



JUST

A BIT

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1. Introduction

Juuust-A-Bit-Outside (JABO) is an online Out of the Park Baseball (OOTP) 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 7 (seven) teams which will include one team from each Milb level (AAA, AA, A, Rookie, WinterLeague, IFA WinterLeague). 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.

Major league teams will play a 162 game schedule, followed by a playoff format as follows;

Any ties at the end of the season will go to a game **163** to decide.

PLAYOFF FORMAT 6 teams will make the playoffs, 3 Division winners and 3 Wild Card teams (from each league)

Round 1 WILD CARD SERIES (each league)

The top 2 seeded teams will receive a **bye** and advance to the second round Division Series

#3 seed v.s. #6 seed Best of 3 series

#4 seed v.s. #5 seed Best of 3 series

Winners Advance

Round 2 DIVISION SERIES (EACH LEAGUE)

#1 seed v.s. winner of #3 seed v.s. #6 seed series Best of 5 series

#2 seed v.s. winner of #4 seed v.s. #5 seed series Best of 5 series

Winners Advance

Round 3 CHAMPIONSHIP SERIES (EACH LEAGUE)

Winner of the series between #1 seed v.s. winner of #3 seed v.s. #6 seed series and the winner of the series between #2 seed v.s. winner of #4 seed v.s. #5 seed series will play. Best of 7 series

Winners advance to World Series

Round 4 WORLD SERIES (1 team from each league)

Winners of the Championship Series will battle in the World Series Best of 7 series

Payouts for World Series and Playoff Teams can be found in Section 4 Payouts.

Minor League teams will start their seasons after the Major League season has started.

Winter Leagues will start in November.

2. 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 Panel

Dave Hammertime - Davehammertimeootp@gmail.com

Dillon Reese - dillon.reese@rocketmail.com

Jeff Pascarella - japaj1961@gmail.com

Jeff Pascarella Jr. - Japaster92@gmail.com

David Roth - droth406@gmail.com

3. Payments

The league fees are \$25.00 per OOTP season. \$100.00 for 4 seasons is the standard payment

All owners joining the inaugural season of the league will however pay a fee of \$100.00 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 \$110.00 per calendar year

Failure to pay the league entry fee, either the inaugural four-season \$100.00 fee, or subsequent seasons (4 seasons), by the start of the next OOTP season will be grounds for removal from the league.

4. Payouts

For each single OOTP season, **\$750.00 (\$3000.00)** in entry fees will be collected; approximately **\$27.50** of this will be removed from the pool to pay for StatsPlus per season. **(\$110.00)**

Prize pool Monies for the league each year will be **\$722.50**

Every year, prizes shall be rewarded as follows:

- **\$300.00** to World Series Champion
- **\$150.00** to World Series Runner-Up
- **\$25.00** to GM of team with the season's best regular-season record
- **\$25.00** each to the GMs of the teams that lost in the League Championship Series (2)
- * **\$15.93** each to each losing playoff team (8)

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

Additional Payouts per season

- AL/NL Batting avg Leaders **\$5.00 ea**
- AL/NL Homerun Leaders **\$5.00 ea**
- AL/NL RBI Leaders **\$5.00 ea**

- AL/NL Win Leaders \$5.00 ea
- AL/NL ERA Leaders \$5.00 ea
- AL/NL Save Leaders \$5.00 ea
- Most Improved Team \$10.00

5. JABO Bucks Perks

What are JABO Bucks

JABO Bucks were designed to help owners make upgrades to their coaching staff as well as their teams attendance. At the start of every offseason each team will receive 3500 JABO Bucks. The JABO Bucks can be used at specific times of the season to upgrade your team. A menu of Items are also available to view in the JABO Bucks room on slack for your convenience.

Items to Upgrade

Players Name change 100 JB Changes players name. purchase time player must be rookie with no player stats. After darft and signed.

Coaching

Coach name change 100 JB changes coaches name. purchase time 2 weeks prior to spring training.

Coachs Training Coaching upgrades is the cost per level change. **Must complete each level.** purchase time 2 weeks prior to spring training.

Upgrades

* Inexperenced 100 JB

* Poor 150 JB

* Average 250 JB

* Decent 300 JB

* Good 400 JB

* Excellent 650 JB

* Outstanding 900 JB

* Legendary 1250 JB

Seating/ Stadium Packages

Maximum seating capacity **65,000 (Stadium seating starts at 30,000)**

Seating for Stadium with every purchase, seating increases by 1000 seats. Purchases are according to attendance at the time of purchase. Purchase time 1st day of the Offseason, until the day before Arbitration.

