

Worldwide Online Baseball Association Rules

Founded: 2023

Commissioner: Andrejs

Assistant Commissioners/Leadership Council: Gus, Luke, Greg, and Sean

Game Version: OOTP 26

Stats+: [Link](#)

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I. Sims

- A. Sims will occur daily Monday through Friday at 7:30 PM ET.
- B. Sims will typically be 7 days in length during the regular season and up to the Commish's discretion during the playoffs and the offseason.
- C. Trades are processed before the sim.
- D. Sim schedule will be adjusted during the playoffs and the offseason.

II. GM Expectations

- A. Export at least 3x per real-life week
- B. No cheating of any kind will be tolerated
- C. Be respectful of other GM's at all times. No toxic behavior will be permitted in Slack.
- D. Pay attention to Slack and answer private messages
- E. Any GM with concerns of any kind should contact the leadership council privately and NOT the GM(s) in question or in general chat.
- F. Failure to abide by these expectations may result in GM removal at the leadership council's discretion.

III. League Settings

A. General Settings

1. Ratings: 20-80 (OVR/POT enabled) - increments of 5
2. Universal DH
3. No 3-batter rule
4. Each organization will have equal number of minor league affiliates
5. Owner Goals are OFF
6. Injuries set to:
 - a) Short term - **Normal**
 - b) Long term - **Low**
 - c) Delayed diagnosis - **Never**
7. 2023+ style MLB scheduling (play every team)
8. Player Development Settings
 - a) Batter and Pitcher aging: .900
 - b) Batter and Pitcher development: 1.100
 - c) Development Target Age: Default
 - d) Aging Target Age: Older
 - e) Talent Change Randomness: 90
9. Draft Budgets **Enabled** - All teams must be aware of their franchises draft budget and plan accordingly.
10. Scouting Enabled (Normal Accuracy)
11. New GMs have the choice to either void any contract on their team or receive a Supplementary

B. Playoffs

1. 6 teams qualify for the playoffs from each league
 - a) 3 Division Winners
 - b) 3 Wildcards
 - c) Top 2 division winners receive a bye in first round

C. Financial Settings

1. Owner sets team budget
2. Revenue sharing = 30%
3. Visiting team gate share = 25%
4. Ticket prices should not exceed \$60
5. Luxury Tax = 25% tax rate on all overage of payrolls 125% or higher of league average
6. Cash max - None
7. IAFA Hard Cap
 - a) IAFA pool determined by Revenue Sharing

IV. Player Contracts

- A. 7 year maximum contract as set in-game
- B. 1 year contracts or extensions can be made at any time
- C. Multi-year Contracts (Extensions & Free Agent Signings)

1. **2 years of MLB service are required to offer a multi-year extension** to any player on your team.
 - a) **Ex:** Consider the 2 players below:
 - (1) Player A has 2 years, 11 days of MLB service 
 - (2) Player B has 1 year, 147 days of MLB service 
 - (3) You may only offer a multi-year extension to Player A, as Player B has yet to accrue 2 years of MLB service.
2. For any multi-year contract with **any annual value $\geq$ \$10 Million, no year will be more than 2x the lowest annual value in the contract.**
 - a) Exception: For players still under arbitration, it is allowed to “buy out” one year of arbitration at a value that is below half of the highest annual value.
 - b) Ex) Player A is a Free Agent and signs a 3-year contract extension for \$5M, \$8M, and \$15M. That contract will be illegal and will be voided. To be in line with rules the contract would need to be \$7.5M, \$8M, \$15M.

