

GEBA and LBML Rules

Sim Info

Sims are one week long during the regular season and are run on Monday, Wednesday, Friday and Saturday. Currently at either 6:30 PM CST (LBML) or 7 PM CST (GEBA). Please try to export by 6:00 PM CST the day of the SIM. I intend to run live sims as often as I can, as they add immersion to the league.

During the offseason and spring training, sims will be run daily. The winter league (GEBA) will be live simmed as often as I can.

During the playoffs I will sim as frequently as we can so that we don't have a bunch of GM's waiting a week or two for the playoffs to end. This means that if all participants can export immediately, we'll run another sim. If all participants say they don't need to export, we'll run another sim, etc.

Waivers

Waivers are set to 15 days. If a team claims a player off waivers and has a viable claim, the current team (the "waiving team") may choose one of the following options:

- Arrange a trade with the claiming team for that player; or
- Rescind the request and keep the player on its major league roster (if on revocable waivers); or
- Do nothing and allow the claiming team to assume the player's existing contract, pay the waiving team a waiver fee, and place the player on its active major league roster.
- If a player is claimed and the waiving team exercises its rescission option, the waiving team may not use the option again for that player in that season—a subsequent waiver would be irrevocable with a claiming team getting the player essentially for nothing.

Waiver claim priority:

- Through Day 30 of the new season: Determined by previous season record
- Through July 31: Worst record regardless of league
- After the trading deadline: Worst record in the same league, then worst record in the other league.
- For revocable/irrevocable waiver rules, please reference this page: ([HERE](#))

The game is imperfect. Its waiver rules closely approximate the ones in the link above, but where they differ, we will use the in-game rules. Sorry if this leads to confusion, but it is the best we can do.

GM Handling of DFA's and SIMs

During the regular season the sims are one week (Monday thru Sunday). There are several sims to take care of moving DFAs which are set to 21 days. The commissioner will also address any 0-6 Day DFAs. (I will try to save most players unless they are '20/20' or below or refuse minor league demotion) Also at the same time the commissioner will address any Roster Violations (see Roster Size/Age Limits).

During the off season, because the sim length is longer, giving the GMs limited opportunity to handle the DFAs, the commissioner will handle them manually. However, you should attempt to handle them yourself, for example, not depending on the commissioner to fix something like a couple of FA signings sitting in DFA while the 40 man roster is full. We'll fix it but you might not like the result as we can't read your mind.

Compensation Picks for Free Agents Lost

This works just like it does in real life. There are "sandwich" picks just like real life. The game does this automatically and the value is assigned by the game, there is nothing the commissioner can do about it. We are using the 2017 CBA rules (QO/Later Round Picks)

Draft Picks

Amateur Draft Picks may be traded and drafted players may be traded immediately after the in game draft is processed. There are some rules for trading draft picks. Draft pick trading rules:

- Draft pick(s) may be included as part of a trade negotiation.
- Draft picks for the next 5 years may be traded.
- Commish will keep a Google Drive file of the currently traded picks and have it available in Slack.
- The pick must be clearly listed in the posting, such as:

Cleveland Spiders send:

1921 1st round pick #2 overall

to

Chicago Orphans for

SP Dazzy Vance (GEBA)

1921 5th round pick.

Rule 5 Draft Picks

There is no rule V.

International Amateurs

There are International Amateurs in GEBA and LMBL. There initially wasn't a cap in GEBA, but that has been changed, and is similar in LMBL. Both leagues the cap is commensurate with the financials at the time (Which places it roughly 5% of what the modern soft cap is)

Roster Size

The roster size for MLB rosters is 25 as voted on by the league at inception. Roster sizes for AAA and AA teams are currently unlimited until there are enough players to fill out an A-ball and a Rookie-ball without ghost players, at which time each minor league roster will have roster limits.

Contract Rules

No special rules. The game engine has dramatically improved and players don't go for long term deals during their arbitration years anymore. If we see there are still abusable loopholes they will be addressed.

There is a minimum buyout amount of 25% of the highest guaranteed year. This prevents contracts structured with a small final year salary and thus a small buyout.

Free Agent Compensation

We use the new Collective Bargaining Agreement for FA comp. The losing team gets a supplemental round pick and the gaining team loses typically a 3rd round pick. If it signs two Comp attached free agents it would also lose a 4th. Free Agent Compensation ends 1 April or the day the draft is uploaded to the utility whichever comes LATER. (The Draft Pool Release Date)

Trades

Trades should be posted in the #trade-confirmed channel in Slack, with the other GM who didn't post the trade posting a response to the trade confirming it. Any instructions (i.e. place Walter Johnson as starting in the #1 position in my rotation) should be included with the trade posting, otherwise players will just be moved to DFA.

