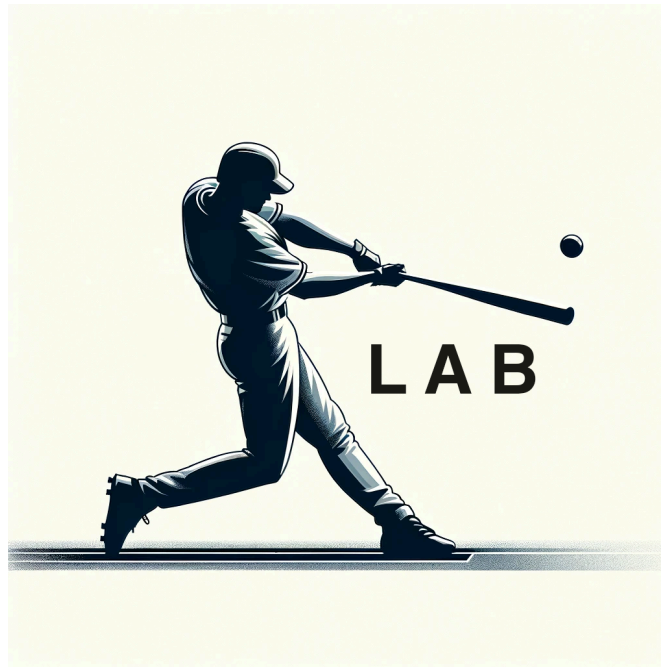


Launch Angle Baseball – League Rules



Last updated: February 3, 2025

Sim Schedule

- In-Season: Monday-Tuesday-Thursday-Friday
- 7 in-game days per sim (Monday to Monday)
- Off-season: Daily

General Settings

- Ratings
 - 20-80. **Yes** OVR/POT ratings, **no** stars
- Scouting and Coaching Systems: yes
 - Coaching vacancies at all levels must be filled
- Personality ratings: yes
- Owner goals: no
- Development
 - Batter/Pitcher aging: .990
 - Batter/Pitching development: 1.000/1.000
 - TCR: 100
- Player Evaluation AI Weight
 - Ratings: 100
 - Current Year Stats: 0
 - Previous Year Stats: 0
 - Two Years Ago Stats: 0
- GMs can have control of lineups and rotations (legacy mode) or leave it up to their manager
- Injury frequency: Normal

- Scouting: Normal

Schedule

- Regular season: Modern MLB
- Playoffs: Modern MLB (as of new 2022 CBA)
 - 12 teams total
 - Each league features 2 division winners + 4 WC teams (seeded by record)
 - First round byes
 - No. 1 seed: Best league record
 - No. 2 seed: Second-best division winner
 - First round matchups based on seeding: 3v6, 4v5
 - WC Series - Best of 3
 - DS/CS/WS - best of 5, 7, 7 respectively

Rules

- Shift banned starting in '25 season
- Universal DH: Starting in '22 season
- 3 batter minimum for RP: yes
- Want to propose rule changes? Propose in #rules-discussion. If seconded and deemed reasonable by the commissioner, the proposal will be brought to a vote.

Contracts

- No contract extension for a term longer than one year will be offered to a player with less than three years of Major League service time.
- Free agents may not sign for more than 7 years
- Players with three or more years of Major League service time are eligible for a maximum of 7 year contract extension
- No salary in a contract can be more than double another year in the contract.
Extensions that are buying out arbitration years are not subjected to this rule.
- All contract extensions and free agent contracts which possess team options must include buyouts for each optional year worth no less than 25% of the salary during the optional year.
- No vesting options allowed
- Incoming GMs may terminate 1 contract

Trades

- If you recently joined the league and are considering trading an MLB player, **they must be put on your trade block 24 hours before posting the agreed-to trade.** This is to make sure that a player is properly shopped before being

moved, and to avoid lopsided deals. This rule expires after being in the league for a total of one week (7 days). Again, this only applies to new GMs.

- Must be posted in #completed-trades on Slack, and both GMs must confirm.
- Needs to be submitted in game by **at least one** GM. It is ideal if **both** GMs submit as it makes it easier to process, but is not required.
- Trade posts that were (edited) will not be accepted. If error, re-post
- Drafted players may be traded in the following off-season
- Full retention is allowed, no limits.
- Signed free agents and players signed to multi-year contract extensions **cannot** be traded until at least 6 months from the date of the signing or trade (in-game).
 - NOTE: Arb eligible players that are signed to 1 year extensions are not subjected to this restriction
- If a FA is signed to a 1 year deal, he cannot be traded until June 15th of the following season. If signed after June 15th, can be traded at any time
- Draft picks in Rounds 1-5 can be traded for the next draft
- Teams may acquire up to additional 3m (8m total) in IAFA funds

Trade Review

- If you think a trade is too lopsided, has financial concerns, or the deal would impact general league health negatively, reach out to the commissioner. If three people reach out with concerns about a deal, there will be an anonymous 24-hour league wide vote on whether the trade should be allowed. If a trade is voted to be vetoed, a summary of the reasons on why there were concerns will be passed along to the two trading parties and that trade will not be processed as constructed.

Behavior

- Any GM that is publicly degrading or insulting toward other GM(s) will be removed.
 - You will get 3 warnings. If you get your third, you will be removed from the league.
- GMs are encouraged to actively participate in Slack channels. Articles, podcasts, trades, and team updates are all welcome.
- As commissioner, I reserve the right to remove anyone from the league at any time. That being said, I will try to give the benefit of the doubt and attempt to resolve things peacefully before taking such action.