

1. Game Overview

The Big League (TBL) is a fictional baseball league that exists within the Out of the Park (OOTP) baseball universe and simulates the regular season four times a week on Mondays, Wednesdays, Fridays at 9PM and on Sundays at 11AM. Each sim is 14 in-season days with a customized postseason and off-season schedule.

We use Slack as our primary communications platform and utilize StatsPlus <https://statsplus.net/>. The league will upgrade yearly once the first OOTP sale happens. Willingness to a yearly upgrade is a GM requirement to continue in the league.

TBL consists of two conferences, the Eastern Conference and the Western Conference. There are four divisions; two within each conference. The divisions are the **Emerald Division**, **Topaz Division**, **Ruby Division**, and the **Sapphire Division**. Each division has seven teams.

Emerald Division

Sapphire Division

Ruby Division

Topaz Division

The regular season consists of 162 games with the following breakdown.

- 13 games scheduled against each of the other six division members (7H/6A or 6H/7A)
- 6 games against 7 teams in the other division within conference (3H/3A)
- 3 games scheduled against each team in opposing conference. H/A rotates each season.
- All-Star week will determine homefield advantage in The Big League Championship Series.
- Playoffs will be in a 5-7-7-7 format

1.1 The Big League History

FOR IMMEDIATE RELEASE

Introducing The Big League: The Future of Baseball

Las Vegas, Nevada - The Big League is thrilled to announce its inaugural draft for the 2001 season, featuring 28 teams competing for the chance to make history. The league was created to satisfy the hunger of fans who craved a return to the national pastime, with a passion for the sport that keeps it going strong.

The Big League is not your ordinary league. Each team is led by a mastermind of strategy, business acumen, and pure baseball genius, all determined to build the best organization, outwit their opponents, and create a lasting legacy of greatness. Drawing on the rich history and traditions of baseball, The Big League delivers an unforgettable experience for players and fans alike, paying tribute to all those who have helped make baseball the beloved sport it is today.

Despite being a new addition to the world of sports, The Big League has already become a major force, drawing in fans from across the country and around the globe. With its passion and commitment to excellence, The Big League continues to grow and evolve, bringing the best of baseball to fans and players alike.

Whether you're a die-hard fan or simply someone who appreciates the beauty and excitement of competition, The Big League is the league that captures your imagination and inspires greatness.

For more information, please visit [website link] or contact [contact information].

Contact: [Contact Name] [Company Name] [Phone Number] [Email Address]

1.2 Roles and Responsibilities

The Big League Positions:

Game Commissioner: Zeus L

Back-up/Co-Commissioner: Chris O, Vacant
Simmers: Paul Williams, Chris O, Vacant
Seasonal Podcast: Vacant
Championship Podcast: Vacant
League Recruiter: Vacant
TBL Historian: Vacant
Minor-League Historian: Vacant
General Managers: 28 total, one for each team in The Big League

Game Commissioner: The chief responsibility of the commissioner is to ensure the steady, successful, and on-time operation of the league. He will maintain the server, Slack, Stats+, and all other necessary platforms. The commissioner also serves as the primary person for executing simulations and is heavily involved in recruiting. In the event of a dispute, the commissioner will provide mediation between the two parties. The commissioner holds the tiebreaker in all disputes and polls. The commissioner has the right to terminate a member from the league if a member is in constant violation of the league's code of conduct.

Back-up/Co-Commissioner:

Seasonal Podcast Host(s):

Championship Podcast Host:

League Recruiter:

TBL Historian:

Minor-League Historian:

General Manager:

GM Responsibilities: General Managers are responsible for –

- **Understanding Game Mechanics** – We welcome inexperienced players, but such players are expected to take some initiative to learn the game. Knowledge of the rulebook is also an expectation.
- **OOTP Updating/Upgrading** – This league will always upgrade to the newest OOTP version during the first big game sale. This expectation includes all patches and yearly versions. I do not recommend playing on the Mac Store version of the game. It is the one version which can sometimes take a few days for a critical update to get approved and be available for download.
- **Regularly Exporting** – Exporting in advance of each simulation is required. The export tracker shows a historical export percentage. Even if you don't have any changes, export so your history shows that you are an active member. It is ok to miss a few sims, but once a few consecutive sims are missed, a formal inquiry will be made. You may also be contacted if your overall export rate is lower than normal.
- **Reading the Announcements** – Always read the daily "Commish Announcements" channel in Slack. Usually there is important information in the notes section. The week in advance is always listed as well, so you can look for any important upcoming dates here.
- **Responding to Slack/email** – Please make every effort to respond to messages in a timely manner. We don't have room for members that don't communicate. If you receive an email, it's a last-ditch effort to contact you; by the time an email is sent, the league is probably at the point where we are already looking for a replacement.
- **Voting in Polls** – It is your civic duty to vote in any polls. All polls will be published in Slack and are crucial to the success of the league, so every vote is needed. Voting for end of season awards and the Hall of Fame is also required. These kinds of things are important for fictional leagues to "come alive".
- **Being Active** – Come out and talk to people! Online leagues are supposed to be social. This isn't the online league of five years ago where there were only message boards to communicate on. Slack gives us the opportunity to really make a connection. The league is better when people get to know each other. That won't happen when only a handful of people participate in the general chat. Participating at least semi-regularly shows that you are committed to the league.
- **Communicating Absences (Vacations)** – If you're not going to have access to Slack and/or be able to export for more than two consecutive simulations, please notify one of the commissioners. It helps us understand the inactivity. We could also help manage your team if you need assistance while away.

