

League to be Named Later League Rules

League Rules Updated 1/13/2024

Important Links:

Slack: ltbnlbaseball.slack.com

Stats+: <https://statsplus.net/ltbnl>

1. Commissioner Expectations

The commissioner pledges to:

- a. always act with integrity and only use commissioner powers to perform actions that are in the best interests of LTBNL.
- b. maintain an open, consistent communication with the league about league events and follow through on his word to the best of his abilities.
- c. treat each GM fairly and to not show favoritism/discrimination toward any GM under any circumstances.
- d. allow GMs to have an active say in league matters via surveys and general discussion
- e. Maintain Stats+ so that it remains an accurate tool for GMs

2. GM Expectations

LTBNL was established to create a fun experience for you, the GM. Thusly, GMs are always welcome and encouraged to voice concerns and make suggestions to make LTBNL a more enjoyable league for all GMs. The league will always appreciate new ideas and perspectives. Conversely, for LTBNL to be successful, each GM is responsible for and expected to:

- a. Own the copy of OOTP that is currently utilized by the league
 - i. LTBNL will not ever upgrade to a new game within a month of the new year's game being released. This is to both allow GMs time to save for the product if necessary and to allow initial bugs to be worked out.
- b. Export for each sim
- c. Operate their teams with individual integrity and honesty.
- d. Voice concerns to commissioner(s).
- e. Participate in slack discussions, league events, and yearly surveys

3. League Conduct

All GMs are expected to treat both the game and each other with respect and civility. LTBNL was established to be a laid-back and fun, albeit competitive atmosphere in the game. With that in mind, discrimination, derogatory remarks, or harassment of any kind will not be tolerated and will result in immediate, permanent expulsion. Trash talk and similar discussion is acceptable, but is to be done in good taste.

If a GM feels they are being treated unfairly or feels disrespected, said GM is expected to bring it to the commissioner's attention. The commissioner will then treat the situation with diligence and respect.

The commissioner may, at his discretion, reprimand, fine, or dismiss any GM who becomes a detriment to the league. Actions that can draw such consequences include, but are not limited to:

- a. Failing to maintain regular exports
- b. Failing to communicate with colleagues, especially the commissioner
- c. Actions between GMs that go against the competitive nature of the league (e.g. collusion, cheating, deliberate, repeated tanking with no attempt at progress toward future success)
- d. Repeated rule violations

Consequences for first offenses will usually be warnings except in extreme and unusual cases. Repeated offenses will enact one or more of the following consequences:

- a. In-game fines
- b. Fan interest deductions
- c. Outright dismissal from the league

4. Personal Accommodations

OOTP is a game, and just that. With that being said, it is understood that all GMs have lives outside LTBNL and the commissioner will try his best to provide reasonable accommodations when GMs have to be away for a period of time.

There is a #absence_vacation channel on Slack. When you know you're going to be away for an extended period of time (two sim days or more), please utilize this channel or DM the commissioner so we know you're going to be away and we can make arrangements.

For transparency's sake, I will not do anything that I don't have a paper trail to back up in case of any accusations of collusion. Actions the commissioner will perform for absent GMs include, but are not limited to: managing IL, promotion/demotion, lineup/rotation changes.

5. Sim Schedule

In-season

In-season sims will occur four days a week (Monday, Tuesday, Thursday, Friday), preferably during the day. Due to the commissioner's fluctuating work schedule, the commissioner holds the right to amend this schedule as he must. Any changes made will be communicated league-wide in advance. We also use a modified schedule that is as balanced as the game allows.

Postseason

This league has a unique postseason format. As per usual, the six divisional winners earn spots in the postseason. However, we have six wild cards that are awarded to the top six non-division winners, regardless of league or division. Meaning, the AL can have nine postseason teams if they are that dominant. The top four divisional winners earn a first-round bye and the other two division winners will be seeded above all WC regardless of record as motivation to win the division. Playoffs then reseed each round. The playoff format breaks down as so...

