid unnecessary administrative overhead, the league will be run, to the greatest possible extent, using purely in-game rules and procedures.

General Manager Expectations

GMs must own the version of the game the league decides to utilize (currently OOT-P21), and must update to the most recent patch when instructed to do so.

GMs are expected to follow the rules in this document. The health of the league will be dictated by the GMs, so participation on Slack and current exports are vital to everyone's enjoyment of the league.

The opinions and feedback from the GMs are valuable and encouraged.

During the off-season if there are rule changes, GMs are expected to provide and participate in league-wide votes if/when posted.

GM's are expected to reply to email and/or Slack direct messages (DMs) from an Executive Board Member in a timely fashion, or to make the commissioner aware beforehand in the event they will be unable to do so for a period of time (e.g. vacations).

It is expected that every GM will export their franchise file to the central league server in between each simulation cycle, even if no changes are being made. There is no limit to how many exports a GM may make between cycles.

Please alert an Executive Board Member of technical issues preventing timely league file downloading or franchise file exporting immediately. Please post a notice in the appropriate Slack channel if exports will be missed due to availability.

If an extended leave is needed, please communicate with an Executive Board Member so alternate arrangements can be made.

You are allowed 2 SIMS per season where you hold up a successful SIM for the entire league (illegal roster, etc.). You will be REPLACED on 3rd infraction.

Bonus for Exporting

- 5 points per day for exports (regular season only)
- 50 points gets you 100 fans added to your stadium capacity.
- If you have 200 points (max per season) at the end of the season you get 400 fans added to begin the next season.

Rosters and Lineups

It is expected that during every in-season export, the franchises' rosters will be in compliance with all roster rules set in the game.

It is also expected that lineups will be set with the appropriate number of healthy pitchers and position players.

Eligible players must be removed from the injured list within 2 simulation cycles of their return to full health.

Players that are designated for assignment (DFAed) should be assigned, traded, or released within the DFA time limit.

Executive Board Members will not manually correct mistakes or consequences of this stipulation.

Financial Management

Every GM should be working towards building a long-term competitive team.

Each team will start with a budget of \$200M with market sizes, fan base, and stadium capacity being the same. (Based on performance, these can grow or diminish).

Personal Conduct

OOTP aims to deliver a realistic baseball team management gaming world. There may be times when the game will present something that is clearly unrealistic. If you are unsure about a potential move violating this fair-play rule, please contact the commissioner.

While banter, discussion, and debate are encouraged, it is expected that we treat one another with respect. Personal attacks, harassment, or bullying will not be tolerated.

There is a zero-tolerance policy on cheating and collusion. Teams will be controlled by one, and only one GM. Evidence of exports of multiple teams is considered cheating. If you suspect another GM of cheating, please report it to an Executive Board Member and provide supporting evidence.

League Website

League Site -TBA

League Reports - TBA

League Export Tracker - TBA

League Slack - <https://ootpshowmethemoney.slack.com>

League Settings

For transparency and a clear understanding, the league settings of the game is played with can be found in the Appendix of this document.

Sim Schedule

Each simulation cycle during the season will cover 3 days in-game.

During the offseason, the same sim schedule will be maintained through the end of the year in-game.

After the New Year, sims will be adjusted to bring up spring training, usually covering two weeks per sim, as quickly as possible.

As a rule, sims will normally occur 6 days a week on Monday, Tuesday, Thursday, Friday, Saturday, and Sunday, at approximately 11 PM PST.

Any changes to this schedule will be communicated league wide via Slack.

Player Contracts/Extensions

All drafted players will be on existing real life contracts until contract expires or is extended.

Teams may not offer a multi-year contract extension to any player who has not yet had his first arbitration hearing. One year extensions are permitted.

Offering a player option after a team option will result in both options being converted to guaranteed years.

All team options years must have a buyout of at least 25% of the annual contract value for the option year.

*** If the contract is invalid due to an improper buyout, the option year will be converted to a guaranteed salary ***

For any contract that has ANY yearly value over \$10M, the following front-load/back-load rules will apply: – No yearly value can be more than double any other yearly value.

*** If the contract is invalid due to an improper annual value structure, the lowest value years will be converted to 50% of the maximum value years.***

All player contracts are subject to review by an Executive Board Member.

Vesting options must be suitable and reasonably attainable. For example, a relief pitcher's vesting option cannot be based on number of plate appearances. Here are the maximums per position.