Salary Cap

There isn't one. Baseball doesn't have salary caps.

Activity

Try to be active. I don't intend to run things strictly with respect to this. Be courteous and let people know if you will be away (on vacation, away from the ability to export etc). If you disappear with no response to DM's on Slack, eventually you'll be dismissed/replaced as I will have to assume you've lost interest. I expect a reasonable amount of consistency on exports. If you fall well below 50% I will start asking questions, and if you stay there, I'll look for replacements.

Tanking

Only extremely obvious tanking will be frowned upon, but I understand there are lots of methods to building a team, and one of those is to sell off your players and rebuild, or "trust the process" as the 76ers did for several years. I respect all methods of building a team. If you want to suck for 3 years to build a contender, that is within your right. Your fans will hate you, your fan interest will tank, your loyalty will tank, but it's your club...

Some obvious examples I'd prefer people avoid:

- Your top prospects shouldn't be sitting in your minors at 3* and above... When they are ready, please promote them.
- Your 4*+ Ace pitcher doesn't ever deserve to be benched or sent to the minors. Don't do it. You can root all you want for him to lose during the sims...but it's unacceptable to bench your best players.

Some examples of things I feel are acceptable

- Trading your top talents for future 1st round draft picks to stockpile young talent.

- Cheering for your team to lose during live sims at the end of the season because you are hoping for the #4 pick instead of the #5..

Coach/Scouts Signings

The league currently only uses Scouts. Since years 1901-1920 were simmed before the Jan 1 1920 Inaugural draft, all teams have a scout. Please try to keep a scout signed, as otherwise you will have to rely on the unreliable OSA for your scouting. That may not go over well for your team.

Amendment: As of the 1924 season the league also has a full coaching system. The commissioner will not police your system, so it is up to you whether you feel it is advantageous to have coaches in throughout your organization or not.

Slack Posting

Try to be civil on Slack. We want debates and activity, we don't want it to get out of hand which it easily can. Have fun talking trash, etc.. but there are a few hard limits:

- Absolutely no racism
- Absolutely no sexism
- Absolutely no hate-filled slandering of anyone
- Please in this very divisive time in history, keep political discussions out of Slack.

Hall of Fame Rules

The league has a Hall of Fame which is selected by the GMs. We will use the in-game HOF voting. Selection requires 75% Yes votes. Candidates may remain on the "ballot" for following years if not selected. GMs are free to contact the Commissioner with suggestions for players to be considered.

All-Star and Awards Voting

Due to general lack of participation and interest in award voting, and knowing how this has gone in other leagues, it has been decided that awards and other voting will be done by the AI. This serves a few purposes:

- It eliminates any sort of voting for awards to try to harm other teams

- It avoids “homer”-ism (i.e. voting for all your own players rather than actually taking the time to evaluate who deserves your vote)
- It avoids the commissioner being frustrated when $\frac{2}{3}$ of the league doesn't vote :)

Converting to the latest OOTP version

For PC users:

IMPORTANT: Make sure you don't download the latest file in the old version of OOTP. Doing so will corrupt your world.cat file.

You can either do:

- 1) Open up the new version of OOTP.
- 2) Click the "Import OOTP YY Game"
- 3) Select your team, and download latest file
- 4) Export

Or:

Ask for a quickstart code for the new OOTP version.

For MAC users, as recommended by Joe:

- 1) Copy league folder (geba.lg is likely what it is named) to the saved games folder for the newest OOTP version.
- 2) Open the new OOTP version and import OOTP YY Game, and select the world.dat from the geba.lg folder in your saved games folder for the new version.
- 3) Select your team and download latest file
- 4) Export

Another MAC tip: Add OOTP folder to your sidebar, as apparently OOTP has frequently changed the default path for OOTP on Mac's."

League Settings Information:

Coaching: Yes

Scouts: On

Scouting accuracy: Normal

Ratings :1-100, show ratings > Max

Potential: 1-100, show ratings > Max

Overall/Potential Rating: Stars

DH is on for both leagues (AL/NL)

International Complex limit: 50

IAFA: Yes

Draft Pick Trading: Yes

2017 CBA (QO/Later round picks)

Playoffs:

- Division Winner
- 2 Wildcards for each league