- **Acting Professionally**– All GM’s are expected to conduct themselves appropriately and professionally at all times. This includes your attitude toward other GM’s as well as the management of your organization; all GM’s are expected to do their best to put a competitive and under-budget team together as soon as possible.

NOTE: It’s important to keep an open mind and understand that this is ultimately a fictional league in a fictional baseball world. It’s best to not assume something to be true just because it’s like that or a certain way in MLB.

1.3 Game Settings

Use Complete Scouting System: YES
 Scouting Report Updates: Normal
 Scouting Accuracy: Normal
 Player Rating Scales: 20 to 80 (in increments of 5)
 Show Ratings > Max: NO
 All player ratings are displayed relative to: The Big League (BBC?)

Overall ratings based on all players: YES
 Use Complete Coaching System: YES
 Coach Poaching: Disabled
 Enable Owner Goals: YES
 Top Prospect List: Dynamic
 Enable injuries: YES
 Injury Frequency: Realistic
 Delayed injury diagnosis: Never
 Hide Injury Rating: YES
 Position Player Fatigue: Average
 Enable Suspensions: YES
 Suspension Frequency: Normal
 Aging and Dev Speed: 1.000
 Talent Change Randomness: 100
 Player Personality Settings: YES

1.4 League Rules

DH Enabled: YES
 Reliever Minimum Batter Faced: 1
 Modified Extra Innings: Off
 Allow Ties: Spring Games Only
 Active Roster Size: 28 players
 Secondary Roster Size: 40 players
 Expanded Roster Size: 40 players
 Roster Expansion Date: First Simulation in September
 Post-Season Roster Rules: Enabled
 Post-Season Roster Eligibility: Secondary Roster (40-man)
 International Complex Size: 40 players
 Spring Training Roster Size: 60 players
 Waiver Period Length: 15 days (or longer, depending on the sim length)
Note for Commissioner: There should never be a “free waivers” period. Meaning that if a sim is supposed to be longer than the waiver length, you must manually make the waivers length at least one day greater than the sim length.
 DFA Period Length: 42 days (during spring training and regular season; customized in offseason)
 Disabled List Length: 14 days (and 56 days)
 Trade Deadline: 2nd Tuesday in August; All trading stops until the offseason
 Allowed to trade injured players, provided they were already injured when agreed.
 Allowed to trade draft picks. See Chapter 3 regarding specifics.
 Ghost players are NOT turned on

1.5 Game and Sim Schedule

Regular Season: The regular season consists of 162 games with the following breakdown.

- 13 games scheduled against each of the other six division members (7H/6A or 6H/7A)
- 6 games against 7 teams in the other division within conference (3H/3A)
- 3 games scheduled against each team in opposing conference. H/A rotates each season.
- All-Star week will determine homefield advantage in The Big League Championship Series.
- Playoffs will be in a 7-7-7-7 format

Postseason: During the postseason we drift from our Monday/Wednesday/Friday/Sunday schedule, and sim once all participating playoff teams have exported. Each round of sims will continue in this method until we've crowned The Big League Champion. It is up to the GM of eliminated teams to be active and export if they want to take actions during this time as we are ONLY waiting for playoff teams to move forward.

