

Fight Club Baseball Rules

Recent changes noted in **Red**

Leadership

The Commissioner will manage the daily operation of FCB, simulating games in a timely manner, maintaining league files and participating in GM discussions. He will respond to questions about the league and facilitate the recruitment and development of new members. The Commissioner will act in the best interest of the league at all times!

The Commissioner reserves the right to take action should a GM fail to export or communicate in a timely manner or conduct him/herself in a way deemed detrimental to the league. Remember, we are here to compete, but also have fun!

Integrity Clause

It is expected that GMs monitor themselves and play within the spirit of the game. In other words, try to play WELL WITHIN the constraints of the game and not push unrealistic limits to gain an advantage. Examples of this could include:

- changing a player's position unrealistically to prompt retirement or clear waivers
- cycling a player through DFA repeatedly instead of releasing them
- adding incentives or vesting options that are literally impossible and unrealistic

If you have a question, never hesitate to contact the commissioner or another established GM to check. (If you feel like you can't ask about a strategy because you don't want to let others in on the "secret," you probably shouldn't be doing it.)

New GMs

Contract Forgiveness

Prior to a new GMs first season in FCB (returning GMs do not count), they may "mark" a contract that they find unfavorable or burdensome. After completion of their first season, the remainder of this contract will be void.

- The contract in question must be on the GM's roster when they arrive and remain in their organization for the entire season.
- GMs may not change their selected contract once they have "marked" it. They may, however, choose to cancel or keep the contract if they change their mind.
- GMs are not entitled to any FA compensation for these players once the contract is voided.

Probationary Period

We strive to maintain a balanced, competitive league. Sometimes the learning curve for online OOTP leagues is steep. For GMs new to the league, leadership reserves the right to remove a GM from the league at the conclusion of their first season if their conduct, communication,

activity, or skill is not yet up to the standards of FCB. ***We understand that continuity is important for a league and will take all steps necessary to avoid a situation such as this.***

Financial and General Settings

Standard financial settings for modern 2019 MLB set-up, with following tweaks:

National media contract – Fixed for all teams

Owners decide team budget

Revenue Sharing ON - 10%

Luxury Tax ON - 15% Tax Rate on all overage of payrolls 125% over league average

Cash max \$15,000,000

IAFA - Hard Cap of \$5MM + cap influenced by revenue sharing

Minor league roster limit: 30 (50 for short-season teams)

40-man September rosters

10/5 Rights ON

Player Actual, Potential, Other ratings 20-80 scale

OVR and POT Stars

“Red stars” are enabled for half-star players

Players can be optioned MAX 5 times per season

Injuries MLB HIGH/MODERN - HOWEVER: long-term injury is NORMAL

Draft lottery is ON. Lottery and order reflect real life MLB.

Development for hitters and pitchers will be at 1.050

Aging for hitters and pitchers will be set at 0.900

Development lab has 8 slots

Prospect Promotion Incentive (PPI) is enabled

- For further information regarding PPI, refer to this link:
<https://www.mlb.com/news/prospect-promotion-incentive-faq>
- This is enforced exclusively in-game. The commissioner will not intervene if the game does not exactly follow real-life MLB guidelines.

Coaching ON (GMs can play as **GM only** or as **GM + manager**, but are GM only by default)

Scouting ON (normal)

Contracts and Extensions

There are no limitations on when or how long extensions can be offered, provided the player will accept the offer in-game. Max contract length is **10 years** and enforced in-game.

For any contract, no contract year will be **twice** that of the lowest. **EXEMPTION:** arbitration years that are bought out through an extension.

Only a team option may follow a team option.

Trading Players

In order to be processed, trades must be:

- Offered and confirmed in Statsplus
- Submitted in-game by at least one team

Trades processed ***PRE-SIM. Instruct the Commissioner in a thread on the trade post***, otherwise players will be DFA.

No PTBNL.

Trading of IAFA cap is permitted once IAFA signing begins.

Amateur Draft

Draft Order

Draft order is determined according to real-life MLB rules. Playoff teams are placed last in the order they were eliminated. In addition:

- Teams that receive revenue sharing cannot have more than **two** lottery picks in a row.
- Teams that contribute revenue sharing cannot have more than **one** lottery pick in a row.

If a team is ineligible for the draft lottery, the highest they can pick is 10th.

Free Agent Compensation

Free agent compensation ON for teams losing FA, OFF for teams signing FA.

Competitive Balance Picks

The process for determining picks will be as follows:

- 1) bottom 10 revenues from the previous year
- 2) bottom 10 markets from the previous year

Tiebreakers (in order): budget, winning percentage

* Teams are only assigned 1 pick

* Total picks are then divided up between Rounds 1 and 2 and placed at the end of the respective rounds.

Picks are assigned on the first day of the offseason and locked on Opening Day.

These picks (and only these picks) may be traded, and only once. They are tracked in **S+**.

Rule 5 Draft and Returns

There are no restrictions on the Rule 5 draft.

OOTP does a poor job recreating realism when it comes to returning Rule 5 picks. *If a team does not wish to be financially responsible for a Rule 5 return, they may "refuse" the return, returning him to the drafted team with option rights.*

Annual Tournaments

~~FCB added three tournaments/developmental leagues:~~

~~Arizona Fall League occurs in October and largely reflects the real life developmental league. However, instead of high-minors players, in FCB the AFL invites younger players who have been unable to break out of short season minor leagues. It is also completely AI run, but GMs can recall their own prospects if they do not want them participating.~~

Getting Fired

Owner moods will be checked by the commish at the end of each season.

If an owner's mood at these points is considered UPSET, ANGRY, or MAD, the GM will be put on the "hot seat"

Once a GM is on the "hot seat", they will be fired if either of the two criteria is met:

- Owner is (or remains) ANGRY or MAD at next EOS check-in
- Owner remains UPSET at next two EOS check-ins

In order to be removed from the "hot seat", owner mood must improve by another check-in point. This includes a "progress report" point mid-season. If an owner is no longer Upset or Angry/Mad mid-season, a hot seat GM will be removed from the hot seat.

If an owner fires a GM, their vacancy will be offered to other GMs. After all GM movement, they will be offered the remaining opening. If a fired GM immediately returns to their same team, their fan loyalty will be penalized by one point.

If multiple GMs are fired at the same time, GMs who have been with their former team the longest will be given first priority.

SIM Schedule

FCB will simulate **daily**, a half-week at a time (Mon-Thu, Fri-Sun). On the weekends, our only sim is on Saturday. There are no sims on Sundays.

Exports are typically due at 9am ET. Sims begin soon thereafter.

Changes will be announced by the commissioner in advance.

The postseason schedule will simulate the "play-in" games, then the **first "half"** of each series (games 1-3 of 5 or 1-4 of 7) and then **complete the series** with a second sim. The World Series is **streamed** on Youtube in up to three sims (2-3-2 game format).