D. Contract Clauses

1. Player Opt-Outs, No-Trade Clauses, & Promised Roles are allowed and honored

E. Bonuses & Incentives

1. No individual bonus or incentive may exceed 10% of the highest year of contract
 - a) Ex) Highest contract year = \$10M. No bonus or incentive can exceed \$1M.
2. Pitcher Incentives
 - a) Innings Pitched (IP): not to exceed the player’s MLB season career high IP
 - (1) Ex: Player A has a career high of 210 IP in one year of their career. The maximum IP in a bonus incentive would be 210.
3. Batter incentives
 - a) Plate Appearances (PA): not to exceed 550 PA

F. Vesting Options - Not Allowed

G. Team Options

1. Buyout must be at least 25% of total option year value
2. Only one team option allowed per contract

H. Player Options

1. Player options may not exceed 150% highest guaranteed year of the contract .
 - a) Ex: Highest guaranteed year of contract = \$10M. Player option may not exceed \$15M
2. Player options are not allowed after team options

I. All illegal contracts will be voided by the Commissioner

1. Free agents that sign an illegal contract will be returned to the Free Agent pool for any GM to sign.

V. Trades

A. Trade Rules

1. Draft picks are not tradable
2. Recently drafted players may be traded
3. Injured players may be traded
4. International Free Agency
 - a) International Bonus Pool money is tradable once the International Free Agency Period begins in January.
 - b) International Bonus Pool money is tradeable in 250k increments, with the exception being if a team has less than 250k available to trade away.
 - c) A team is only able to acquire a total maximum of \$3 million in International Bonus Pool money.
 - (1) **Ex:** The Rays acquire \$3 million in International Bonus Pool money from the Red Sox. The Rays cannot acquire any additional International Bonus Pool money for the remaining duration of the International Free Agency.
 - d) A team is able to trade away its entire International Bonus Pool money. However, due to point c) above, the money must be traded away to at least two different teams.
 - (1) **Ex:** The Red Sox trade away \$3 million of their International Bonus Pool money to the Rays, and \$2 million of their International Bonus Pool money to the Marlins.
5. Trades can be made from the start of the offseason until the trade deadline (typically the first Monday in August), and then again once the offseason starts.
6. Free agents signed to Major League contracts are not able to be traded until June 15th of the following season.
 - a) **Ex:** Player A was signed to a Major League contract during free agency on December 10th, 2036. He may not be traded until June 15th, 2037.
7. If a pending free agent player is signed to a multi-year extension after the trade deadline or in the offseason, they can't be traded until June 15th of the following season.
 - a) **Ex:** Player A, a pending free agent, was signed to a multi-year extension on September 10th, 2036. He may not be traded until June 15th, 2037.
8. Pending free agents may not be traded once past the trade deadline and until after free agents file (i.e. can't trade "players negotiating rights" to use a hockey term).
 - a) **Ex:** Player A, a pending free agent, was not traded at the deadline. He may not be traded to another team and must go to free agency or be extended by the current team.
9. Player To Be Named Later (PTBNL) trades are not allowed.

10. In general, if the trade cannot be done by the in-game system, then the trade is not allowed.
- B. Submitting a trade
 1. One GM must submit the trade in-game. Any trade not submitted will not be processed.
 - a) This includes trades involving players in the International Complex, rights of a player taken in the Rule 5 Draft, and International Pool money.
 2. All trades must be completed via the StatsPlus Trade Tool to verify that both GMs agree to the trade.
 - a) This includes trades involving players in the International Complex, rights of a player taken in the Rule 5 Draft, and International Pool money.
 3. Any requisite moves needed due to trade must be listed in the replies of the completed trade in the #completed-trades Slack channel.
- C. The Commissioner reserves the right to veto a trade if necessary and may present a league wide vote first, but they are not required to do so.

VI. Minor League Roster Rules

- A. Roster sizes and service time limits will mimic the real MiLB:
 1. **AAA:** 30 man roster, no service time limit
 2. **AA:** 30 man roster, no service time limit
 3. **A+:** 35 man roster, 6 years pro service time
 4. **A:** 35 man roster, 5 years pro service time
 5. **Rookie (ACL, FCL):** 50 man roster, 4 years pro service time
 6. **Rookie (DSL):** 50 man roster, 4 years pro service time, non-USA/Canada/Puerto Rico nationality only
- B. Roster limit notes:
 1. "X years pro service time" in OOTP works like the value set + 1 for pro service time
 - a) Ex: 6 years pro service time limit for A+ will function like 7 years as anything that is 6 years and xx days is allowed

VII. Roster Moves

- A. Wavers/DFA:
 1. GM's are expected to manage their players on DFA.
 2. If a player's DFA time expires, the commish will attempt to demote the player to an applicable Minor League team.
 3. If demotion is refused, an attempt to place back on the MLB roster and 40-man will be made.
 4. If that fails, the player will be released, and the contract will be guaranteed.

