

## Franchise Guide

**Introduction:** The reason for this guide is to try and make the franchise mode as enjoyable and gratifying experience as possible. Baseball has complicated rules and procedures and the Show tries to accurately recreate these. The information here is not only my own, but combined from many different sources, a community endeavor. When another source is utilized I will try to give credit where credit is due. Throughout the guide there may be references to different tips and hints that will allow you to customize your franchise experience to your personal preference.

This is not in any way endorsed or sanctioned by SCEA.

### Single control vs 30 team control what should I use?

Many people have a misconception about what 30 team control really is. 30 team control, if set up correctly, allows you to control “your” team while also having the ability to step in at any point that you would like to make changes to lineups, rosters, veto trades, or just view opposing teams lineups and rotations. I personally use 30 team control and rarely, if ever make any adjustments to any move the cpu makes. The reason I use this method is I enjoy the ability to look through opposing teams’ lineups and rotations.

**Disadvantages of 30 team control:** The in-game ticker will not show live score updates during played games unless you click on the calendar, go to view today's games, and simulate the games you want to progress live on the ticker. TIP: For any game that you **do not** intend to play, select the game and then simulate it while trying to "look away" if you want the game progress to be a surprise. There is no way around this, currently.

### Settings:

Franchise mode is dictated by the settings that you apply to each profile. To start one team franchise you assign the appropriate profile to the team of choice. For 30 team control you must make 2 profiles. The one that will be assigned to “your” team will have the settings that you would like. For the other 29 teams you will utilize another profile(depending on what your objective for using 30 team control) at which point I have everything set to AUTO.

### Mode Options(<http://mlbtheshow.wikispaces.com/Mode+Options>):

*Here are the different mode options in **MLB The Show** and what each one controls.*

**Lineups/Rotations** - When set to Auto, the CPU will determine your team's lineup and pitching rotation. When set to Manual, you control your team's lineup and pitching rotation.

**40-Man Roster** - When set to Auto, the CPU will control your 40-man roster obligations.. When set to Manual, you are in control of fulfilling your team's 40-man roster.

**Roster Moves** - When set to Auto, the CPU will control the roster moves that take place within the season. Roster moves consist of call ups and send downs. When set to Manual, you control your organization's roster moves.

**Waivers** - When set to Auto, the CPU will control all waiver transactions for your organization. When set to Manual, you are in control of all waiver transactions.

**Injury Management** - When set to Auto, the CPU will control placing injured players on the disabled list, and you will not be notified of injuries. When set to Manual, you are in control of handling your injured players and will be notified of any player injury.

**Training** - When set to Auto, the CPU will control which areas the players train. When set to Manual, you are in complete control of training activity.

**Management** - When set to AUto, the CPU will handle all hiring and firing of your organization's management personnel. When set to Manual, you are responsible for all aspects of your management personnel.

**Rehab** - When set to Auto, the CPU will control how much is spent on rehabilitation facilities for your organization. When set to Manual, you are in control of how much is spent on rehabilitation.

**Trades** - When set to Auto, the CPU will handle all of your trades. When set to Manual, you will be responsible for initiating and accepting or declining trades. If CPU Roster Control is On, the trades setting will be ignored.

**Free Agency** - When set to Auto, the CPU will handle all free agency issues. When set to Manual, you will be responsible for signing free agents.

**Contracts** - When set to Auto, the CPU will handle the contract re-signing and negotiations for your organization. When set to Manual, you are responsible for all contract negotiations.

**Facilities** - When set to Auto, the CPU will control the upgrades and purchasing of training facilities. When set to Manual, you are responsible for the facilities upkeep.

**Transportation** - When set to Auto, the CPU will determine the mode of transportation your team will use. When set to Manual, you are responsible for determining the mode of transportation.

**Marketing** - When set to Auto, the CPU will control all marketing aspects for your organization. When set to Manual, you are responsible for all your organization's marketing.

**Banking** - When set to Auto, the CPU will handle all of your banking needs. When set to Manual, you are responsible for all banking aspects.