Attendance/Cost 30k-38k 500 JB 38k-46k 600 JB 46k-54k 700 JB 54k-65k 800 JB

Stadium Packages (ONE TIME PURCHASE ONLY) Purchase time 1st day of Offseason, until the day before Arbitration

All packages include Stadium Name change/ additional seating/ +10 fan interest/ +10 fan loyalty

Bronze Package +5000 seats 3500 JB

Silver Package +9000 seats 5000 JB

Gold Package +12000 seats 6500 JB

Sponsorship Package (ONE TIME PURCHASE ONLY) purchase time 1st day of Offseason, until the day before

Arbitration. Only 1 Stadium or 1 Sponsorship Package can be purchase by one team.

Package Includes Stadium name change to Corprate Sponsor/ Increase in Media Contract +10,000,000/+ 15000 seats/ +10 Fan Interest/ +10 Fan Loyalty **8000 JB**

Fan Interest and Fan Loyalty purchase time 1st day of offseason, until the day before Arbitration.

Fan Interest +1 **250 JB** or +5 **1000 JB**

Fan Loyalty +1 **250 JB** or +5 **1000 JB**

Other ways to earn JABO Bucks

There are other ways to earn JABO Bucks through the season. Jabo Bucks can be earn during the WinterLeague, exporting, awards voting, drafting and team media days.

WinterLeague and IFA Winter League JABO Buck Payouts

WLWS Champ **1200 JB**

WLWS Loser **1000 JB**

Playoff Teams (10) **900 JB**

18-16 place **700 JB**

15-12 place **650 JB**

11-8 place **600 JB**

7-1 place **550 JB**

Exporting JABO Bucks

100% **300 JB**

90%-99% **200 JB**

80%-89% **150 Jb**

75%-79% **100 JB**

Awards Voting JABO Bucks

All you have to do is vote when applicable **200 JB**

Draft JABO Bucks

Complete the draft without using any AUTO picks. **250 JB**

Team Media Days

Throughout the season owners attend press confrences to report on their team. It will be your job as owner to report happens to the league. Commissioners Topics. **200 JB**

All *JABO Bucks* will be received after designated task has been completed

6. League Management

The Commisssioners 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 Commissioners, 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.

7. General Manager Expectations

GMs must own the version of the game the league decides to utilize (currently OOTP24), 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 a Commissioner 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.

8. Rosters and Lineups

Please check to make sure there are no roster violations, so sims run smoothly and you're not holding the sim up.

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.

Commissioners will not manually correct mistakes or consequences of this stipulation.

9. Roster Size and Age Restrictions

Your Major league team will have a 40 man roster. 26 of which can be active on the major league roster. On September 1st the roster will expand to 28.

Minor League Roster Size and Age Restrictions

Triple A Team 35 players - no age restriction

Double A Team 35 players - max. age 28 years old

Single A Team 35 players - max. age 25 years old

Rookie Team unlimited players - 23 years old

Winter League Team 30 players - 18-23 years old. ***Can only be rostered during Winter League season***

IFA Winter League Team 30 Players - 16-20 years old **IFA Players ONLY** ***Can only be rostered during IFA WinterLeague season***

10. Financial Management

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

Each team will start with a Salary Cap of 250M with market sizes, fan base, and stadium

capacity being the same. (Based on performance, these can grow or diminish).

Media contracts will be set to 10 years and \$85m per team for national and \$40m for local. You will be able to raise contracts with stadium capacity upgrades. See section 9 Comic Bucks.

All Stadiums will start at 30,000 capacity

30-38k capacity = \$85m media contract

38-46k capacity = \$90m media contract

46-54K capacity = \$95m media contract

54-65K capacity = \$100m media contract

Fan Interest and Loyalty, will be set to average. (50)

11. 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.

12. League Website

League Site - TBA

League Reports - TBA

League Export Tracker - TBA

League Slack - jaboootp.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.

13. Sim Schedule

Each simulation cycle during the season will cover 5 days in-game.

During the playoffs in game simming days will decrease to make sure your team is always at it's best. No need to hurry the playoff.

During the offseason, the sim schedule will be 7 days in game. Winter League scheduled sims are 7 days in game. The entire offseason up to and through Spring training, till the start of the season 7 day in game sims.

As a rule, sims will normally occur 7 days a week on Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, and Sunday, at approximately 8 AM EST.

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

14. 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/backload 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 a Commissioner.

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***

15. 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 - 5	2 hour
6-10	1.5 hours
11-25	1 hour
26-40	45 minutes
41-50	30 minutes
51+	15 minutes

Draft will be held 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 will make you a team banner with your name and logo. He will need team name and colors once you pay league dues.

