

Over The Mound - Rules

Sim Schedule

Tuesday, Thursday and Saturday approximately 6:30am ET. Exports are due by 4am ET. Schedule will be adjusted (likely to daily) in the post-season and off-season.

OTM Post-Season:

Division Series (Best of 7)

LCS (Best of 7)

World Series (Best of 7)

** Sims will be two-part/games 1-4 & 5+*

We have moved to StatsPlus. When a sim concludes a new file message, reports, and StatsPlus website update will all now be posted automatically in Slack in the #commissioner_msg channel.

StatsPlus includes a slick export tracker - <https://atl-02.statsplus.net/overthemound/exports/>

GM Engagement

While there is no official rule, OTM encourages engagement and participation.

1. Export regularly.
2. We use Slack for quick conversations. Please respond to any messages and check in regularly.
3. OTM will always adopt the newest version of OOTP once the bugs have been sufficiently neutralized.
4. Have fun! Always respect your fellow GM's!

Free Agent Contracts & Extensions

Multi-Year Contract Extensions may only be offered after a player has reached **3 Years of Major League Service Time** (seen on the player page). Free Agents are the exception.

Illegal extensions will be **voided**.

Free Agent signings will NOT be allowed between the end of season and the date of Free Agency. ***Remaining IFA players are an exception.***

Only ***One option year can be offered in any contract term.*** No stacking of option years. Violation will result in all option years becoming **guaranteed**.

The dollar value of any team or vesting option year *shall not exceed the lowest guaranteed year* of the contract. And team options must have a *minimum buyout of 25%*.
Illegal options will become **guaranteed**.

The value of any guaranteed contract year must *not be more than twice that of the lowest*.
Illegal contracts will be **voided**.

Contract bonuses are allowed but you must keep them *reasonable and realistic* (e.g., no bonus for 150 IP pitched by a closer, or 700 at-bats from a hitter, etc). Same applies for Vesting Option years.

All contracts are subject to reasonable review.

Selected League Settings

- ML - AAA - AA - A - SA - Rookie leagues
- Coaches & Scouting: OFF
- **DFA: 21 days**
- **Waivers: 14 days**
- Roster: 26-Man roster
- Injury List (IL): 10 Days
- Player OVR/POT: Stars
- Player Rating Scale: 1-10
- Player Potential Scale: 2-8
- Others Ratings: 1-10
- Batter Aging & Dev - Pitcher Aging & Dev - 1.000 (default)
- Talent Change Randomness - 100 (default/average)
- Ghost Players in Minors: On
- DH: All leagues
- Playoff Roster: ON (40-Man)
- Cash Max: \$25-Million
- Luxury Tax: 120% (Taxed @ 20%)
- **Attendance baseline: 35,000**
- **Ticket baseline: \$18.00**
- FA Compensation: ON
- Draft Pick Trading: NO
- Injuries: Low
- **IAFA: 80/yr (New Game Default) - \$3.5-Million soft cap**
- Int Established Free Agents: 7/yr (Default)
- Independent League Free Agents: 8/yr (Default)
- Players will now only be allowed ONE lifetime qualifying offer

Minor League Roster Limits

Roster Limits:

50 players at Rookie

35 player at all other levels

Age Limits:

Maximum 22 years at Rookie

Maximum 26 years at both A levels

Trading

The Trade Deadline will be August 15th in the game annually.

There is a separate “How to Post a Trade” document in the links where you found these rules. Please visit there before concluding any deals.

Trades will be processed ***PRIOR TO*** each sim. Please DFA the players involved and leave any instructions in a THREAD attached to the trade post in **#trades-and-confirmations** on Slack so the Commissioner can place players. Otherwise they will be left DFA. Minor league players will be moved to your farm by the game.

Drafted players may be traded as soon as the COMPLETED draft is loaded into the game and you are able to include the player in your trade.

Any NO TRADE clauses included in a contract are your responsibility when trying to move the player. For that reason, the GM with the NTC must post the trade in the game to see if the player accepts. No exceptions.

Free Agents signed in the off-season may NOT be moved until June 1st of that season.

Draft

Will be conducted online in StatsPlus now and begin roughly Opening Day.

Free Agent Compensation is ON and will be calculated by the game for any off-season signings.

Draft Pool COMP tags will be removed on Opening Day.