## **Spring Training**

This is a time to learn about your team. Injuries will still occur during this period. Teams will utilize their rosters similar to real spring training games.

## **Opening Day.....Why has my roster been messed up?**

This is a question that is asked each year. The answer is....that it is not. The cpu needs to trim the roster down from spring training. At tpoint it uses the logic it has in place to make the most logical rosters, rotations and lineups. You may not agree with them, but the cpu utilizes many factors into its decision like age, options available, overall, positions etc.

A workaround is to use 30 team control and the OSFM hat 25 man roster. Then after spring training add players back to the 40 man roster. Another option is to use 30 team control and edit each team's roster, lineups and rotations after spring training to reflect how you want them to look.

## **Lineups/Rotations**

Lineups and rotations are based on a set of criteria that the cpu utilizes. It looks at different ratings and places the player that best fits those criteria into different slots. This method may not be perfect, but the cpu does it logically and many times turns out to not only be logical, but beneficial to the team.

One way to prevent lineups and rotations from being changed for cpu teams is to set lineups/rotations to manual.

**(Info provided by [Knight165@OS](#))**

### **Here is how to keep the CPU from shuffling your lineups:**

There are 3 ways with using 30 team control.

First...you must create a profile that gives the lineups/rotations MANUAL for any team you want lineups to be under your control.

1.- Use a roster that has only 25 players on the 40 man roster. With this....if you use only 1 team control.....you are locked into having the CPU teams having no more than 25 men on the 40 man roster. If you use 30 team control at any time AFTER spring training is over...you can add the 15 players to the 40 man roster and the CPU will not juggle lineups/rotations. In all cases....the CPU will still sub in lineups for fatigue.

2.-Using a roster with the 40 man roster full....play/sim Spring Training until the day BEFORE the final day of ST.....go through each team and manually send down 15 players(make sure none are in any lineups/rotation) for the CPU teams.....No need to take them off the 40 man roster. The lineups will remain intact when going into the season now.

3.-The obvious....wait until DAY 1 of the regular season and set the CPU team lineups/rotations....they will stay and only be changed for fatigue.....be aware...you will have to

reset them due to injuries for the CPU teams...

### **Amateur draft**

The amateur draft takes place in June and the length of the draft varies from a few rounds to 5 or 6 depending on the number of players that need to be replaced in the league. If using 1p control you will take control when it is your pick and depending on the players that were scouted, have a scouting report. These reports are relatively vague.

\*\*If using 30 team control you must either pick for each team or sim the draft. (See tips and tricks)

### **Scouting**

#### **Options**

If a player is on the 40-man roster but not on the active major league roster, he is said to be on optional assignment—his organization may freely move him between the major league club and the minor league club. The rules for this are as follows. (In all cases, an assignment of a player on a major-league disabled list to the minors while on a rehabilitation assignment does not count as time spent in the minors.)

Once a player has been placed on a team's 40-man roster, a team has 3 options on that player. This means they can send him back to the minors without allowing other teams to claim him. These options are in essence three years. You can send a player up and down as many times as you want per season and it will only count as one option used.

Once all of the options have been used up on a player, a player is considered "out of options" and a player must be placed on and clear waivers prior to being sent down to the minor leagues.

#### **Designated for assignment**

A player who is designated for assignment is immediately removed from the 40-man roster. This gives the team time to decide what to do with the player while freeing up a roster spot for another transaction, if needed. Once a player is designated for assignment, the team has ten days to do one of the following things: the player can be traded, the player can be released, or the player can be put on waivers and, provided he clears, outrighted to the minors. A player who is outrighted to the minors is removed from the 40-man roster but is still paid according to the terms of his guaranteed contract. A player can only be outrighted once in his career without his consent.

#### **Trades**

There is a lot of debate over the trade logic in the game. The trade logic in the game looks to acquire players depending on their need or team strategy. A team strategy of rebuilding will result in the team trying to remove veterans (especially ones in the final year of a contract) for

young prospect. A team in Playoff Push will trade prospects for immediate help. A team in Normal will make lateral type trades, which is trades looking both at now and for the future. The logic also looks at areas of weakness and areas that they have surplus in as well as salary. Teams will place players in the surplus position on the trade block and look to fill one of their weaknesses.