Offseason: The offseason schedule will vary based off the in-game date but will always be posted in Slack's "Commish Announcements" channel. While important decisions need to be made in the offseason, the goal is to have it not drag on forever, so we may expedite our sim dates. [See section 2.2 for specific offseason sim information.](#)

1.6 Important Sim Events

- Draft Pool reveals sixty days before the season begins
- Draft goes live in StatsPlus on Opening Day
- Draft completes on the first Monday in June
- International Amateur Free Agents reveal on the first Monday in July
- Draft pick signing deadline on the second Monday in July
- Trade deadline on the second Tuesday in August
- Rosters expand on the first Tuesday in September.
- Season Awards voting begins in StatsPlus once the regular season completes
- Sim to offseason immediately following The Big League Championship
- Sim to arbitration first before free agency sim
- Rule 5 draft is last sim day before new year
- Sim to pre-season before "to Spring Training" sim
- Sim to Spring Training will lock all budgets (commish will not adjust budgets)

Section 2: The Big League Structure and Rules

2.1 Roster Rules

The Big League (TBL) consists of four divisions, each comprising seven teams. Each franchise must maintain a single team at the Triple A (AAA), Double A (AA), Advanced Single A (A+), Single A (A), Low-Level A (A-), and Rookie (R) levels.

It is the responsibility of each GM to keep their minor league affiliates up to date with promotions/demotions, lineup and rotation changes, releases and signings, etc. Although AI assistance with some or all of these tasks can be set up in-game by changing the settings in the "Manager Options" screen on the GM Home Page, it is recommended that GMs handle all of this manually to achieve better results. Failure to maintain minor league systems may result in an AI auto-reorganization initiated by the commissioner.

2.1.1 Major League Level

The Major League (ML) team is the highest level of each organization in TBL, and there are no limitations on ML level players. Teams at this level may have up to 28 players on their active roster. Note that these roster limits do not include players on the disabled list. All players on the Major League roster must be on the 40-man roster, but it is not mandatory to keep the 40-man roster full.

2.1.2 Triple A (AAA)

Triple A has a limit of 30 players per team, and there are no age restrictions.

2.1.3 Double A (AA) (U28)

Double A has a limit of 30 players per team and is for players under 28 years old.

2.1.4 Single A Advanced (A+) (U26)

Single A Advanced has a limit of 30 players per team and is for players under 26 years old.

2.1.5 Single A (A) (U25)

Single A has a limit of 30 players per team and is for players under 25 years old.

2.1.6 Short Season/Low A (A-) (U24)

Short Season (SS, or Low A) ball is designed for recently drafted college players and former high school draftees from a couple of seasons prior who are not yet ready for full season ball. There is a limit of 36 players, and it is for players under 24 years old.

2.1.7 Rookie Complex League (U22)

Rookie Complex League is a short season for players under 22 years old and has a 48-player limit.

2.1.8 International Complex

When a player is signed during International Amateur Free Agency (IAFA) or discovered, they are placed in your International Complex. Players at this level are generally around 16 or 17 years old. All IAFA's are automatically assigned to the International Complex initially. The complex is limited to 40 players.

2.1.9 Roster Limits Disclosure

Players are ineligible to play in the U28, U26, U25, U24, and U22 leagues on the day they cross over the age limit for the level they are playing at, respectively. This often happens during the league's season. It is the GM's responsibility to always keep only eligible players on all of their rosters.

2.2 Postseason Rules and Format

Postseason will commence after the regular season and will comprise of the top two teams from each division, along with four wild card teams (two from each conference), all vying for The Big-League Championship. Every postseason series consists of seven games and is simulated from homestand to homestand.

Playoff format includes a tiebreaker. Teams tied for a potential playoff qualification will take part in a one-game playoff. If teams have already qualified for the playoffs but tied for positioning, normal tiebreaker rules (and not extra games) will be followed.

2.2.1 Wild Card Series (WCS)

The wild card round is a five-game series. The four teams that finished in second place within their division will each host the four wild card teams in a seven-game series. Matchups will be determined by record. The best second-place finisher within each conference will face the wild card winner with the worst record. The second-best second place finisher will face the wild card with the best record.

Every regular season division winner will receive a bye in the Wild Card Round.

2.2.2 Divisional Championship Series (DCS)

The divisional round is a seven-game series. The four division winners will host the winners of the wild card round. Seating is determined by record with the best record in the conference facing the weakest team from the wild card round, and the other division winner hosting the strongest team from the wild card round.

2.2.3 Conference Championship Series (CCS)

The conference championship round is a seven-game series. The two remaining teams from each conference, with the best record, will host the games.

2.2.4 The Big League Championship Series (TBLCS)

The Big League Championship Series is a seven-game series. The two remaining teams from each conference, with the best record, will host the games. (Or all-star winner?)

2.2.5 Playoff Rosters

Players must be on the secondary roster (40-man) before the roster expansion deadline (First Tuesday in September) to be eligible for the playoffs. The playoff roster screen has information about when and how you can make changes to your roster.

2.3 Acquiring Players

There are six ways for teams in The Big League to acquire players – waivers, trades, free agency, the amateur draft, and International Amateur Free Agency (IAFA).