- First round: best of five
 - DIV 1-4 = Bye
 - DIV 5 vs WC6
 - DIV 6 vs WC5
 - WC1 vs WC4
 - WC2 vs WC3
- Second round through World Series: Best of Seven

Offseason

Offseason sims will be daily with a published schedule posted before the offseason begins.

6. Finances

GMs are allowed to spend whatever their owner allots for them. However, as previously mentioned, GMs are expected to use their money to work toward building a competitive team, while still balancing books.

It is understood that finances will be a bit different than usual based upon the inaugural draft, but different teams will have different market sizes and budgets, which is part of the game and will not ever be changed by the commissioner directly for any reason.

If a team is ever over-budget in season, they will only be allowed to make salary-neutral or reducing moves. No move that takes on more salary will be allowed. In the off-season, trades that force a team to go over budget will be allowed, so long as there is a pending corresponding move that gets the team back within budget.

Season Ticket prices lock at the conclusion of in-game winter meetings, and cannot be adjusted until the beginning of the season. There is no maximum or minimum ticket price.

Scouting/Development/Draft Budgets lock at the start of spring training.

7. Contracts

FA/Player Extensions

1. Contracts can only be offered for a maximum of six years. This applies to both free agents and contract extensions.

2. Any player can be signed to a one-year extension at any time, including minor leaguers
3. Players must have a minimum of four years of **Major League Service** to be offered a multi-year extension.
 - a. Any extension signed prior to four years of **Major League Service** will be voided and the player will be reset to their prior contract. First offenders will be warned and repeat offenders may be sanctioned.
4. Free agents may be signed to any deal (up to the previously mentioned six-year max), regardless of service time.

Contract Options/Incentives

1. Player Options
 - a. Must precede team/vesting options if both are on the same contract.
 - b. May not have a higher dollar amount than the highest guaranteed year
 - i. Failure to comply: Option year is guaranteed
2. Team Options
 - a. May not have a higher dollar amount than the highest guaranteed year
 - i. Failure to comply: Option year is guaranteed
 - b. Must include a buyout of 25% of that year's salary.
 - i. Failure to comply: Buyout is adjusted to 25%
3. Vesting Options
 - a. May not have a higher dollar amount than the highest guaranteed year
 - i. Failure to comply: Option year is guaranteed
 - b. Hitters
 - i. Max of 550 PAs
 - c. Pitchers
 - i. Max of 180 IP or 2x previous season total, whichever is lower
 - d. All players
 - i. Any options that are unreasonable will be reviewed on a case-by case basis

7. Roster Management

Before exporting, GMs are expected to look over their roster for the following potential issues:

1. Injured players that should be placed on the IL (multi-week, non-DTD injuries)
2. Healthy players on the IL - Activate or Rehab Assignment to Minors
3. Any players under seven days remaining on DFA (designated for assignment) list

Any player who runs out of time on the DFA list mid-sim will be placed in that team's AAA level. If that player cannot be demoted, he will be automatically released.

In the best interest of the league, the commissioner reserves the right to place any players injured mid-sim for more than seven days to the 10-day IL, and more than eight weeks to the 60-day IL.

The 60-day IL is reserved for injuries lasting more than six weeks. If a player is placed on the 60-day IL with a short term injury, they will be returned to the 60-man roster and placed on the 10-day IL.

If a Rule V drafted player is added to the 60 Day Disabled list with an injury shorter than 6 weeks, they will be instantly returned to the previous team. This is to avoid a team drafting a player, stashing him on the disabled list for a short term injury so they don't take up a roster spot.

Roster manipulation via repeated Waive & DFA of a player will be assessed on a case to case basis and may result in player release at full cost.

All teams should maintain a reasonable number of Position Players and Pitchers at all times. Every Major League team should have no less than 10 *healthy* pitchers at all times during the Regular Season. If a team has less than 10 *healthy* pitchers the commissioner reserves the right to step in and adjust the teams roster if necessary. Two-way players can count in either of these lists, but not both.