Teams in rebuilding mode will not take on additional salary while teams in playoff push will. (If they have the budget room)

## **Waivers**

**Outright/Release Waivers-** If a player is waived, any team may claim him. If more than one team claims the player from waivers, the team with the weakest record in the player's league gets preference. If no team in the player's league claims him, the claiming team with the weakest record in the other league gets preference. In the first month of the season, preference is determined using the previous year's standings. A player placed on this type of waiver may not be pulled back and if another team claims him they are lost to that team.

### **Non-waiver trade deadline**

The non-waiver trade deadline is the last date whereby teams are allowed to trade players freely without having to send them through waivers. This date is July 31st which is considered by many to be the 'trade deadline.'

### **Waiver trade deadline**

Players may be traded after July 31st, but must first be put through trade waivers.

If a team claims a player off waivers and has a viable claim as described above, his current team (the "waiving team") may choose one of the following options:

1. Rescind the request and keep the player on its major league roster, effectively canceling the waiver;
2. or do nothing and allow the claiming team to assume the player's existing contract and place the player on its active major league roster.

If after three days the player clears waivers, the team is notified via a prompt and may be traded to any team.

Any player traded after August 31st is not eligible for postseason play.

## **DL/Injuries**

If a major league player cannot play because of a medical condition, he may be placed on the 15-day disabled list (DL). This removes the player from the 25-man roster, freeing up a space, but he is ineligible to play for at least 15 consecutive days. Players on the 15-day disabled list are still a part of the 40-man roster. An injured player may also be placed on the 60-day disabled list to remove the player from the 40-man roster as well, with the condition of being ineligible to play for 60 consecutive days.

Players placed on the 15-day disabled list may be moved to the 60-day list at any time, but not vice versa.

An option in the game that can be turned on and off at any time, is manual injuries, when turned on a player may be given an injury or have an injury removed.

With injuries set to off no injuries will occur.

With injuries set to on players will be injured throughout the season.

**Here is how to manually injure players(Info provided by [Knight165@OS](#)):**

**-You must put INJURIES on MANUAL....and INJURY MANAGEMENT on AUTO for the CPU teams(if one team control...it is already on AUTO)**

**-Go to the DISABLED LIST.....Use L2/R2 to cycle through the teams(1 team or 30 team control)...use the L1/R1 button to go to the roster for injuring players....click on a player and give him an injury....**

**-With 30 team control...if you have injury management on AUTO...the CPU should put the player on the DL.....you can do it by going back to the DISABLED LIST screen and placing them yourself. With just 1 team control.....the CPU will put the injured player on the DL...you cannot do it yourself.**

The profile assigned to the CPU teams must have injuries set to MANUAL AND...it must also be set as the DEFAULT profile.

Don't forget...with 30 team control....you must also DL the players. The CPU will call them back up(I'm pretty sure...I've done so many scenarios now...I myself am getting confused!)

....With 30 team control...

Make (create) a profile for the CPU teams that you don't want to control everything like you do for your team....On that profile make injuries MANUAL.

Give that profile to the 29 teams you don't want to micromanage(except injuries...lineups...etc if you want)

Make one for your team with all the options you want to handle.

So...

Profile1-CPU

Profile2-USER

Go to USER SETTING(this is also where you create/edit profiles)....SETTINGS FILE

ASSOCIATION and make sure the teams you want the CPU to handle have profile1-CPU as their profile(you'll see the team names...use the Rstick to change profile associations for teams)

You'll notice on the USER SETTINGS screen....the top says the name of the current profile...you can use the L1/R1 to cycle through profiles....if you want to change options on any profile...bring it up there and go to GAMEPLAY options(this is where you find INJURIES...it should be on MANUAL now...for your profile as well)....MODE is where you find INJURY MANAGEMENT...If you are controlling all 30 teams...YOU must also move players TO the disabled list....the CPU will take them off and place them in a level if you have ROSTER MOVES set to AUTO for the CPU profile.

