

WBL Rules (As of 5.9.24)

Initial League Setup and 5 year plan

- First 5 years the fan interest will not be allowed to drop below 75 at the start of every offseason
- Loyalty and Market Size will be adjusted at the start of every offseason to the default setting upon league creation (very big for market size and average for loyalty)
- League may intervene with a special bailout plan for teams in financial shambles

Rules & Settings Specific OOTP Settings

- Scouting is Enabled • Accuracy is Normal • Ratings 1-20
- Stars Are Enabled
- Coaching System is being used

Aging Modifiers

- Batter Aging Speed= .250
- Batter Development Speed= 1.000
- Pitcher Aging Speed= .375
- Pitcher Development Speed= .900
- Talent Randomness=75

Roster Limits

- Active Roster 26
- Triple A 35
- Double A 35
- Single A 50
- International Complex 50

Length of DFA, Waivers and Disabled List

- Waivers=14 Days
- DFA=21 Days
- Disabled List=10/60 Days

Other Roster Rules

- Option Years Are Enabled • Ghost Players Enabled
- ~~No Designated Hitter~~
 - DH is now enabled. (Rule Change 5.9.24)

Trade Rules

- Deadline is June 30th
- 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=10 with Generation of 15 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. You will forfeit your 2nd highest pick

Attendance Settings

- Baseline Ticket Price=33.00
- Baseline Attendance is 33,000 Ticket Share is 30%

Team Revenue Settings

- Baseline Media Contract 35 Million
- Same For Every Team
- Baseline Local Media=40 Million (All Teams Have been edited to 40 Million to start with 5 year contracts)
- Average Merchandise Revenue=20 Million
- Entire revenue available
- No Revenue Sharing
- Cash Max=Will finalize at 125 Million at the end of the 2045 Season. Gradual reduction from 600 million at the end of 2043 and 300 million at the end of 2044 (New rule as of 8/31/22)

Team Expenses and Salary Settings

- Development Budget Baseline=12 million • Average Scouting Budget=8 Million
- Salary Cap=None
- Min. Salary=535K
- Super Star Salary 20 Million
- Star Salary 15 Million
- Good Salary 11 Million
- Above Average 8 Million
- Average 5.5 Million
- Below Average 3.5 Million • Fair Quality 2 Million
- Poor Quality 800K

Player Options

- International Amateur Free Agents=6 per league so 24 total per year • 5 Million Signing Cap
- International Reveal Date=July 1

League and Playoff Structure

- 24 Total Teams Split Into 4 Leagues
- Each League Having 6 teams
- League Winner and two top non-league winner (based on Winning %)
%) Qualify For Playoffs
- #2 and #3 Seed Play
- Wild Card Series=Best of 5 (3h, 2a)
- League Championship Series=Best of 7 (3h, 3a, 1h)
- Each League Champion will play in a modified double elimination tournament —First Round is best of 3 (2h, 1a) seeding is determined by winning % Second round is best of 3 (2h, 1a) and World Championship is best of 7 (3h, 3a, 1h)

League Specific Settings

Sim Schedule Will Consist of

- 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 League Championship Series 1-3 and 4-6 and 7 and World Championship will be First Round 1-3, 2nd round 1-3 and World Championships will be 1-3, 4-6 and 7

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 Rule 5 till June 30th • 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 Rule 5 Draft 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

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. SP IP cannot be less than 150, or greater than 275.

If an owner is found violating this rule, the player will be released immediately, and will only be refunded 50% of the total contract value that was charged to their player expenses.

Scouts

- Each year 3 scouts will be edited from the wanting to be a GM pool to replenish the scout pool

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

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 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)

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