

Constitution for SSB

Commissioner Duties - David

The duties of the commissioner includes, but is not limited to, the following:

- Running sims and processing trades
- Maintaining slack and S+
- Evaluating fairness and validity of trades
- Recruiting new GMs when needed
- Resolve disputes between GMs
- Enforcing league rules
- Monitoring every team's financial stability
- Making executive decisions in unprecedented or conflicting events
- Accomplishing all of the above in the fairest way possible

GM Duties

The duties of each team's GM includes the following:

- Exporting on a consistent basis
- Informing the commissioner if you cannot export for a period of time
- Monitoring and maintaining their team's financial stability
- Monitoring and maintaining their team's success on the field
- Occasionally checking slack and responding to trade discussions
- To report loopholes or rule violations to the commissioner
- Submit any ideas they have to commissioner
- (Optional) Write articles, or partake in "social media"

Global/Player Settings

- Scouting report updates monthly, during the season
- One report is kept per season
- Scouting accuracy is set to high
- Player actual rating scale: 20-80
- Player potential rating scale: 20-80
- Other Player rating scale: 20-80

- Overall + Potential Ratings: 20-80
- Show Ratings > Max : No, cut off
- Show Potential < Actual: No, adjust
- Complete coaching system and owner goals are turned off
- Injury frequency: default
- Batter Aging Speed: 1.000
- Batter Development Speed: 1.000
- Pitcher Aging Speed: 1.000
- Pitcher Development Speed: 1.000
- Talent Change Randomness (TCR): 100
- Batting Power: 1.000

League Settings

- DH is enabled for AL. DH is enabled for NL.
- Active Roster size: **26** players
- Secondary Roster size: 40 players
- Expanded Roster Size: 28 players
- Postseason Roster Eligibility: Secondary roster (40 man)
- International Complex Size: 50 players
- Spring Training Roster Size: 60 players
- Waiver Period Length: 8 days (adjusted for longer sims)
- DFA Period Length: 21 days (adjusted for longer sims)
- Disabled List Length: 7 days
- Disable right to refuse minor league assignment: NO
- Trading of recently drafted players is allowed
- 10/5 rule is enabled
- Trading of injured players is allowed (see house rules)
- Draft pick trading is disabled
- Players to be named later (PTBNL) are allowed
- Amateur draft consists of 25 rounds, draft pool released 130 days prior
- CBA (Collective Bargaining Agreement) Rules: Enabled

Playoff Settings

- Teams: 12
- Each divisional winner + 4 wild card teams per league
- First Round: Wild Card Series - Best of 3 HHH
- Second Round: Divisional Series - Best of 5 HH AA H

- Third Round: League Championship Series - Best of 7 HH AAA HH
- Fourth Round: World Series - Best of 7 HH AAA HH

Sim Schedule

- Sims per week: 4
- Sim days: Sunday, Monday, Wednesday, Friday
- Sim time: 7:00 PM CST or later on SU, Mo, Wed. 12PM on Friday (unless specified in slack)
- Playoff Sim Rules: When necessary teams have exported. Attempt to stream on twitch
- Offseason Sim Rules: Sim every day. 7 days per sim. Bumped to 14 days when appropriate. Preseason (Feb) is covered in 2 sims (14 days per sim)
- Live sims: Attempt to have regularly

House Rules - Trading

- Trades must be submitted in-game, and in the #trade-pending slack channel
 - Trades not submitted in-game will not be completed
 - If you do not use the stats plus trade tool, you have to have the other party reply in-thread that they agree to the trade
- Trades to be processed pre sim **New for 2023 season**
 - If you'd like your player to be put on your roster
 - You need to make sure there's room on your active roster
 - You need to make sure there's room on your 40
 - You need to make sure there's an empty spot in the lineup/starting rotation
 - You need to tell me what to do at the time of trade, in a thread on the pending-trade post
 - This is just for major leaguers
 - Failure to do any of those and the guy will be left on DFA until you load the file.
- Upon joining the league, players will go through a 3 sim probation, where they are not allowed to make trades. This is so a new player has a chance to learn the team. Implementing this rule in past leagues has resulted in less tearing down of decent teams, and less of trading the farm for players of bad teams.
- **VETO PROCESS OF TRADES**
 - If you believe a trade to be unfair in this ramification please please please message the commissioner with your concerns. When 3 or more people have

- approached the commish with a concern, that trade will be put to a vote and 15 votes (50%) will overturn the trade
 - The commish holds the ability to deny a heavily one sided trade. This isn't to determine if a trade is "good or bad" but to stop trades that are beyond unrealistic, and could have ramifications on the league.
 - When the commish vetoes a trade, there will be a vote by the league, and that veto can be overturned by a 15 voteS.
- Players to be named later (PTBNL) are not allowed. **Rule added with switch to 24**
- You are allowed to trade injured players, but both parties in the trade must acknowledge that they are aware of the injury, or the trade will not be processed.
- If in the middle of a sim, a player involved in a trade is injured for any significant amount of time (greater than or equal to 7 days), the trade will be paused, owners consulted, and they will have 3 options
 - Process the trade as is
 - Rework the trade
 - Cancel the trade
- Teams may not trade newly signed free agents until June 15th of the upcoming year