2.3.1 Trades

See Chapter 3.

2.3.2 Free Agency and Service Time

Players become free agents after five years of service time in The Big League. Service time is accrued by being on the major league roster during the regular season. Spring training, opening day, and the postseason will not count towards a player's service time. Being on the disabled list, however, does count for service time. Be careful not to add a minor league player to the 56-day DL as that will count for service time, while the minor league 15-day DL does not.

Players will accumulate a year of service when they accrue 80 days and cannot earn more than 80 days of service in any given season. In the game, service time is tracked by days. The profile screen changes it to years to make it easier to track. Another way to look at it is that a player becomes a free agent after 400 days of service, but he may only accrue 80 days in a season.

Additionally, players not on the 40-man roster are eligible for minor league free agency when they reach six professional (minor league) years (a player's number of professional years may be found in the player's contract tab and is different from the player's service time). To prevent such a player from entering minor league free agency, he must be placed on the 40-man roster or signed to a minor league extension.

2.3.3 Amateur Player Draft

The Big League utilizes Stats+ to conduct the draft, which is then imported into the game on the first in-game Monday in June. **The draft consists of 27 rounds, 28 rounds worth of created players, and begins in StatsPlus on Opening Day.** The draft pool will be revealed after the first Spring Training sim. There are 784 players in the draft pool. **A draft lottery (See section 3.???) will run when the annual Winter Meetings take place to determine draft order.**

Daily Start Time - 9AM ET

Daily Stop Time - 11PM ET

Rounds 1 – 6 Hours.

Rounds 2-4 – 3 Hours.

Rounds 5-10 - 2 Hours.

Rounds 11 to 27 – 1 Hour.

Total Draft Time before set to auto is 14 hours. NOTE: Any pick timer that begins after 11 pm ET will not expire until 7 am ET (of the next day) at the earliest. This "night-timer" is IN ADDITION TO the normal two, four, or six-hour time limit per pick. The night timer does not pause your overall 14-hour limit. The easiest solution is to check the draft before you go to bed and make a small list if you're up to pick soon.

As noted above, the draft is completed in-game during the sim that begins with the first Monday in June. Once the draft is completed in-game, some of your draft picks will need to be signed, based either on bonuses they demand or that they are slotted to receive by the game. Draft picks remaining unsigned past the in-game deadline will be removed from your organization (and re-enter the draft pool later). If you fail to sign a draft pick from rounds 1-5, you will receive a pick in the following year's draft's corresponding supplemental round, which begins at pick 33. The supplemental draft order will be the same as the overall draft order of the draft in which the picks are made.

NOTE: Each team may only have one compensation pick in each round. The reason for this is to prevent the abuse of overloading picks for a single draft. The picks also need tracked which can get complicated if a team has more than one comp pick, especially since these picks can be traded. The intent of the draft is to sign your players.

2.3.4 Waivers:

In The Big League, when a team waives a player, another team has the opportunity to claim that player within 8 "in-game" days. The player will appear on waivers for a minimum of two simulations. If a player is claimed from waivers, the claiming team assumes the player's salary and places them on their 40-man roster if necessary. It is important to note that players on waivers cannot be traded until they have cleared waivers. Waiver periods will always be at least one day greater than the length of the simulation to prevent teams from taking advantage of a "free waivers" period.

NOTE: Longer offseason simulations need to be manually adjusted by the commissioner.

2.3.5 International Amateur Free Agents (IAFAs):

The IAFA pool is released annually in The Big League on the first Monday in July. There is a \$6 million soft cap for the pool. If a team exceeds this cap, they will be subject to a luxury tax and restrictions will be placed on the team for the following season. It is important to read the full set of rules in-game under the International Amateurs tab, which can be found under the main tab for The Big League. Additionally, your scout may periodically sign international players as discoveries, and they will be placed in your team's international complex. However, as a GM, you have no control over this feature in OOTP.

2.3.6 Rule 5 Draft:

The Rule 5 draft occurs during every offseason in The Big League. The commissioner will provide an offseason schedule that includes the date of the draft. The draft order will not change from what the game provides. Player eligibility for the draft follows the same rules as laid out in MLB and OOTP with one exception: players who are under 23 years old at the time of the draft cannot be drafted. Even though players under the age of 23 will show up in the Rule 5 draft pool, they do not need to be protected. If a team drafts a player who is 22 years old or younger, they will forfeit all Rule 5 picks for that season. It is the responsibility of every GM to follow these rules and report any illegal choices to the Commish team as soon as possible. If you plan to use multiple rounds for picks, ensure that you paste your list to all the rounds.