7. Player Drafts/IAFAs

Amateur Drafts

The summer amateur draft will take place on the Stats+ draft page. Participation is mandatory via live pick, list pick, or auto pick.

Draft timing will be as follows, timer will be active from 9 am to 11 pm Eastern time:

1st Round - 2.5 hours per pick

2nd - 3rd rounds - 2 hours per pick

4th - 5th rounds - 1.5 hours per pick

6th - 8th rounds - 45 minutes per pick

9th - 40th rounds - 30 minutes per pick

A draft lottery that mirrors the IRL MLB format will be conducted in-game automatically during the offseason.

Unsigned draft picks in Rounds 1-3 will be awarded a compensation pick, but the pick will be rolled to the end of the same round, after any FA comp picks (i.e. Pick 1.12 will be rolled to the end of Round 1).

Rule V

Rule V is handled in-game. All players that the game rules as eligible are available to be drafted, however, the commissioner reserves the right to protect players who are clearly too

good for Rule V draft status in the case of vacant teams/non-exports. This also applies to players who were recently signed/drafted/waived.

Rule V returns are also done in-game. If a player is not returned correctly, the commissioner will adjust them back to the rightful team as soon as it is noticed. Please notify if a player was returned incorrectly.

It is expected that all General Managers protect players after Free Agency has started PRIOR to the Rule V draft pool being announced. This allows for the pool to be as accurate as possible for everyone in the league when the pool is announced. Please do not wait until the last sim to do so.

International Amateur Free Agents

There is a hard cap of \$5,000,000 per team to spend as you wish for IAFAs. No team can go over that cap.

8. Trades

All player trades are subject to review by the commissioner, but no trade will be vetoed unless there is suspicion of collusion or abuse of a new player. If trade collusion is suspected, the commissioner reserves the right to seek third-party advice from someone not involved in the trade for second opinions.

Trades are to be posted on our statsplus page with one party posting the trade, and the other confirming the trade, then it will be posted in slack. One party of the trade is expected to submit the trade in-game as well. If the trade is not submitted in-game, the commissioner will not be held responsible if the trade is not processed.

Trades are processed pre-sim.

Trade rules:

1. Newly signed FAs cannot be trade until June 1 of that calendar year.
2. Pending FAs that are extended after September 1 may not be traded until Jan 1 of the following offseason (Rule exists to avoid circumventing compensation pick rules)
3. Newly drafted and signed players are eligible to be traded.
4. Trades involving Rule V or injured players are allowed, but must be acknowledged in the slack post.
5. No trading of draft picks is allowed.
6. Trades will only be processed if both parties have the budget space to do so
7. Teams can include cash or retain salary to make budget spaces work.

8. No trade clauses and 10/5 rights are honored. Using waivers to circumvent this rule is grounds for sanctions or possible expulsion.
9. No PTBNL (I know that's what the league name is based on, but it's a lot of work for me to keep track of)

9. Other Matters

All-Star/Hall of Fame/Award Voting

All-Star and Hall of Fame voting is handled in game and is compulsory of GMs to participate. Award voting is done on Stats+

Injuries and Retirement

All injuries are reset before the inaugural draft. After that point, all injuries and retirements are final and non-negotiable.

GMs changing teams

GMs may change teams at their request after the yearly Roll Call is completed. Requests are subject to commissioner approval and will be handled on a case-by-case basis. GMs will not be allowed to abandon ship because of their own poor decision making.

10. Disclaimer

All rules are subject to change under the authority of the commissioner. Any rule changes will be announced in Slack before enforcement.

11. Final Thought

I know to newer players, this may be a lot to digest, but a lot of this is exceptionally rare cases. Just play the game like you know how and don't be a cheating asshole and you'll be fine. With that, there is one final rule: HAVE FUN DAMN IT!