House Rules - Free Agency / Extensions

- All contracts signed before file start are grandfathered in
- There can be NO free agents signed between the end of playoffs (the day after last world series game) and the first day of Free Agency - **Rule added 12/20/21**
- All team options must include at least a **25%** buyout.
 - Violation correction: Buyout increased to 25%
- All incentives must be deemed reasonable. Teams cannot load a player's contract with unreachable incentives. In addition, teams cannot offer an amount in excess of 5 million for completing incentives. Relievers cannot receive Cy Young or MVP bonuses. Pitchers cannot receive MVP bonuses.
 - Violation correction: If it is viewed that a player signed because of an unfair incentive, the contract will be voided.
- Team and vesting options cannot be greater than the highest guaranteed value for one year of the contract. (example: You cannot offer a player a 30 million team option year when the highest guaranteed value for one year of the contract is 25 million).
 - Violation correction: The highest guaranteed year will be adjusted to match the team option
- For any contract, there cannot be a player option in a year after a team or vesting option.
 - Violation correction: Anyone caught doing this will have the team/vesting option changed to a guaranteed year.
- You cannot have a player option or opt-out on the second year of the deal unless that deal is a two-year deal.

- Violation correction: Opt-out will be removed
- A opt out cannot immediately proceed or follow a player option
 - Example: year 3 opt-out, year 4 player option, is not allowed
 - Violation correction: Opt-out will be removed
- Team Option can only be the last year of the deal. A deal can only have 1 team option
 - Violation correction: Option guaranteed
- 7-year max contract
 - Violation correction: Contract voided
- Players cannot sign a multi-year deal until 2 years of major league service time.
 - This does not apply to Free Agents. I.E a player from another league, a player who has been released, etc.
 - Violation correction: Contract voided
 - Repeat offenders:
 - Same player: service year lost
 - Same GM: if done more than twice in a 3 year period, every player that it happens to will be corrected to lose a year of service time
 - Any time a loss of service year is lost, the ability to gain a comp pick is also lost on that player

House Rules - Free agency compensation (2024 season to test)

- The player must have spent the entire previous season on the prior team
- If a player receives a contract equal to or greater than 75m, the prior team is entitled to a compensation pick
 - Player and Team options *count* towards the total value
 - Player bonuses *do not count* towards the total value
- Comp picks
 - If a team receives competitive balance picks, they will receive picks after the first round for the first player
 - All other teams will receive a pick after the second round
 - If a team receives more than one pick, the next comp pick will start after the 3rd round, and each additional pick will follow the next round.
 - I.E. a team has three picks. The last 2 picks would be after round 3 and round 4
 - Picks will be ordered by AAV
- This new rule removes the Qualifying Offer

House Rules - Rule V Draft

- The Rule V Draft is enabled in this league
- CBA Rules

House Rules - Rule IV (Amateur) Draft

- The Rule IV draft is conducted on S+
- The draft will be 25 rounds long
- Failure to sign your 1st round pick will result in that pick being a second-round pick the next year. Picks can only be rolled over 1 year
 - I.E. If you don't sign your 1.15 pick the next year it will be 2.16. If you do not sign 2.16 you lose that pick
- The draft will start the same week of opening day. The intention will be that you will be able to make lists when the draft list is released.
- There will be comp picks for the 10 lowest budgets and ~~the 10 smallest markets~~ markets that are below average. **Rule updated for 2033 season.**
 - Teams are not allowed to have multiple comp picks
 - Picks are randomized
 - Starting in 2023, these picks will not be rolled over. Sign or lose them
 - The order is set every two years, and the randomized order is reversed the second year.
 - These picks come after any compensation picks are awarded for FA

Minor League Roster Limits

Minor League Level	Age Limit	Roster Limits
AAA	N/A	30
AA	27	30
A+	25	30
A	24	30
R	23	40

Relocation Process

- [Please review here](#)

Export bonuses

Players who satisfy a 90% export rating during the regular season, export once before ARB, once before Rule 5, vote in the awards, and have no more than 3 DFA issues can receive ONE of these perks, OR a perk from the 80% group

- Increase a scouts ability by one level (can do to a scout once)
- Change a scouts preference
- 1,000 added to stadium capacity, limit: 60,000
- 5 point increase to fan interest
- A fan loyalty boost
 - ONLY for those with poor fan loyalty
- Normalize injury proneness rating to 100
 - Any of the four body areas that are > 100 will be set back to 100. The scale is 1-200. 100 is considered average – you won't see fragile players suddenly become durable, it's a slight adjustment relatively speaking.
- Increase a player popularity rating by 1 stage
- Reduce "Financial Ambition" on 1 player by 10

Players who satisfy an 80% export rating during the regular season, export once before ARB, once before Rule 5, vote in the awards, and have no more than 3 DFA issues

- Rename any automatically generated player
- Add a nickname to any team controlled player, or draft class player
- 200 added to stadium capacity, limit: 60,000
- Reduce "Financial Ambition" on 1 player by 5

All rating adjustments will still stay under fog of war

New GMs are eligible for the 80% rewards

Playoffs are exempt, don't worry about that.

Recruitment Bonuses

- If you recruit a GM to our league you will receive a 5th-round draft pick.