16. 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 2-hour time limit

6-10 1 hour time limit

11-20 20 minutes time limit

17. Winter League and IFA Winter League

The Winter League is a developmental league for younger players. The Winter League (WL) will consist of players from your minor league system as well as your major league team. The age restriction for players is 18-23. One week before the WL season begins, you will be able to roster your players for the up coming season. Once the season is complete, you must clear the roster of players. There must be no players left on this team after the completion of the winter league season.

The roster will consist of 30 players. You may substitute player on the roster with other minor league or major league player. IFA players are eligible but **will not** be able to return to the IFA system after the WL season is over. They will remain in your minor league system.

Each team will have a WL team to compete in the Winter League. The Winter League will consist of 50 games followed by a playoff format of

PLAYOFF FORMAT 6 teams will make the playoffs, 3 Division winners and 3 Wild Card teams (from each league)

Round 1 WILD CARD SERIES (each league)

The top 2 seeded teams will receive a **bye** and advance to the second round Division Series

#3 seed v.s. #6 seed Best of 3 series

#4 seed v.s. #5 seed Best of 3 series

Winners Advance

Round 2 DIVISION SERIES (EACH LEAGUE)

#1 seed v.s. winner of #3 seed v.s. #6 seed series Best of 5 series

#2 seed v.s. winner of #4 seed v.s. #5 seed series Best of 5 series

Winners Advance

Round 3 CHAMPIONSHIP SERIES (EACH LEAGUE)

Winner of the series between #1 seed v.s. winner of #3 seed v.s. #6 seed series and the winner of the series between #2 seed v.s. winner of #4 seed v.s. #5 seed series will play. Best of 7 series

Winners advance to World Series

Round 4 WORLD SERIES (1 team from each league)

Winners of the Championship Series will battle in the World Series Best of 7 series

Winter League payout is JABO Bucks. See payouts in section 5. JABOP Bucks Perks

The IFA Winter League (IFAWL) is a developmental league for younger players. In this case IFA players. Now you get the chance to mold your IFA players into professional baseball stars of the future. One week before the IFAWL season begins, you will be able to roster your players for the up coming season. Once the season is complete, you must clear the roster of players. There must be no players left on this team after the completion of the IFA Winter League season.

Team roster will consist of the players on your IFA roster. You may use up to 30 players. Remaining players on IFA roster can be substituted for players on IFA Winter League squad. Player age limit for IFA Winter League action is 16-20 years old only. Only IFA rostered players are eligible.

IFA Winter League will start when teams have enough players on their IFA roster to roster a team.

Each team will have an IFAWL team to compete in the IFA Winter League. The IFA Winter League will consist of 50 games followed by a playoff format of

PLAYOFF FORMAT 6 teams will make the playoffs, 3 Division winners and 3 Wild Card teams (from each league)

Round 1 WILD CARD SERIES (each league)

The top 2 seeded teams will receive a **bye** and advance to the second round Division Series

#3 seed v.s. #6 seed Best of 3 series

#4 seed v.s. #5 seed Best of 3 series

Winners Advance

Round 2 DIVISION SERIES (EACH LEAGUE)

#1 seed v.s. winner of #3 seed v.s. #6 seed series Best of 5 series

#2 seed v.s. winner of #4 seed v.s. #5 seed series Best of 5 series

Winners Advance

Round 3 CHAMPIONSHIP SERIES (EACH LEAGUE)

Winner of the series between #1 seed v.s. winner of #3 seed v.s. #6 seed series and the winner of the series between #2 seed v.s. winner of #4 seed v.s. #5 seed series will play. Best of 7 series

Winners advance to World Series

Round 4 WORLD SERIES (1 team from each league)

Winners of the Championship Series will battle in the World Series Best of 7 series

IFA Winter League payout is JABO Bucks. See payouts in section 5. JABO Bucks Perks

18. 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 be older than 21 years old(22 and up) and 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, by both parties, so all are aware.

19. 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 player's 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 ***Juuuust-A-Bit-Outside*** 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

Both GM's must submit and export the trade in game.

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

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.

20. 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.

21. 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 (legacymode)

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 - \$

22. 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

23. AI Settings

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

Trading Difficulty Average

Trading Preference Neutral

Ratings Weight 65

Current Year Stats Weight 20

Previous Year Stats Weight 10

24. League Settings - Rules

2 Years Ago Stats Weight 5

Lineup Selection Traditional

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

25. League Settings - Financials

Number of Draft Rounds to Negotiate 5

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

26. 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

27. League Settings - Stats & AI

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

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