Batters

Plate Appearance: 550

Games Played: 140

Starting Pitchers

Games Started: 25

Innings Pitched: 175

Quality Starts: 12

Relief Pitchers

Innings Pitched: 75

Holds: 30

*** Contracts that circumvent these rules will have the Vesting Options/Incentives fully guaranteed***

Inaugural Draft

Prior to the inaugural draft, you will randomly be given a draft slot (1-30) and a stadium.

The inaugural draft will be a serpentine draft.

Rounds

1 - 26 5 minutes

27 - 252 1 minute

Draft is done live on stats plus and timer will be suspended each night from 9PM-9AM PST (you can pick during this time).

You will go on auto pick after one timeout (Auto pick can be turned off by you before your next turn but turned on again if another pick times out).

Jeff Pascarella - japaj1961@gmail.com will make you a team banner with your name and logo.

He will need team name and colors once you pay league dues.

Amateur Draft

The amateur draft will be handled via StatsPlus.

Participation is mandatory via live picks or a draft list set up prior to the draft.

The inaugural amateur draft in the league will be based on standings when the draft starts (in game date, early June).

All drafts going forward will be based on your finish the previous season (last to first for all rounds).

The draft will be during first week of June each year (based on in-game date).

Rounds

1-5	5 minute time limit
6-10	3 minute time limit
11-35	1 minute time limit

Rule V Draft

The Rule V Draft will be handled in-game using the default rules for eligible players. Players taken during the Rule V draft need to remain on the active 26-man roster (or the IL) for the entire season, otherwise the player will be returned to their original team. Drafted players can be traded, but the active roster requirement follows the player. When a Rule V draftee is traded, it must be acknowledged in the trade post so all are aware.

Trades

All trades are subject to review by the Commissioner in order to ensure reasonable value has been exchanged.

Concerns regarding the fairness of a posted trade should be brought up with a PM to Commissioner or an Executive Board Member if the Commissioner is involved in the trade.

Teams may send, with a player, cash equivalent to that players remaining salary. Please note, teams are not allowed to send more cash than they have available.

Teams are able to trade money to another club as the primary value exchanged for a player.

Recently drafted players cannot be traded until they've been signed by their current team.

After the Trade Deadline and before Free Agency, players without a contract or under team control through arbitration for the following season cannot be traded.

Veteran players may exercise their 10/5 right to veto trades.

Trades will not be processed unless they are posted EXACTLY as instructed in the "Trade Posting Guidelines" listed in the slack channel where the trades are to be posted.

Trades are processed in-game following the sim, any player involved in a trade that suffers an injury during the sim will have that injury re-set.

Traded players automatically go to "Designated for Assignment" status and must be assigned to a team within 7 days or they will be released.

Any trade processed in the game that is disallowed financially by OOTP will be declared null and void (with the reason given) by the Commissioner.

As per current MLB rules, trading of draft picks is not permitted.

Trades should be announced/posted in the showmethemoney-pending-trades channel on Slack using the following format:

Team A Trade:

SP Bob Feller (MLB)
CF Kenny Lofton (AA) Injured

Team B Trade:

C Johnny Bench (MLB)
2B Joe Morgan (MLB) Rule V pick
@Team B to confirm

The GM that posts the trade implies their consent. The trading partner needs to confirm by replying.

If a traded player is injured during the sim after the trade is posted but before the trade is executed, the injury will be removed/cleared from the player.

New Owner Provision

New owners may void 1 contract when they first purchase an orphan.

That contract may only be voided in the off season and cannot be a player that they picked up during the season.

That player will then be added to the Free Agency Pool and the voiding team CANNOT bid on that player.

Appendix / Rules

OOTP settings are as follows:

Use Complete Scouting System	Checked
Scouting Report Updates	Normal
Report History	Keep one Report per Season
Reports of Retired Players	Delete
Scouting Accuracy	Normal
Player Actual Ratings Scale	1 to 100
Player Potential Ratings Scale	1 to 100
Other Player Ratings Scale	1 to 100
Overall Rating	Values 20 to 80 (Increments of 5)
Potential Rating	Values 20 to 80 (Increments of 5)
Show Ratings > Max	No, cut off
All player ratings are displayed relative to:	Major League Baseball
Overall rating based on all players, not positions	Unchecked
Use Complete Coaching System	Checked
Enable Owner Goals	Unchecked

GM-only users are always in control of lineups (legacy-mode)	Unchecked
Auto-Save	Once a Year
Save Box Scores from...	All Leagues
Generate Game Recaps for...	Human Leagues
Generate WPA Graphs for...	Human Leagues
Delay WPA Graph generation	Yes
Save Game Logs from...	Human Teams
Save Replays from...	None
Generate Highlights for...	None
Save 3D Movements from...	None
Keep news logs...	All
Keep injury logs...	All
Keep transaction logs...	All
Top Prospect List	Dynamic
Preseason Predictions	Automatic
Global Financial Coefficient	1.000
Currency Symbol	Dollar - \$