Okay...now you have profile 1 for the 29 teams....profile 2 for your team...

both have injuries to manual(not injury management )

Go to the DISABLED LIST in the PERSONNEL section.

Hit L2/R2 to cycle teams and L1/R1 to cycle back and forth from the INJURED PLAYERS list and the ROSTER where you give/remove injuries.

Once you injure a player...if you are controlling all 30 teams...go back to the INJURED PLAYERS list and put him on the proper DL

Just so you know....you DO NOT need 30 team control to utilize MANUAL injuries...if you just choose 1 team on the first franchise screen...and in your profile have it set to MANUAL...it will do all 30.(as long as it's the DEFAULT)

One thing that's changed and is screwing guys up I think....WHATEVER IS YOUR DEFAULT PROFILE>>>>>MUST HAVE MANUAL as the injuries setting.....EVEN IF YOU ARE NOT USING IT(it defaults to the CPU teams even with no 30 team control)

## **Awards/Stats**

All season stats are no longer viewable after you enter into the postseason. Postseason stats are wiped when you advance to the offseason.

Awards for each league are MVP, CY Young, Silver Slugger, Rookie of the Year, Relief Pitcher of Year, Gold Gloves (P, 1B, 2B, 3B, SS, C, (3) OF)

## **Postseason**

To be eligible for a team's playoff roster a player must be on any of the following: (a) the 25 man active roster, (b) the disabled list. The only exception is that a player on the 60-day disabled list may be replaced by another player from the team's 40-man roster (as of August 31) who plays the same position (i.e. position player for position player, or pitcher for pitcher)

## **Offseason**

### **Arbitration/Renewal/Free agency**

**A free agent is a player whose contract with a team has expired and who is thus eligible to sign with another team.**

**If a player is drafted and is offered a contract by his drafting team (or any team to which he is traded) each year, he may not become a free agent until:**

- 1. His contract has expired with at least six years of service time on a major league 25-man roster or disabled list, OR**
- 2. His contract has expired with less than six years of service time, but is not tendered a contract or salary arbitration offer (if eligible) by the tender deadline (usually in the second week of December). Such players become *non-tender free agents*.**

**A player with less than six years of service time is eligible for salary arbitration if he:**

- 1. is without a contract for the next season, AND**
- 2. has been tendered a contract offer by his current team by the tender deadline, AND**
- 3. cannot agree with his current team on a new contract, AND**
- 4. meets one of the conditions below:**
  - a. has been on a major league roster or disabled list for at least three years, OR**
  - b. has at least two years of major league service but less than three, AND is among the top 17 percent for cumulative playing time in the majors in this class of players, AND was on an active major-league roster for at least 86 days in the previous season.**

**Players with more than six years of service time and who are eligible for free agency can also be offered arbitration when their contracts are up, if they have been tendered a contract offer by his current team by the tender deadline, and have not agreed on a contract.[8][9]**

**The 4.2 example of arbitration eligibility above is called the "Super Two" exception, in which a player will have an extra year of arbitration eligibility.[10][11] Notable recent "Super Two" players include Russell Martin, Ryan Braun, Ryan Howard, and Tim Lincecum.**

**Following the salary arbitration process, the player and the team both submit a salary offer for a new contract. The arbitrator chooses one number or the other, based on which offer is closest to the salaries of players with similar ability and service time.**

**For purposes of salary arbitration and free agency, a player acquires a year of service time if the player remains on the major league roster for at least 172 days of the 182-day season.**

**Players eligible for neither free agency nor salary arbitration are very seldom offered contracts for much more than the league minimum salary, as the player has no recourse to try to obtain a better salary elsewhere. For this reason, in the first three major league years of their careers (except for the "Super Two" exception above), it is standard practice for players to accept comparatively low salaries even when their performance is stellar. Occasionally, a team may wish to sign a player in his second or third year to a long-term contract, and the resulting negotiations can involve salaries significantly higher than minimum. A recent example of this would be the contract Ryan Braun signed barely a year into his major league career, which will last until 2015.**

**A team does not have to offer a contract to a player not eligible for free agency if his contract has expired, regardless of service time. If the player is not tendered a contract offer by the tender deadline (usually in the second week of December), the player becomes a non-tender free agent.**

**The Show is very good at getting the rules correct for this aspect of the game and many people get confused, as to why; their respective player becomes a free agent. When the offseason begins, there are two ways to see players that need some sort of attention. You can go to**



contract status on the main screen or you can use the calendar, select x and then go to manage contracts.

