

Inaugural Team Selection Guidelines –

Inaugural Draft Rules –

The Big League will utilize Stats+ to conduct the inaugural draft and will be conducted on January 1st, 2001. The draft consists of 196 rounds, with 211 rounds worth of created players. There are 5,908 players in the draft pool. Prior to the draft taking place, there will be a lottery for draft pick order, with each team having an equal chance at the top overall pick. The draft order will be broadcast live on twitch at (INSERT LINK HERE)

Draft timers will run as follows -

Daily Start Time - 9AM EST

Daily Stop Time - 12PM EST

Rounds 1-10 – 8 Hours

Rounds 11-28 – 5 Hours

Rounds 29-55 - 3 Hours

Rounds 56-100 - 2 Hours

Rounds 100+ - 1 Hour

Each GM cannot use the entire draft clock each round or we will never complete the draft. The extended time in the beginning rounds is to make sure each GM has adequate time to make the picks so vital to shaping the direction of their team. However, it is expected that ALL GM's be monitoring the draft order to know when they'll be coming up for the clock, and to use their time in an equitable manner.

Remember, the commissioners can always make a pick for you, or help if you're not available. Please communicate. There is no maximum clock, but if a GM is using an excessive amount of time during the inaugural draft (compared to his fellow GMs) he may be approached by the commissioner to request changes to their process. If violations continue, the GM may be put on AUTO for the remainder of the draft.

At the same time as the draft on Stats+, we will be hosting a Scout Draft in SLACK, with the scouting draft order being opposite the inaugural draft order. Scouts will be loaded after the inaugural draft, so everyone will be drafting from OSA rankings.

At the conclusion of the draft the new draft classes will be loaded into the game. Coaches will be randomly assigned to organizations. There will be several simulations to allow for personnel upgrades.

Inaugural Team Selection Guidelines –

Each General Manager in the inaugural setup of The Big League (TBL) will have the opportunity to customize their team logo and locations. Each franchise must maintain a single team at The Big League(TBL), Triple A (AAA), Double A (AA), Advanced Single A (A+), Single A (A), Advanced Rookie (R+), and Rookie (R) levels.

The Big League franchise must be a city within North America (Canada, Mexico, United States, other nearby countries considered). Ballpark factors will be randomized; however, General managers will have the opportunity to choose a pitcher's park, hitter's park, or neutral-type of ballpark.

Logos and locations for minor league teams can be chosen or randomized depending on GM preference.