Field of Dreams Rules (As of 6.21.24)

Rules & Settings Specific OOTP Settings

- Scouting is Enabled
- Accuracy is Very High
- Ratings 1-20
- Stars Are Enabled

Aging Modifiers

- Batter Aging Speed= .250
- Batter Development Speed= 1.000
- Pitcher Aging Speed= .375
- Pitcher Development Speed= .900
- Talent Randomness=67

Roster Limits

- ~~Active Roster 25~~
    - 26 on Active Roster (as of 6.21.24)
- Triple A 30
- Double A 30
- Single A 30
- Short A 35
- Rookie 40
- International Complex 50

Length of DFA, Waivers and Disabled List

- Waivers=14 Days
- DFA=21 Days
- Disabled List=14/60 Days

Other Roster Rules

- Option Years Are Enabled
- Ghost Players Enabled
- ~~No Designated Hitter~~
    - DH now added for the 2056 season (as of 6.21.24)

Trade Rules

- Deadline is July 31st
- You Cannot Trade Recently Drafted Players
- No Trading of Draft Picks

- 10/5 Rule is not in Place

Draft Settings

- Draft Date=June 5
- Rounds=15 with Generation of 20 Names
- Reveal Date of Draft Pool=75 days
- Drafted Players Are Automatically Signed

CBA Bargaining Agreements--Please Familiarize Yourself With These

- The New 2012 CBA is enacted
- Top 1/3rd of Draft is first round protected pick. Â You will forfeit your 2nd highest pick

Attendance Settings

- Average Ticket Price=25.00
- Average Attendence is 30,000

Team Revenue Settings

- Average Media Contract 30 Million
- Same For Every Team
- Average Local Media=7.5 Million (All Teams Have been edited to 9.5 Million to start with 3 year contracts)
- Average Merchandise Revenue=6.5 Million
- Owner decides if over budget
- No Revenue Sharing
- Cash Max=25 Million

Team Expenses and Salary Settings

- Average Development Budget=6 million
- Average Scouting Budget=4.6 Million
- ~~Salary Cap=100 Million~~
    - 110 Million (As of 6.21.24)
- Min. Salary=350K
- Super Star Salary 13.5 Million
- Star Salary 10 Million
- Good Salary 6 Million
- Above Average 3.5 Million
- Average 1.5 Million
- Below Average 1 Million
- Fair Quality 600K
- Poor Quality 400K

Player Options

- International Amateur Free Agents=16 Per Year
- 3 Million Signing Cap
- International Reveal Date=July 1

League and Playoff Structure

- 20 Total Teams Split Into 2 Leagues
- Each League Having 5 teams in 2 divisions
- Division Winners and two top non-division winner (based on Winning %) Qualify For Playoffs
- #2 and #3 Seed Play and #1 vs. #4 seeds play
- First Round=Best of 5 (2h, 2a, 1h)
- League Championship Series=Best of 7 (2h, 2a, 1h, 1a, 1h)
- World Series= Best of 9 (2h, 3a, 2h, 1a, 1h)

Sim Schedule

- Up to But not Including Arbitration
- Arbitration up to but not including Rule 5
- Rule 5 and then 6 free agency sims of 5 days each, then 4 7 day sims then 3 sims to start of Spring training
- Spring Training Will Be Broken Up into 2 sims
- Sims Will Be Held Every Day of the Week at Approximately 8AM EST
- Regular Season Sims Will Be 7 Days In Length and will Run from Monday to Sunday (new change as of 8/31/22)
- Playoff Sims Will Run--Wild Card Games 1-3 and 4/5 LeagueChampionship Series 1-3 and 4-6 and 7 and HRBL Classic Games 1-3, 4-6 and 7 -9

Pitching Rotations

- Regular Season May Use Min. of 4 Man Rotation
- Playoffs Min. of 3 Man Rotation
- No Pitchers Listed as MR can be placed as SP without converting them (This is done for contract reasonings) If discovered that this rule is abused 1st Will be Warning and 2nd Will Be 1 Million Dollar Fine

Trades

- Trades Can Be Posted and Processed from Start of Preseason till July 31
- Must be confirmed by both teams on Slack Channel--Following Specific Instructions On Format

- You Can Trade For A Player Straight for Cash with max being 10 million

Free Agent Bidding

- All FA Bidding Will Be Done inside the game
- Only can be signed from 12/27 till End of Entire Season Including Playoffs
- If Illegal Signing Occurs, player will be released and team will be penalized 50% of entire contract value
- For Players 25 and Under Must have min. of 3 year contract if average salary is over 550K
- Players 35 and under who sign a contract averaging greater than 6 million per year can not be traded in their first year
- One Year Contracts for Players 35 and Under can not exceed 5.9
1. Â Â Â Â A.) Amendment (10-24-13) Upon start of Spring Training players 35 and under can sign any 1 year contract value
2. Â Â Â Â B.)Â However, those bids cannot be submitted prior to Spring Training

Extensions

- Player must have one year of service time before extensions can be negotiated

Player Bonuses

- PAs cannot be less than 400, or greater than 700.
- RP IP cannot be less than 50, or greater than 125.Â SP IP cannot beÂ less than 150, or greater than 275.

If an owner is found violating this rule, the player will be releasedÂ immediately, and will only be refunded 50% of the total contract value thatÂ was charged to their player expenses. Team Buyout Option has to be 50% of the average value of the contract***updated 6/14/16

Scout Request Change

- At the beginning of the offseason till the end of Spring Training you can edit your scout using a 10 point scale. All Scouts will be if redone to the age of 40 and salary will be 2 million dollars for 10 years
- 10 Points Available assigned to the categories of
  Scout Majors, Minors, International and Amateurs

- 4-Legendary
- 3-Outstanding
- 2-Excellent
- 1-Good

Choose Tools

- Favor Tools
- Favor Ability
- Neutral
- Highly Favor Tools
- Highly Favor Ability

Posting Format (example below)

Boston scout request

Majors - Excellent 2

Minors Excellent 2

International Outstanding 2

Amateurs Legendary 4

Favour Tools

Stadium and Relocation Rules

- Adding Seats 1,000 seats cost 2 million and stadium is capped 45k seats
- Request needs to be placed before Jan 1st of the prior season to be added the following season
- Money comes from the cash on hand and must have money available
- Will be taken at the start of Spring Section

Stadium Modifications

- GMs will be allowed to adjust ONE of the SIX park factors each year. Each change cannot increase or decrease a park factor by more than 0.030
- No park factor can go below 0.800 or above 1.200 (unless otherwise existing)