### **So I am at the Manage Contract portion what do I do and what does everything mean?**

You will notice that some players will be labeled as arbitration eligible, Type A, Type B, Renewable, and there are some players that have nothing next to their names. (This is where you may have to look at your player card for information), there is a bug whereby players not on the 40 are not correctly listed as being renewable although they are. Anyone with less than 3 years MLB service time are renewable players. The key here is any player you intend to keep must have a contract offered by December 2nd. The system gives prompts throughout giving you pertinent information, such as last day to offer arbitration to players before they become free agents etc..

1. **Arbitration eligible players-** These players can be offered long term deals or you can elect to just offer arbitration if you want to go year to year. The key here is if you want to keep the player offer arbitration. (Offer the amount of money you think he is worth). If you want the player for the long haul you can offer a longer term deal and possibly save some money instead of waiting for him to become a free agent. If the player does not accept your long term deal, do not fret he still is yours, In February the computer will decide if it will accept your arbitration offer or the player's. You can negotiate for a long term deal up until the date of the arbitration hearing which will be listed as a star on the calendar in February.
2. **Type A.** The game utilizes the old CBA rules. If you do not offer a type A or B free agent arbitration then you cannot be compensated if the player signs with another team. A type A free agent has 6 years or more MLB service time and is considered a Free Agent and may choose any team they would like to play for. Even though you offer arbitration they do not have to accept. If they do accept they are considered signed and just as in arbitration eligible players you have until the arbitration hearing to work out a long term deal or the player will be awarded a one year deal. If another team signs this type of player you will be compensated in the next season with the signing teams 1st Rd pick and a supplemental pick between rounds 1 and 2.
3. **Type B.** The game utilizes the old CBA rules. A type B free agent has 6 years or more MLB service time and is considered a Free Agent and may choose any team they would like to play for. Even though you offer arbitration they do not have to accept. If they do accept they are considered signed and just as in arbitration eligible players you have until the arbitration hearing to work out a long term deal or the player will be awarded a one year deal. If another team signs this type of player you will be compensated in the next season with a supplemental pick between rounds 1 and 2.
4. **Renewable Players.** All players with less than 3 years MLB service time are considered Renewable which means the team can keep giving the same, more, or 80% of current contract. A renewable player may ask for a lot of money, but the key is to offer a contract similar to the one they had the previous season, or one you are comfortable giving. If the player does not accept that offer, then you may renew that player on the last week of the offseason. There is a prompt that asks "this is the last day to renew players do you want to stop sim?" Click on the player you want to renew and give them a contract as low as 80% current.

## Rule 5 Draft

### Retirements

The logic for retirements is predicated on numerous factors ranging from age, Overall, potential and position. Players that are retired are replenished in that season's amateur draft.

Players that have a higher overall will begin to retire at the age of 35. Logic was built in for players to not retire in the middle of a contract.(In MLB 12 currently players may retire while in the middle of a contract)

Other factors can cause retirement including injury, poor free agent market and ability. Players also will retire if they spend two consecutive seasons on the free agency list.

### Potential/Progression

There are 5 different types of progression that are used in the game. A, B, C, D, F. Players also have Overalls based on the same scale. Players progress until the 27-31 year old mark.(Prime Years) After that point they begin to "regress."

Potential is the point where the player is "headed," age as well as the overall that he starts at factors into the equation if that player can hit that mark. An example is an A potential prospect that is very low rated(F) and 25 he may progress to a B OVL before starting his decline.