2.4.1 General Structure

The Big League runs a unique structure for its league operations that promotes competitiveness and parity. Team budgets are derived from the standard league-wide national media contract baseline of \$90 million per team. Ticket prices are locked at a fixed price of \$25.00, but attendance drives the ability for team budgets to fluctuate upward or downward depending on the team's success at drawing fans.

Budgets are set by owners, consider the entire revenue stream, and are typically in the range of \$150-200 million total for player salaries, coaching salaries, scouting budget, draft budget, international amateur free agent budget, and development budget. GM's are encouraged to spend what they're budgeted, or they will forfeit the excess, as there is a maximum of \$3 million in cash accessible in each team's budget. In NO CASE will money remaining at the end of one in-game financial year "carry over" to future years' budgets. The league's financial settings are set to remain static at its inaugural levels. The minimum player salary is \$500,000. There is no salary cap ("soft" or "hard"), no revenue sharing and no luxury tax.

2.4.2 Free Agency Rules

Players become free agents after five years of ML service in The Big League. As noted above, 80 days will give a player credit for a full year of service. If a player is ready for the big leagues, call him up. Players are eligible for arbitration after three years of service. If, at any time, you decline to offer arbitration to a player, the player becomes a free agent.

Pro Tip: Offer arbitration-eligible players you want to keep a one-year extension. You'll get a slight player morale boost (and maybe even a Fan Interest boost). Players don't like going through arbitration.

The Big League does not use any type of "qualifying offer" contracts, does not recognize any type of free agent other than "unrestricted" (no Type A/Type B stuff from pre-2012 in the MLB), and (thus) does not offer compensation draft picks to teams that lose free agents in the off-season. This is done to encourage trading.

2.4.3 Contract Rules

Players in advance of free agent status may be offered a contract extension by their GM at any time, for any amount, without any limitations other than a strict five-year contract maximum.

2.4.4 Amateur Draft Negotiations

As noted above, some drafted players (generally from rounds 1-5) will require a bonus before they sign with your team. If you fail to sign them before the deadline, they will re-enter The Big League draft at a later date and you will lose the rights to that player. If you fail to sign a draft pick from rounds 1-5, you will receive a pick in the following year's draft's corresponding supplemental round, which begins at pick 33. The supplemental draft order will be the same as the overall draft order. Each team may only have one compensation pick in each round.

2.4.5 Over-Budget Teams

Teams that are over-budget are prevented (by the OOTP game structure) from signing (and in some cases extending) players, from making trades that do not result in a net gain of "budget space" (decrease of negative budget space), and in some cases are prevented from signing draft picks that require or demand bonuses and IAFAs. You will be much more successful as a GM (and enjoy the game ever so much more) if you treat your budget as a hard cap. Once the season financials roll over (The first Free Agency sim), teams who are still in the red will have any extra budget (ie. Draft, IAFA, Dev, Scouting) reduced until The Big League's "Total Money Available" is back to \$0. Draft & IAFA budget would be reduced to \$0. Dev and Scouting would be reduced to the baseline of \$10m. Commish discretion will be used in determining which budgets are to be reduced. If you are unsure where to look in-game to see where you stand, you can click on Front Office. Under the Budget Information section there is a "Total Money Available" line which will tell you exactly how much you are in the red or in the green.

2.4.6 Cash Interpretation

In OOTP, cash is essentially a budget modifier. If a team has a positive cash balance, their available money will increase by the amount of that positive cash balance. Similarly, if a team has a negative cash balance, their available money will decrease by the amount of that negative cash balance. During trade negotiations, cash may be used up to when the available money reaches zero. This means that you can trade more cash than you currently possess because the extra cash comes out of your budget, which lowers your available money.

2.5 Tiebreakers

2.5.1 Postseason seeding

When multiple teams in The Big League finish with the same regular season record, tiebreakers are used to determine postseason seeding. If two or more teams are tied for a FINAL playoff position, a one game playoff will be played. However, teams tied for 1st or 2nd place will not require a tie-breaker game. If teams are tied for the wild card, they will need to play a tie-breaker game to determine who moves on to the postseason.

2.5.2 Draft order

If two teams in The Big League finish with the same regular season record, the team with the worst record from the previous season will receive the higher draft pick. If the records are still tied, the teams' records from the season prior to the previous one will be compared, and so on.

2.6 Tanking

It is acceptable for a team in The Big League to trade off important assets to rebuild their team, but it is not allowed to intentionally sabotage the team's performance. This includes playing players who are not ready to compete in The Big League or playing players out of position on purpose to ensure a loss. There is really no reason to do this, considering we have a draft lottery, and it negatively affects those teams who are trying to compete. The Commissioner may impose fines and other penalties depending on the severity of the actions taken by the guilty team, such as affecting their draft position. No team will be penalized without first receiving a warning for their actions.