DFA

While simming, if a DFA PLAYER is encountered this will be the course of action:

1. That player will first attempt to be demoted to AAA
2. If he refuses, or cannot be for any other reason, that player will be released

This is what the game has been doing since the start of OTM. Now it will be a human, simming day-to-day, but the same actions will take place.

NEW - Team Relocation (OTM) - NEW

A team may relocate to a new market if they have:

1. A Market Size of "Average" or lower.
2. A Fan Loyalty of "Average" or lower.

Please NOTE: The one exception to Team Relocation is the Winnipeg Goldeyes. As long as this Commissioner is running the league, there will be a Winnipeg Goldeyes.

Notice must be given one year in advance, prior to the Pre-Season date (when the schedule is loaded).

(For example, if the GM wishes to move his team for Opening Day 2025, then notice must be given prior to Pre-Season 2024)

The team MUST have a \$15-Million **CASH** or **TOTAL MONEY** down payment due at time of notice.

(This amount will be immediately deducted from the team's cash)

The team will also have a \$15-Million **CASH** payment due Opening Day of their move.

(This amount will be deducted from their existing cash and will be viewed as a loan if it takes them into the red when deducted)

Teams may only move within the U.S., Canada, and Mexico.

No MLB franchises may be used, while you may relocate to a major city MLB franchise names and logos are off limits. Anything else pretty much fair game.

The move must adhere to the current geographical league alignment – East or West.

Teams will not move closer than 100 miles of an existing franchise, except in a case where the location is in a different State or Province.

(For example, given a franchise in New York City, an existing "Eastern" team may not move to Brooklyn. But a team could relocate to Trenton, NJ)

Franchises must wait at least 10 seasons between moves.

(The only exception is for a new GM taking over a major league franchise)

If your current franchise is not in a position to move, you are welcome to change franchises when one opens and then move your new franchise.

Process:

Team name and Ballpark name *(Baseball-appropriate, family-friendly names)*, Logo, Jerseys and Location and weather will be changed.

Ballcaps will change *(Supplied by GM or can otherwise be created)*.

New ballpark factors and capacity *(Supplied by GM prior to Pre-Season)* must conform to the existing rules.

Fan Interest and Fan Interest Modifier will both have TWO points applied by the Commissioner.

IF the Market Size is LESS than average, ONE point will be added by the Commissioner.

IF the Fan Loyalty is LESS than average, ONE point will be added by the Commissioner.

Team Relocation (Minor Levels)

A minor league team can be relocated prior to the OTM Pre-Season date, to begin play that season.

The team MUST have a \$5-Million CASH payment, immediately deducted from their cash.

Teams may only move within the U.S., and Canada.

Teams must move to an open market (they cannot move to a market already occupied).

Only ONE minor league team, per franchise, may be moved per season.

Franchises must wait 10 seasons between minor league moves.

Process:

Team name and Logo will be changed.

Location and weather will be changed,

Ballpark name (*Baseball-appropriate, family-friendly names*) will be changed BUT ballpark capacity will remain as is, and the factors will be neutralized (to save work).

Jerseys and caps will be game-generated.

Uniform/Logo Only Changes

An OTM team may change their logo and/or jerseys and caps prior to any Pre-Season date, without relocating. The team MUST have a \$5-Million CASH payment, immediately deducted.

Stadium Enhancement

Stadium capacity may be increased to a maximum of 60,000.

Changes will be made upon full payment at the start of Pre-Season.

1. \$2.5M per 1,000 seats, plus an overall \$2.5M construction fee (example: 5,000 new seats = \$15M)

Park factors may be changed, **within the ranges specified**, upon full payment at the start of Pre-Season.

All except 3B must fall within the range of .925 to 1.100

The 3B factor must fall within the range of .825 to 1.000

1. \$250K for each .01 that moves closer to 1.000 (example: +0.1 = \$2.5 million)

2. \$500K for each .01 that moves away from 1.000. (example: +0.1 = \$5 million)

Examples:

.925 up to 1.000 (which is +.075 closer) - $250 \times .0075 = \$1.875$ million

1.000 up to 1.100 (which is +.1 away) - $500 \times .01 = \$5$ million

1.000 down to .925 (which is -.075 away) - $500 \times .0075 = \$3.75$ million

If any team is vacated, specific park factors outside the range above will be brought into compliance with the higher or lower range extreme immediately.

Free Agent Compensation - 2017 CBA

There is a separate article on StatsPlus:

<https://docs.google.com/document/d/1HXQp8CJGU8MHzFAr47fikN7YvPKLivhXeEAMojAMQos/edit>