Potential can change for some player over the course of a franchise. Occasionally there will be emails that state "a player is doing better than expected." which may result in a potential change.

Potential also factors heavily into trade logic. An A potential prospect is valued much higher than a B, C,D, or F prospect.

...

Progression works very linear. An A potential prospect will progress at a faster and greater pace than a B.  $B > C$ ,  $C > D$ ,  $D > F$ .

Pitch speed and velocity **DO NOT** progress.

Regression also plays a part in the system. Players will begin to lose attribute points as they age past their prime. Their stats and Overalls will be affected. As they age they may go from being a starter to a utility player.

At the end of the season you can see the changes that have occurred by viewing the manage roster screen. From there you will see plus or minus next to the attributes that were affected.

## Training

For players to maximize their potential training of the players must be done. For franchise modetraining can be set to Auto (Whereby the cpu will assign all training assignments), or Manual where you the user set the assignments. The following is a list of training assignments and what area they influence (**Info provided by HuslinOwl@OS and lowlander@OS**)

1. Weight Room -> Power R/L ->All
2. Stretching -> Durability -> All
3. Sprints -> Speed -> All
4. Long-Distance Running -> Stamina -> Pitchers
5. Batting Cages -> Contact R/L -> All
6. Hitting Coach Session -> Clutch / Plate Visibility / Plate Discipline ->All
7. Bunting Drills -> Bunting ->All
8. Base Running Drills -> Baserunning Ability / Aggression -> All
9. Long Toss -> Arm Strength -> All
10. Infield Drills -> Arm Accuracy / Fielding Ability ->All
11. Shagging Fly Balls -> Reaction -> All
12. Catcher Drills -> Plate Blocking -> Catchers
13. Pitch Simulated Game -> Pitching Clutch -> Pitchers
14. Pitching Coach Session -> H/9, HR/9, K/9, BB/9 ->Pitchers
15. Bullpen Session -> Velocity, Control, Break ->Pitchers

## **Coaches:**

Coaches are an important aspect to player development. Coaches ratings give a small boost to player attributes. These same coaches can also cause a small reduction of attributes to players. The better your coaches are will improve your team in areas such as contact, injury prevention etc. Better coaches cost more money.

## **Team Budgets**

Team budgets are established at the beginning of the franchise. Depending on the rosters used the budgets may be slightly higher or lower than stock rosters. The reason for this, is the system accounts for the salary of the players on the roster, as well as a cushion. Over the years of a franchise budgets will get tighter due to escalating salaries, arbitration and new players hitting free agency. As a smart "GM" you must take into consideration your team budget, with player salaries and upcoming free agent class as well as all renewable players you would like to keep. A small market team will not be able to sign numerous free agents and keep the current core they have.

Budgets will change over the course of your franchise. Winning and losing, as well as how far you advance into the playoffs, will dictate how your budget will change.

At the end of each season you will get an email stating your budget has either.(Dropped, Remain unchanged, or Risen)

**If your budget drops the range is from -5% to -1%**

**Unchanged 0%**

**If your budget rises the range is from 1% to 9%**

## **Various Tips Tricks and Workarounds**

### **1. Assign players' Contract Extensions.**

This can only be done via the roster management portion and must be done prior to starting a franchise. What you do is take the player you want to change the contract length and swap him with a player on Free Agent List 3. Contract length in random. You must continue to do this until you get the desired contract length. At that point Save the roster.

To assign a larger contract edit the players ratings and do the above trick. The higher the ratings the larger the contract. To give a player a "Max" deal raise his ratings to 99 OVL. After you get the desired length and contract amount edit the players ratings back and save.

### **2. Scouting (Info provided by [lowlander@OS](mailto:lowlander@OS))**

Tip/workaround for scouting. Put scouting on manual, hire good scouts. Only players 18 and older will be in the draft pool, do not waste time scouting players younger than 18. On draft day the player card is available to look at and you can see the attributes of each player. What you can't see is potential. Scout players until potential is revealed and then move on to the next player.

Using this method you can maximize the number of players you scout prior to draft day.

\*\*Wikipedia was a source for many rules