## **CBA 2017 Explained - Compensation for FA Signings**

## The key takeaway is that everyone retains their first round pick!

One of the OOTP developers kindly supplied a link explaining the MLB version, with some real world examples, if you would like to read more. https://www.si.com/mlb/2017/11/07/mlb-free-agency-compensation-rules-draft-picks-qualifying-offer

OOTP gets pretty close, though there are some slight accommodations made in the game (which are outlined).

## If you SIGN a COMP tag FA:

**IF** your team <u>paid Luxury Tax</u> (RED number in your current accounting year) **THEN** you forfeit your second and fifth highest picks **AND** an additional signing forfeits your third and sixth highest

IF your team received revenue sharing THEN you forfeit your third highest pick AND an additional signing forfeits fourth highest

## If you LOSE a player that has refused a qualifying offer and is signed in free agency with a COMP tag:

**IF** your team received revenue sharing (GREEN number in your current accounting year) **AND** the COMP FA signs a \$50 million or more guaranteed contract (noted in their history) **THEN** you receive a compensation pick in a sandwich round between Rounds 1 and 2

**LESS** than a \$50 million contract

**THEN** you receive a compensation pick after Round 2 *The game does not incorporate a second sandwich round, so the picks are tacked onto the second round.* 

**IF** your team <u>paid Luxury Tax</u> (a RED number in accounting) **THEN** you are to receive a compensatory pick after the Round 4

**IF** your team neither paid or received revenue sharing (a "-" or "0" in your current accounting) **THEN** you receive a pick after Round 2

The developer was not clear whether the threshold number was \$50M exactly, or three times the QO value (which is around 50M), but it will be close.

Watch for messages in the game!