3. Trading

Trades are the lifeblood of any online OOTP league. You cannot win unless you know how to effectively work the trade block. There are three good ways to announce your intent to trade to everyone in The Big League: using the trade block located in-game, announcing through Slack on the "trade block," or by using the "Trading Block" feature on the league S+ PAGE. Another great way to trade is to message GMs directly to offer or inquire about a player. Some of the best deals are for players no one knew was available.

3.1 What can be traded?

Trades may involve any team asset (player, draft pick, or cash) with a few exceptions.

3.1.1 Players

Any player in your organization may be traded unless they hold a no-trade clause, have 10/5 rights, or have not been on waivers long enough to be claimed by a human GM (players may not be traded until they clear waivers).

3.1.2 Draft Picks

All draft picks from rounds 1-27 may be traded, including supplemental picks if applicable. Only the picks in the upcoming draft are available to trade with the following exception: when a draft is active (and only when a draft is active) in Stats+ (from the moment when the draft timer starts), draft picks from that draft cannot be traded for a player or cash. They have to be traded for another draft pick. Draft picks from the next draft become available and can be traded for players, cash, etc. Once a player is drafted, they cannot be traded until the following offseason.

3.1.3 Cash

Cash may be included in any trade as long as there is room in "Total Money Available". NOTE: As stated in Section 2.4.6, cash is simply a modifier for total money available. We use total money as the amount of "cash" we can include. If you have \$1,000 cash but your TMA is \$5,000 over the budget, you do not have "cash" to trade.

3.1.4 Salary Retention

Teams may elect to retain a percentage of the contract for a variety of reasons. A team can retain up to 50% of a contract in increments of 5%. Multiple teams can retain various percentages all the way up to 100%. Salary retention always refers to the amount of the entire contract, not the percentage of salary the team is responsible for.

3.2 Budget Limitations During Trading

No trade is allowed that would put a team overbudget unless the trade is of equal value or improves the situation of the overbudget team. However, after July 1st teams are allowed one overbudget trade per season. Teams may go over budget to complete a trade if they meet at least one of these conditions:

- They have a winning record.
- They are 10 games or fewer back from the division leader.
- They are 5 games or fewer back from a playoff seed.

The intent of this is to simulate teams who might want to 'go all-in' for a playoff push for a championship.

3.3 Processing of Trades

All trades will be processed after the sim. After the trades are processed, the file will be uploaded immediately, and the GM will be able to place the players where they choose. Players will be found on the DFA list.

3.4 Posting a Trade

All trades must be made in the Trade Tool using StatsPlus. Once a trade is confirmed by both parties, it cannot be canceled even if it has not yet been processed in-game unless both parties agree to the cancellation. After a trade has been processed, it cannot be reversed.

3.5 Unprocessed Trades

If a trade is not processed after a sim, one of four things has happened:

1. The trade has resulted in a team dropping to a negative "Total Available Money".
2. The trade violates the rules or is improperly formatted.
3. During the sim, a player gets injured and is out for longer than 7 days.
4. A player with a no-trade clause (or 10-5 rights) exercised his right to reject the trade.

The upload of the new league file will not be delayed while two GMs debate an unprocessed trade. Unprocessed trades will be noted in the sim announcement and will have to be reworked by the participating GMs.

3.6 Trade Deadline

The Big League deadline for trading players will always be the second Tuesday in August of the in-game year. Trades must be confirmed before the deadline time, or they will not be processed. Invalid trades are not allowed to be renegotiated past the deadline. The trade deadline will remain open for 3 hours beyond the final simulation which precedes it, giving GMs an extra opportunity to make last minute moves.

3.7 Restrictions on Players with No-Trade Clause

If a player with a no-trade clause (or 10-5 rights) exercised his right to reject the trade, the trade will not be processed.

3.8 Trade Veto Rule

The Big League does not have a trade veto system. The vast majority of trades will go through, even if some GMs feel they are unfair. There are only three instances in which the commissioner will veto a trade:

1. When there is reasonable proof of collusion between two GMs to intentionally make one team stronger or weaker.
2. When a trade is made but an involved GM leaves the league before the trade is processed.

If any league member believes that a trade should be vetoed due to one of these reasons, please bring it up immediately to the commissioner.