Players & FaceGen

Enable Injuries	Checked
Injury Frequency	Low
Delayed Injury Diagnosis	Never
Hide Injury Rating	Unchecked
Position Player Fatigue	Average
Enable Suspensions	Checked
Suspension Frequency	Normal
Use Player Personality Ratings	Checked
Show Player Personality Rating on profile page	Checked
Show & use Player Morale System	Checked
Show & use Team Chemistry System	Checked
Show player nicknames	Checked
Batter Aging Speed	1.000
Batter Development Speed	1.000
Pitcher Aging Speed	1.000
Pitcher Development Speed	1.000
Talent Change Randomness	100
Disable Player Development	Unchecked

Disable Development for draft-eligible players	Unchecked
Delete those who never reached Majors	Unchecked
Keep career L/R splits	Keep all
Keep career fielding stats	Keep all
Keep career postseason stats	Major League stats only
Player Pictures for	None
Create Player Pictures	Upon Player Creation
Update / Generate Player Pictures	On Status Update
Coach Pictures for	No Fictional Pictures
FaceGen color mode	Normal
FaceGen background mode	No backgrounds on Pictures
Load player pictures automatically	Checked
Load PhotoFit (FaceGen) files automatically	Checked
Enable away uniforms	Checked
Enable baseball cards	Checked

AI Settings

Trading Difficulty	Average
Trading Preference	Neutral
Ratings Weight	65
Current Year Stats Weight	20
Previous Year Stats Weight	10

2 Years Ago Stats Weight	5
Lineup Selection	Traditional

League Settings - Rules

A League Designated Hitter Rule	Checked
B League Designated Hitter Rule	Checked
Minimum Batters Faced	3
Active Roster Size	26 Players
Secondary (40-Man) Roster Size	40 Players
Expanded Roster Size	28 Players
Roster Expansion Date	September 1
Post-Season Roster Rules	Enabled
Post-Season Roster Eligibility	Secondary Roster (40-man roster)
International Complex Size	50 Players
Spring Training Roster Size	60 Players
Active Roster Player Age Minimum (0 = None)	0
Active Roster Player Age Maximum (0 - None)	0
Foreign Players on Active Roster Limit	No Limit
Waiver Period Length	3 Days
DFA Period Length	7 Days
Batter Disabled List Length	10 Days

Pitcher Disabled List Length	15 Days
Minor League Option Years	Checked - Enable Option Years
Disable right to refuse minor league assignment	Unchecked
Allow incomplete minor league rosters (ghost players)	Unchecked
Base Minor League Depth Charts and Pitching Staff on...	Potential Ratings
Block fictional players from reaching majors	Unchecked
Enable Rule 5 Draft	Checked
Rule 5 Draft Date	Early December
Trading Deadline Date	July 31
Allow trades with other Major Leagues	Unchecked
10/5 Rule (veterans have right to veto trades)	Checked
Allow trading of injured (>7 days) players	Unchecked
Allow draft pick trading	Unchecked
AI Trading Frequency	Average
Enable Amateur Draft	Checked
Disable automatic Creation of Free Agents	Unchecked
Amateur Draft Date	Early June
Amateur Draft Number of Rounds	35
Generate Players for X Rounds	36
Amateur Draft Pool Reveal Date	60 days prior to draft
Enable Advanced Draftee Signing (Signing Bonus Negotiations)	Checked
Slot Bonus Baseline	\$3,500,000

Number of Draft Rounds to Negotiate	5
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League Settings - Financials

Attendance Baseline per Game	30,000
Ticket Price Baseline	\$32.00
Teams may change ticket price	Checked
Visiting team's gate share (%)	20
Financial System	Checked - Enable Financial System
Enable Reserver-Clause Era Rules	Unchecked
Minimum Days of Service for 1 Service Year	172
Minimum Service Years for Free Agency	6 Years
Allow Players to be posted as FA prior to Eligibility	No, Posting System disabled
Maximum Posting Fee	\$0
Allow Free Agents from other Leagues	Checked - Enabled
Reset Service Time for FAs signed from other Leagues	Checked - Enabled
Allow Free Agents to leave League	Checked - Enabled
Draft Pick Compensation for lost FA's	Checked - Enabled Compensation
Allow Contract Opt-Outs	Checked - Enabled

