

High Heat Alliance (HHA) Rules & Regulations

HHA Mission Statement

The High Heat Alliance (HHA) is a simulation style Out of the Park (OOTP) online baseball league. The primary goal of the HHA is to provide a *realistic* baseball experience via simulation style baseball. Within this document, you will find rules that help to govern us all (me included) in providing this league with the most authentic and realistic simulation style baseball experience one can find. My personal guarantee is that this league will be fair, it will be enjoyable and it will be active. If any of those guarantees slip through the cracks, it'll be a failure on me, as the commissioner and no one else.

We will be operating through Discord. If you need an invite to the discord, please send me an email at stepfanharris96@gmail.com or message me through the OOTP website.

The following users will be your go-tos for any questions, comments and concerns regarding the rules herein:

Commissioner: Steps (Discord - Steps#4054)

Admins: Crim (Discord - Crimson23#2098), Codie (Discord - ECHO xcrysis#1611) & Turk (Discord - jturk214#4861)

Trade Committee: John (Discord - Godfather6639), Daryl (Discord - darylsinn), Eric (Discord - eric7054#5960) & R.Smith (Discord - rsiii)

With that being said, we have knowledgeable and capable OOTP users who will be in this league so if any of the aforementioned members are not available, please feel free to seek out others in the league as they may have information to help aid you.

Also, we love suggestions! If there is anything you'd like to see, send it our way! We would love to hear you out whether it be rules in the league, discord settings/bots, website usage for the league, discord channels or whatever! We are happy to make whatever changes to help better the league!

Table Of Contents

1) HHA Mission Statement (pg 1)

2) Table of Contents (pg 2)

3) The Basics (pg 3)

a) HHA Game Settings (pg 3)

i) Basic Settings - General Information (pg 3)

ii) Basic Settings - Rules (pg 3)

iii) Basic Settings - Options (pg 3)

4) The Deep Cut (pg 4)

a) Trade Rules (pg 4)

b) Contract Rules (pg 4-5)

c) Amateur Draft (pg 5)

d) Playoffs & Offseason (pg 5)

e) League Voting (pg 6)

f) Re-Sim Rules (pg 6)

g) Final Note (pg 6)

The Basics

HHA Game Settings (If you don't see the setting below, it's likely turned off)

Basic Settings - General Information

- Ratings Scale: 20 to 80 Scale
- Overall Rating: Stars
- Simulations will occur *daily* at 7:30pm EST and will advance 7 in-game days per simulation.
- Injuries are turned On
- Owner Goals are OFF
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Basic Settings - Rules

- AL & NL DH - On
- Reliever Minimum Batters Faced - 3
- Actual Roster Size - 26
- Secondary (40-Man) Roster Size - 40
- Expanded Roster Size - 28
- Active Roster Player Age Minimum - 17
- Waiver Period Length - 12 Days
- DFA Period Length - 21 Days
- Batter Injured List Length - 10 Days
- Pitcher Injured List Length - 15 Days
- Expanded Injured List Length - 60 Days
- Allow Intl. Amateur FA Cap Trading - On
- Minor League Roster - Age Limits
 - DSL/ACL/FCL ® - 24 Years Old (max age)
 - Low A (A) - 25 Years Old
 - High A (A+) - 26 Years Old
 - AA & AAA - No Max Age

The Deep Cut

These incoming rules and regulations are under the assumption that you are an experienced OOTP/baseball fan/somewhere above newbie status in the league. If there are any questions or concerns about the following info, please be sure to send it to an admin or commissioner when you're able to.

New User Rule

- *If a new user joins the HHA and they do not have a contract void in stock (would have expired Opening Day of 2041), then that new user will be given a contract void to use but it has to be used within an in-game calendar year.*

Trade Rules

- All trades must be agreed upon by both managers and executed using Stat+, submitted in-game and exported. Upon execution, the trade committee members will review the trade and ensure it isn't outlandish. If you don't hear anything from a trade committee member, consider your trade good.
- Trade blocks will be posted via Stat+.
- GMs can trade players, cash and/or INTL FA money
- 5:1 ratio on trades at most (i.e. 5 players for 1 player, 6 players for 2 players, 7 players for 3 players trades are allowed but nothing more than that).
- At most, 10 players are allowed to be included in any one deal (10 players total so at most, 7:3, 6:4, or 5:5 ratio)
- Trade deadline is 31 Jul xx (every year, it will be the 31st of July)
- 10/5 Rule (veterans have right to veto trades) - On
- Drafted players are eligible to be traded that following off-season.
- Max Retain Percentage Rule — 3 years or less left on contract - can retain up to 100% of contract/4 years or more left on contract - can retain up to 50% of contract at most.
- 24 Hour Trade Rule – New users will have to wait 24 hours from the date/time they join to be able to make and process any trades.

Contract Rules

- No-Trade Clauses (NTC) are allowed to be used in free agency signing contracts.
- Coaches & Scouts can be signed and released at will.

- Coaches & Scouts are NOT allowed to be poached. They have to be a free agent to be signed.
- Contract extensions
 - 2 option years allowed at most (can be 2 team options, 2 player options, 2 vesting options or a combo of any 2 of the three)
 - A player has to have 3 years of Major Service Time before being eligible for a contract extension.
 - A buyout has to be 25% of the value of the year of the buyout.
 - No-Trade Clauses (NTC) are allowed to be used in contract extensions.
 - All incentives and promised roles are allowed to be used.

Amateur Draft

- Amateur Draft Date - When the draft pool is revealed on OOTP (**In Game, it is sometimes in July but we'll draft through Stat+ over a series of real life days until accomplished. We will continue simming during drafting up until in-game draft day. We will pause at the draft day if the draft is not accomplished by then.**)
- Amateur Draft Rounds - 20

Rule 5 Draft

- In-Game draft – via Rule 5 Lists & simulation of draft.
- Players are not allowed to be changed from hitter to pitcher or pitcher to hitter or from hitter to another position prior to the Rule 5 draft in order to “hide” the player. Those found out to have done this will have that player “hidden” released into FA and the team having done it lose the ability to sign that player back in FA. Furthermore, that team will then have their best player via the “Meet the Team” screen suspended for 1 real-life week upon the regular season beginning.

Playoffs & Off-Season

- Each playoff round will be simmed one day at a time (example is Wild Card round simmed Monday, Division series simmed Tuesday, LCS simmed Wednesday & WS simmed Thursday)

League Voting

- Everything is up for vote! If there is anything the people would like to see voted on, send an admin or the commissioner a message of what you'd like to see voted on and we'll put it up for vote! This can be league rules, league settings, expansion team locations, DH for one or both leagues, anything!

Re-Sim Rules

In the event of a sim failure or upload failure and the sim having to be conducted again, the following will be adhered to:

- Spring Training & Regular Season – We will re-do the entire sim again. Injuries will be turned off for that sim.
- Postseason – We will re-sim until the series record(s) reflect what it was at the time of the sim failing OR to reflect the appropriate winner of the series. Injuries will be turned off for that sim.

****Final Note****

All rules are set but they aren't set in stone, if that makes sense. If there are any other rules to add, they will be added after notification is made to all of the owners via a discord message. If there are any questions, comments or concerns about any of the rules, please let one of the admins or the commissioner know.