4. League Customization

4.1 Relocation and Logo Changes

Relocation and name change requests for teams in The Big League will be allowed after a GM has spent three full seasons in control of an organization. Locations must be within North America (Canada, Mexico, United States, other countries considered). Minor league relocation and team name requests follow the same rule. At the time of relocation, GMs will have the opportunity to decide what type of ballpark they want to move into (Hitter's park, Pitcher's Park, etc)

The request must also make sense for the league. If you want to make a change, the best thing to do is to ask the commissioner. If approved, post your request in the League Customization forum. League customization is a vital tool to enhance GM immersion and reduce GM turnover, and The Big League offers many customization options to its members.

2. Nicknames

GMs are allowed to give nicknames as an end of the season award for export rate participation of 85%+.

5. Sim Violations and Missed Exports

The Big League has a strict policy regarding roster violations and exports. Roster violations halt the simulation, and the commissioner has to take action to advance on behalf of the GM in violation. Repeatedly exporting with violations is inexcusable, as the game will warn you that you have a violation when exporting. Frequently missing exports is also unacceptable as they can hold up the simulation, frequently lose games, and negatively affect the competitive integrity of the league.

5.1 Missing Exports

Missing an occasional export is not a big deal. But since each simulation covers fourteen in-game days, missing multiple exports in a row can have a devastating effect. Missing four consecutive exports (during spring training and/or the regular season) is grounds for a commissioner-triggered AI re-organization, especially if your organization gets out of whack due to missing two months' worth of exports, which it usually will. This decision will be made by the Commissioner responsible for running the simulation during that period.

5.2 Sim Violations

The action taken because of a violation that halts a simulation will depend on the circumstances. An incomplete list of common sim violations includes the following.

5.2.1 Over Roster Limit/Age Limit

The commissioner may demote, promote, or DFA a player of their choosing to get the roster below the limit. It is reasonable to expect the commissioner to pick a player with limited value, but it's at their discretion if put in a position to decide. No changes to lineups/rotations will be made.

5.2.2 DFA Time Expired

When a player is designated for assignment during spring training and/or the regular season, the team has 42 days (normally three sims) before it expires. Before the next (fourth) sim, the player will be released, and the GM's team will suffer any costs or penalties as if they were the ones to release him. Note that drafted players that receive bonuses, signed free-agents, and players obtained via trade will almost always go into DFA. Please check your DFA list every sim. During the offseason, the DFA time will be extended, and all players for whom the DFA time has expired will be moved to AAA or the ML roster if on an ML contract. If there's no room on the 40-man roster, the player may be released.

5.3 Replacing an Inactive Member

As noted above, if you're going to miss a few exports, let someone know. When a GM misses four consecutive exports, they will usually get a communication from the commissioner about their status. It is reasonable for the commissioner to expect a reply within 24-48 hours. If the GM is not heard from for 24-48 hours, it will be assumed that the GM has "ghosted" and is not coming back. It cannot be emphasized enough that since Slack is the primary communications platform, that is where the reply is expected. The commissioner will use their judgment when deciding whether to replace an owner, considering both past activity and overall league standing.

6. New Members

Welcome to The Big League Baseball League! Follow the instructions below to get started, and if you encounter any issues, contact me through Slack (Zeus Lunari) or post in #general. Our helpful group of GMs will be happy to assist you.

1. Getting Started

1. Begin downloading the league starter file. Once it is downloaded, Unzip the file.
 1. [LINK FILE HERE](#)
2. Locate your saved games folder. Open OOTP 24, Navigate to Settings, Navigate to Troubleshooting tab, Click the link that says "Open folder containing saved games"
3. Move the now unzipped thebigleague.zip folder to the saved games folder.
4. Ensure the thebigleague.lg actually has the .lg at the end (rename the folder to thebigleague.lg)
5. Verify that the thebigleague.lg folder has contents in it. You should see settings, ball caps, news, and jerseys folders. There also should be 17 .dat files, including a world.dat
6. Take the accountsdata_gms.dat file the commissioner will provide to you and place the file into the settings folder within the league folder. Ensure that it is named exactly as accountsdata_gms.dat. (If it looks like accountsdata_gms (2).dat, for example, it will not work)
 1. *If you get an "Error: could not open archive file" message when attempting to download the update, you did not do this step correctly
7. Open OOTP and load the SKY

1. -- *Uncheck the "Run full check for correct logos, jerseys and caps after loading league" box in the load game window when re-loading
8. Find the SKY Guest profile and select it. Go to file - Online League - Download Latest League File.
 1. If you get an error that says, "Error: could not open archive file", re-verify that you did step 5 correctly.
9. Verify that you're on the correct in-game date by checking the #commish_announcements channel in Slack. Do not attempt to download an update if the in-game date is correct.
10. Export to verify your status. You should always verify that your export goes through by using the Export Tracker <--Link. There will also be a notification in Slack when an export has been processed correctly.
11. Change your Slack display name to City abbreviation - First name, (PIT - Joe, for example)
12. Log into StatsPlus <-- Link
13. Inform the commissioner that you need to be associated in StatsPlus

6.2 Installing Graphics Files

Our league graphics files are a source of pride, so it's crucial to install them correctly to enjoy The Big League logos and uniforms. You can download the logos and uniforms [here](#).