VIII. Amateur Draft

- A. The Amateur Draft is 20 rounds and done online via StatsPlus
 - 1. It is highly recommended that GM's make a Draft List in StatsPlus that they can easily refer to throughout the draft.
 - 2. The Draft Pool will be uploaded to StatsPlus soon after the pool is revealed in-game, therefore GMs will have plenty of time to make a list in StatsPlus.
 - 3. If a GM will be unavailable during a portion of the draft, it is expected that they select the 'List Pick' option before their time away to keep the draft moving.
- B. Draft pick signing bonuses are **ON** and teams will be tasked with managing their budget within each year's draft.
- C. Round Timers:
 - 1. Round 1 = 4 hours
 - 2. Round 2 = 3 hours
 - 3. Round 3 = 2 hours
 - 4. Round 4 = 1 hour
 - 5. All other rounds = 30 minutes
- D. Draft Lottery
 - 1. All non-playoff teams will qualify for the draft lottery.
 - a) Ex: 18 teams did not make the playoffs, all 18 are eligible for the draft lottery.
 - 2. The top 6 picks of the draft are determined by the draft lottery.
 - 3. Picks 7 through 30 will determined as following:
 - a) 7-18: Remaining non-playoff teams, by worst record.
 - b) 19-30: Playoffs exit, by worst record.
 - (1) 19-22: Wild Card Series losers, by worst record.
 - (2) 23-26: Division Series losers, by worst record.
 - (3) 27-28: Conference Series losers, by worst record.
 - (4) 29: World Series loser
 - (5) 30: World Series winner
- E. Draft Order
 - 1. The lottery determines picks 1 through 6.
 - 2. Picks 7 through 18 are the remaining non-playoff teams.
 - 3. Picks 19 through 30 are determined by Playoff results.
 - 4. Rookie-Of-The-Year picks (if any) will be the first two picks of the Supplemental 1st Round. The team with the worst record will get to pick first.
 - 5. Free Agent Compensation picks will follow next as Supplemental picks.
 - 6. Compensation picks for failing to sign a draft pick from the previous draft come next as Supplemental picks.
 - a) This only applies to your default assigned draft pick in Rounds 1 through 3. Supplementary draft picks that fail to sign will **NOT** carry over to the next draft as compensation picks.

7. Same rules apply for the remaining round (except order from 1 to 30 in each round are based on standings + playoffs exit, no lottery + no ROTY picks after round 1).
 - a) If a new GM decides on a Supplementary Draft Pick, this draft pick (or selections if multiple new GMs choose this option) will be the first Supplementary Draft Picks of Round 2.
- F. Compensation draft picks that OOTP automatically determines and generates will be the only compensation draft picks present in the Draft. This applies for both the Free Agent compensation draft picks and compensation draft picks for failing to sign a player from the previous draft.
- G. Draft Importing
 1. The draft will be imported in game upon the completion of the draft. The Commish will manually change the draft date in-game to do this.
 2. Upon import, the deadline date for signing all amateur draft picks will be set to 2 weeks after the trade deadline.

IX. Rule 5 Draft

- A. Only players 23 years old or older will be eligible for the Rule 5 Draft.
 1. Any team drafting a player that is aged 22 or younger will have that player returned to the original team and will be fined \$500k.
- B. The Rule 5 draft is done in-game .
- C. GM's should make a list in-game if interested in drafting any players. No list = no players.
- D. Teams need space on the 40-man roster. With no open spots, players cannot be drafted.

X. Rule Change Procedures

- A. The Commissioner may enact, remove, or update any rule at any time if they believe it is in the best interest for the league.

XI. Notice

- A. This document may be altered/changed at any time, with or without prior notice, by the Commissioner and changes will be shared with the league as needed.