

This document provides both an overview of the league as well as its rules which must be followed in-game and in working with your fellow GM's.

League Overview

General Premise

The Mirror Universe Baseball League is a modern day league starting in the year 2020. The league is starting with OOTP21 and will upgrade as necessary once newer versions prove to be sufficiently stable for league gameplay.

The setup of the league is to use real MLB teams and rosters as they would have been for the start of the 2020 season. This is a **pre-draft** and **pre-shortened season restart**. This means you will have a crack at the 2020 draft pool and will not have to deal with the schedule, rosters, and rules associated with the shortened season.

The configuration will be mostly hands-off. That is to say the rosters, contracts, rules, owners, etc., will be as implemented by Out of the Park Developments.

League Website & Stats Plus

The league will have its website hosted directly by Stats Plus. You can find the website at:

mubl.org

Or

statsplus.net/mubl

League Communication

All league communication will be handled via **Slack**. Appropriate channels will be setup for topics pertaining to sim results, trading blocks, completed trades, and the draft.

You can find the Mirror Universe Baseball League Slack workspace at:

mubl.slack.com

Commissioner Contact Details

I will always strive to be available via slack but I can also be contacted by email address, commish@mubl.org.

Sim Schedule

MUBL will use a fairly standard online league sim schedule.

Simulation dates will be: Tuesday evening, Thursday evening, Saturday morning and Sunday evening.

Simulation times will be approximately 8 PM Central on each of these days (approximately 9 AM Central on Saturday). If it is necessary to adjust the time/date clear communication can be expected. Real life happens.

Each sim will advance the game by seven days, Monday through Monday. Exceptions will be made as certain important dates are reached:

- Spring Training Start
- Opening Day
- Amateur Draft
- International Amateur FA
- Trading Deadline
- Roster Expansion
- Playoffs (start of, and per round)
- Offseason
- Arbitration
- FA
- Winter Meetings
- Rule 5

When one of these important dates are reached the sim will be stopped prior to the standard 7 days being met. When the Sim resumes it will catch-up to the date the regular 7 day sim should have reached.

While this may slow down simulations around these dates it is important to allow GM's the time and flexibility to make key decisions that often surround these dates.

GM Expectations

Activity & Communication

This is for fun. The only expectation from GM's is to communicate with the league, or the Commish directly, if there is an expectation that exports will be missed.

Real life happens and we wish to accommodate it when it 'interferes' with the management of your virtual team.

Further there are no minimum expectations on activity otherwise. You are free to make as many trades and partake in as many discussions as you wish.

Now that said if there is no communication made and several exports are missed you will be contacted and if there is no response your team will be made available.

Spirit & Competition

Every team's goal should be to win and to win as soon as possible. This is in part why Owner goals are enabled and human GM's can be fired. It offers slightly more accountability.

The spirit of the league is to ensure a competitive environment and to avoid a handful of powerhouse teams with the rest feeding those teams their star players in perpetual rebuilds.

Rebuilds are necessary, and it is important to strategize realistically, but MUBL hopes to avoid cyclical fire sales.

There will be little tolerance for drama, antagonistic and predatory behavior. GM's who consistently display the following will not be welcome to continue playing in the MUBL.

Posting Trades

In order to expedite the processing of trades in-game please use the following format.

Team A Trades:

Position, Full Player Name (League Level and Team if MiL)

ie.

Seattle Mariners trade:

3B, Kyle Seager (ML)

SP, Brendan McGuigan (A-, Everett)

Game Settings

Version: OOTP21

Global Settings

Scouting: ON

Scouting Accuracy: Normal

Rating Scale: 20-80

Overall/Potential Ratings: Stars

Show Ratings > Max: No, cut off

All player ratings are displayed relative to Major League Baseball

Complete Coaching System: Disabled

Enable Owner Goals: On (Can be fired is also ON)

BNN Top Prospect List: Dynamic

Storylines: Enabled

Global Players Settings

Injury Frequency: Normal (OOTP Classic)

Delayed Injury Diagnosis: Never

Player Position Fatigue: Normal

Enable Suspensions: On

Suspension Frequency: Low

Show Player Personality Ratings on profile page: On

Show & Use Player Morale System: On

Show & Use Team Chemistry System: On

Show Player Nicknames: On

Batter Aging Speed: 0.90

Batter Development Speed: 1.00

Pitcher Aging Speed: 0.90

Pitcher Development Speed: 1.00

Talent Change Randomness: 100

AI Settings

Ratings Weight: 50

Current Year Stats Weight: 30

Previous Year Stats Weight: 15

2 Years Ago Stats Weight: 5

Online League Settings

Allow Human Managers to be Fired: On

League Settings

League Rules

AL DH Rule: On

NL DH Rule: Off

Minimum Batters Faced: 3

Active Roster Size: 26

Secondary (40-man) Roster Size: 40

Expanded Roster Size: 28

Roster Expansion Date: September 1st

Post-season Roster Eligibility: Secondary (40-man) Roster

International Complex Size: 50 Players

Spring Training Roster Size: 60 Players

Waiver Period Length: 9 Days

DFA Period Length: 16 Days

Batter Injured List Length: 10 Days

Pitcher Injured List Length: 15 Days

Rule 5 Draft: Enabled, December 13th

Trading Deadline Date: July 31st

10/5 Rule: Enabled

Amateur Draft Date: June 4th

Amateur Draft Number of Rounds: 35

Draft HS %: 40

Draft JuCo %: 20

Draft College %: 40

Amateur Draft Pool Reveal Date: 90 days prior to draft (60 in first season)

Advanced Draftee Signing: Enabled

Slot Bonus Baseline: \$3,500,000

Number of Draft Rounds to Negotiate: 3

League Financials

Default OOTP21 MLB Settings including 2017 Compensation rules.

The only **exception** to the default financials will be **team options requiring a minimum 20% buyout amount**.

League Options

Automatic Evolution of League: Disabled

AI League Award Voting: Enabled

Hall of Fame Voting: Manual & AI

Allow Rainouts: Enabled

Schedule: Default Settings

Spring Training: Default (5 Weeks)

All-Star Game Settings: Default

Playoff Settings: Default

League Players Settings

Generate International Amateur Free Agents: Default (30 per year)

International Amateur FA Reveal Date: July 2nd

International Amateur FA Signing Cap: \$5,000,000

Use Hard Cap: Disabled

International Scouting Discoveries (per team): Few (6 per year)

Generate International Established Free Agents: Default (10 per year)

Generate Free Agents from Independent Leagues: Default (6 per year)

Player Creation Modifiers: Default

MUBL Contract and Extension Rules

Extensions

Contract extensions cannot be offered to players prior to their reaching 3 years of ML service team. However, if the player reaches 27 years of age prior to their reaching 3 years of service an extension may be offered.

No vesting options after team options.

Yearly Value

Contracts cannot increase or decrease by more than 20% from season to season.

Team Options

Cannot be offered in a year preceding a player option. A 20% (of that year) buyout minimum applies.

Player Options

No player options after team options.

Trading

There will be no policing or committee reviewing trades.

Upcoming Changes for 2022 Season

Newly Signed FA

Cannot be traded until July 1st.

Newly Extended Players

Cannot be traded until July 1st.

Does not include one-year arbitration avoiding extensions.

Roster Restrictions

We will be implementing new minor league roster restrictions starting in the 2022 season.

- Rookie Ball: 40 players
- Short Season A: 35 players
- A/A+/AA/AAA: 30 players

FA Compensation Considerations

FA Compensation will be dropped on Opening Day.

Universal DH

Will be implemented.

WildCard Series

Will move to being a three-game series.