6.3 Accessing League Sites

You will need access to several different sites, which are detailed below:

6.3.1 League Landing Page

To be determined?

6.3.2 Slack

Our primary means of communication is Slack. We do not use email for announcements or day-to-day communication, and we don't use forums for general conversation. Slack replaces them all. It's required for membership.

If you didn't receive your invite, check your spam folder. The Slack league name is bigleaguebaseball.slack.com, and your email must match the invite's recipient. When signing up, please add your real first and last name if it's not already there. We track everyone by their real name, and your display name should be City - Name, such as "Toronto - Pete." This allows you to be easily identified, and everyone can associate you with the correct team in Stats+. You also need your team logo as your avatar, which will be provided for you.

6.3.3 StatsPlus

StatsPlus is the latest and greatest 3rd party OOTP online league application. Stats+ allows each owner to draft mobile while using his/her own scout's ratings. StatsPlus will be updated after each simulation. StatsPlus will also be utilized for real-time simulations during the regular season.

6.3.4 League HTML Reports

League reports are the standard OOTP HTML reports. They are very useful for checking out the league on the road, and even if you're not on the road, they are worth checking out from time to time. No sign-in is required, and they can be [viewed here](#).

6.3.5 Export Tracker

When you send an export in-game, the game doesn't necessarily know if the file reached the server. To verify, you must go to the export tracker, which is a feature of Stats+. You don't have to be signed in to verify, and it's recommended to check this after you export, or at the very least, when you have an important export.

The export tracker simply checks if there's an export file on the server created after the league file was created. It cannot check the game date, and the exported game date must match the simmer's game date, or the export will not take.

6.3.6 Twitch Broadcast Feed

During important sims (especially during the postseason), the sim will broadcast over Twitch. The Twitch channel is <http://www.twitch.tv/skylinebaseballnetwork>. It will always be announced when the sim is going to be broadcasted in Twitch. Twitch will also be utilized for special programming such as podcasts, the draft lottery, and other events.

7. Hall of Fame

After fifteen seasons, The Big League will open The Big League Hall of Fame. Players must have accrued at least 10 years of service in The Big League to be eligible for the HOF.

Players may remain on the ballot for 10 years post-retirement providing they obtain at least one vote per season. A player cannot be included on the HOF ballot if he had ML time during the prior in-game season.

Human only ballots will be collected, and 75% of votes is required for election. Players with less than one vote will be dropped from consideration. Each elector will be permitted to vote for a maximum of ten eligible players and a minimum of zero. Voting is a league requirement.

8. Rule Changes and Additions

In The Big League, nothing has to be a static rule just because it's always been that way. Every GM, no matter their seniority, is allowed to advocate for change if it makes the league better. Understand that not everything will get approved or even an agreement that it's a problem. This chapter will help outline the process.

8.1 Proposing a Change or Addition

Any active GM is able and encouraged to propose a change to Skyline rules. Please submit a request to the commissioner for consideration. All requests should be well thought-out and professional.

8.2 Rules Committee

A rules committee may be generated after the league has been established to handle requests for change. Rules committee members will consist of those most dedicated to the success of the league.

8.3 Voting Procedures

If a rule proposal passes through the Rules Committee, a committee member will post a poll in the appropriate Slack channel for a league-wide vote. All 28 GMs will be responsible for voting on a rule change. 17/28 (60.7%) votes will be needed to implement a rule change.

8.4 Important Information Regarding Voting

As mentioned above, it is your duty to vote on any official polls that are posted. There is also no specific time when a rule is to be implemented and will be implemented at the commissioner's discretion. If a rule can be changed immediately without disrupting the current season, then it will be done, but most rules will be implemented in the offseason.

9. End-of-Season Participation Rewards

9.1 Nickname Reward

GMs are allowed to give one nickname as an end of the season award for export rate participation of 85%+.

9.2 Cash Reward

Players with 100% participation will be given a cash bonus of \$5,000,000 at the start of the following season.

9.3 Fan Loyalty Reward

Any GM who has a 100% export rate for three consecutive seasons will receive a fan loyalty boost, if applicable.