Allow Players to be purchased by other Leagues for:	Unchecked - \$0
Service Years Required for Arbitration	3 Years
Super 2 Deadline	Top 22%
Minimum Service Years for Minor League FA	6 Years
National Media Contract Baseline	\$50,000,000
National Media Contract fixed?	Yes, same contract for every team
Local Media Contract Baseline	\$40,000,000
Merchandising Revenue Baseline	\$20,000,000
Team Owner controls Budget?	No, entire revenue available
Revenue Sharing	Luxury Tax
Soft Cap (% of average payroll):	170
Tax above Soft Cap (%)	25
Cash Maximum (0 = None)	\$5,000,000
Player Development Budget Baseline (0 = Disabled)	\$12,000,000
Scouting Budget Baseline	\$8,000,000
Coach Salary Baseline	\$400,000
Super Star Quality Player typical Salary	\$20,000,000
Star Quality Player typical Salary	\$15,000,000
Good Quality Player typical Salary	\$11,000,000
Above Avg. Quality Player typical Salary	\$8,000,000
Average Quality Player typical Salary	\$5,500,000
Below Avg. Quality Player typical Salary	\$3,500,000
Fair Quality Player typical Salary	\$2,000,000

Poor Quality Player typical Salary	\$800,000
Minimum Player Salary	\$563,500
Contract Years Maximum	Default (10 Years)
Contract Extensions	Allowed
Team Salary Cap (\$0 = No Cap)	\$0

League Settings - Options

Enable automatic evolution of the league	Unchecked
MVP Award Name	Most Valuable Player Award
Pitchers may win MVP Award	Checked
Pitcher Award Name	Cy Young Award
Reliever may win Pitcher Award	Checked
Reliever Award Name	Reliever of the Year
Rookie Award Name	Rookie of the Year Award
Offense by Position Award Name	Silver Slugger Award
Defense Award Name	Gold Glove Award
Manager Award Name	Manager of the Year
Allow AI Voting	Checked
Enable Manual HOF Voting	Checked
Enable AI HOF Voting	Checked
HOF Reveal Date	Mid-January
Force reveal on certain day of week	Wednesday
Voting Period Length	45 Days
Waiting Period prior to induction	5 Years
Years on Ballot	10 years
Minimum Service Years	10 years
Induction Threshold Percent	75%
Drop Players below X%	5%
Maximum votes per ballot	10
Milestone Career Hits	2000

Milestone Single Season Home Runs	50
Milestone Career Home Runs	300
Milestone Single Season RBI	150
Milestone Career RBI	1000
Milestone Career Runs	1000
Milestone Single Season Wins	20
Milestone Career Wins	200
Milestone Career K's	2000
Milestone Career Saves	300
Allow Rainouts	Unchecked
Number of Games per Team	162
Season Start	Late March Early April
Force Start on Certain Weekday	Unchecked
Auto adjust date if matching XML schedule found	Checked
Select Typical Series Length	3 Games
Schedule Balance	Unchecked
Interleague Play	Checked - Enabled
Schedule Spring Training	Checked
Select Spring Training Length	Default (5 weeks)
Hold All-Star Game	Checked
Automatically Schedule All-Star Game	Checked
All-Star Game decides home field for final playoff round	Unchecked
Allow Human Managers to vote for All-Stars	Checked

Influence of Popularity in All-Star Vote	High
All-Star Game Roster Size	34
Force all teams to be represented at the All-Star Game	Checked
Force use of DH in All-Star Game	Checked
Disable Playoffs	Unchecked
Break Ties with tiebreaker games	Checked
Alternate home field for final playoff round between sub-leagues	Unchecked
Use Custom Playoffs	Checked
Stagger series start dates between Sub League	Yes
Fixed series start dates	Yes

League Settings - Stats & AI

Select Stats Detail	Very High Detail
Typical Starting Rotation Size	5 Man Rotation
Starting Rotation Mode	Default
Allow Starters in Relief	No
Number of Relievers (non-DH League)	8
Number of Position Players (no-DH League)	13
Total Players on Roster (no-DH League)	26, Limit is 26
Number of Relievers (DH League)	8
Number of Position Players (DH League)	13

Total Players on Roster (DH League)	26, Limit is 26
Allow two-way players	Checked
Use of Relievers	Very Often
Use of Closers	Very Often
Pitcher Stamina	Very Low
Pinch Hit for Pitchers	Very Often
Pinch Hit for Position Players	Rarely
Defensive Substitutions	Normal
Stealing Bases	Normal
Hit & Run	Rarely
Bunting	Rarely
Infield Shifts	Very Often