American Baseball Association Rules

Sim Schedule - Monday to Friday, Exports due at 7 PM EST. 10 days advances per simulation (14 in offseason).

Settings
- 20-80 Ratings Scale
- 20-80 Overall Ratings (increments of 5)
- Coaches DISABLED
- Scouting ENABLED
- Scouting - Normal
- Injuries - NORMAL
- Player Fatigue - AVERAGE
- Suspensions DISABLED
- Player Aging Speed: 1.000
- Player Development Speed: 1.000
- Storylines DISABLED
- Waiver Length - 21 days
- DFA Length - 31 days
- Disabled List Length -7 days
- Right to Refuse Minor League Assignment DISABLED
- Ghost Players in Minors ENABLED
- Rule 5 Draft DISABLED
- DH ENABLED
- $25M cash MAXIMUM

Amateur Draft
- Amateur Draft is 25 rounds, with 30 rounds of players generated and will be held in StatsPlus/Slack. Rolling clock for draft picks.
- Teams that sign a compensation free agent will lose a draft pick (OOTP mimics the MLB rules for this).

Contract Rules
- Players cannot sign more than a one-year extension until they have 4 years of Major League service.

All player contracts, whether free agent or extension, must also abide by the below rules:
- No salary in a contract can be more than double than another year in the contract.
- No contract can be longer than 8 years.
- Only one option (player or team is allowed per contract)
- Opt-outs are allowed at any point in the contract and can be followed with a player or team option as well.
- Team options must have at least a 25% buyout.
- Vesting options are not permitted.
- Bonus total must not exceed 25% of the average annual value (AAV) of the contract.
- No option (team or player) can exceed the highest guaranteed value in the contract.

Any contract that circumvents these rules will be adjusted to rules, favoring the player.

Player Trades

- Trades are allowed any time before the trade deadline.
- The trade deadline will be at the end of July or early August each year, depending on where the Monday falls with the sim schedule in the file.
- Trades must be posted in #completed-trades within Slack and then one of the GMs must also insert the trade within OOTP and make sure they export it for the next sim.

    Please post trades as follows:

    Baltimore Sends:
    Player 1
    Player 2
    $3M CASH
    Chicago (NL) Sends:
    Player 1 (AAA)
    Player 2 (AA)
    Player 3 (A+)
    Player 4 (Rk)

- Draft Pick trading is not allowed.
- Injured players can be traded as long as the acquiring team acknowledges the risk.
- Trades are processed post-sim, so any injury that occurs during the sim will be deleted.
- No Player-to-be-named-later (PTBNL) trades.
- Free agents signed from the previous offseason cannot be traded until June.
- No-Trade clauses (NTC's) will be honored unless the player waives it.
- 10/5 player rights will be honored unless a player waives it.
- Players left in a team's DFA will be demoted to the minor leagues if possible, otherwise placed onto the MLB roster in whichever manner the commissioner can (i.e. demote another player).
- Recently drafted players cannot be traded until the offseason.

Ticket Prices

- Teams may set their ticket prices to whatever they would like.

Career Ending

- Players age 30 and below who suffer a career ending injury (CEI) will have it edited to a 12-month injury. Players over the age of 30 who suffer a CEI will not be edited.
- If a contract is backloaded (over 55% of total value in the last half of it) and the player retires, it is up to the commissioner's judgement to maintain its budget impact.

Vacations

- If you are unable to export or will be away from the game for a period of time (i.e. vacations, etc.) please post in the #absences channel in Slack.

Relocation/Rebranding/Remodeling of stadium/team

Before applying for any option above the GM must meet the following requirements:

- Be an active member in the league for at least 3 seasons.
- Have an export rate of at least 60% during that time
- Submit proposal at least before first simulation of playoffs. Changes will be made in next season

For a **remodeling** of stadium (any modifications in ballpark factors) the submitted application must be within:
- +-0.05 of a known MLB stadium, or your own ABA, in each factor.
- Or a personal configuration between 0.9-1.1. With split differences between RHB/LHP of at most 0.15 in each factor.

For a **relocation** of team, the application must contain:
- Geographical compatibility with your league and division;
- Or an agreement with another team to realign divisions.
Then, the commissioner will select 3 members for a discussion for market and fan interest modifications. Changes will be made in a sensible way considering: previous market size and fan interest, new market location (if very close to another big market team) and if a rebranding is/was made.

For a **rebranding**, the application must contain:
- A connection between branding and city, or public write-up advocating/briefing your reasons for the new brand.
- Logos for all teams (ABA and minor leagues teams).
- Color schemes for ABA uniforms.
To be approved, a poll will be made. The poll must have the commissioner and at least 8 other members to approve the new branding.
If approved, fan interest will be brought to the average value of the league or 80, whatever value is closer to current one.

Build Your Scout!

We will have scouting enabled, so we will allow each inaugural GM to build their own scout to their liking.
You will have 540 points to divide amongst the 4 scouting categories:
- Major Leagues
- Minor Leagues
- International
- Amateur

You will also be able to choose your scouting preference (**Highly Favor Tools, Favor Tools, Neutral, Favor Ability, Highly Favor Ability**).
Please post in #build-a-scout channel how you would like to design your scout.

Best of ABA Interest Rule

- The commissioner has the right to make any change or decision if it is deemed to be in the best interest of the league.