

Retro League Baseball

Constitution

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Introduction

The Retro League Baseball is an online historical fiction baseball simulation league. The league was created using historical teams, strategies, finances, and statistical tendencies. However, all the players are fictional. The league started in 1901 and simulated hand-off through the 1969 baseball season evolving and expanding as the MLB did. As such, the league has its own history, the records are unique to the league, and players have meaningful stats from previous seasons.

We start at the beginning of 1970 where rumors of international free agents, both established and amateur coming to North America and making big money has current players talking. After much fiery debate, court trials, and threats of boycotting the league, Retro League Baseball has agreed to allow players free agency after the 1970 season, abolishing the reserve clause.

Code of Conduct

The purpose of this league is for all players involved to have fun. This is best achieved if all players are respectful and engaged. The rules that follow seek to lay guidelines down for how we can create that environment and outline some necessities to participate in the Retro Baseball League. All general managers must

- Own a copy of the active version of OOTP (currently OOTP XX). We will not update without a supermajority (2/3rds) support from the general managers, nor sooner than the all star break.
- Export regularly. Failure to export for a real-time week without providing notice may result in disciplinary action.
- Stay active in the league's slack. At a minimum, this means responding to direct messages and mentions and participating in polls.
- Run only a single team. If you share an IP address with another general manager we will find out. In the event that you are playing in the league with another person in the same house, let us know before we find out ourselves and provide some form of assurance that you are two different people and you can both play.
- Be respectful. Trash talking is fine. Harassment is not. If someone tells you to stop, stop. People do not need to trade with you, and annoying them won't help.
- Be helpful to new players. Everyone was new at some time. Give them advice when they ask for it.

If you have an issue with another general manager, please notify the commissioner's office and appropriate actions will be taken. If you have an issue with a member of the commissioner's office please notify another member or if you don't feel safe doing that, do so respectfully in a public forum.

League Policies

The following policies exist to prevent general managers from taking advantage of the OOTP AI or loopholes in the rules enforced by the game. If you are not certain whether or not something is in violation of the policies, please ask. Generally if it's not disallowed here and the game allows you to do it, it's allowed.

Trades

Trades must be agreed upon by all involved General Managers. One GM must post the trade in the completed-trades slack channel. The post must mention both team names, the names of all involved players, and the levels of each player. The other player must confirm the trade with a reply. Do not make any edits after the trade has been confirmed. If you need to correct details, post the correction in another reply. Trades will be processed at the end of the next sim. If any of the players involved are injured or suspended during the sim (with the injury/suspension extending beyond that week), the team receiving the affected player will have the option to back out of the trade.

- Draft picks cannot be traded
- Newly drafted players cannot be traded until the next offseason
- Player to be named later cannot be traded
- Free agents signed to a major league contract cannot be traded until after June 1st or two months after the contract is signed whichever comes last
- Teams may retain any percentage of a contract, but the percentage must be consistent throughout the contract
- Players signed to a multi-year extension cannot be traded until June 1st of the first year of the extension
- No general manager may make a trade that gives them a budget in the red
- General managers with a budget in the red may not make a trade that puts them further in the red
- The trade deadline will officially be the Sunday after the last Monday in July. This makes the last Monday of July your last day to trade.

Extensions and Free Agent Signings

Extensions and free agent signings are done in-game and handled by the game engine. Illegal contracts will be voided. Free agents will be return to free agency. Extensions will be removed, but the player will remain with the team.

- The salary of any year of a contract cannot be more than 25% more or less than the previous year
- Team options must have a buyout worth at least 25% of the buyout year
- Team options cannot precede a vesting or player option
- Vesting options for pitchers must be based on Innings Pitched and cannot require more than 162 IP for starters (180 for contracts starting in 1976 or later) or 40 IP for relievers
 - Pitchers will be classified as starters or relievers based on their primary role in the previous major league season
 - If no previous season major league season exists, pitchers will be classified based on their expected role
- Vesting options for batters cannot require more than 550 PA or 120 Games Played
- Incentives may not exceed more than 25% of the lowest value year of that contract
- PA incentives may not require more than 550 PA
- IP incentives may not require more than 162 IP (180 for contracts starting in 1976 or later) for starters or 40 IP for relievers
 - Pitchers will be classified as starters or relievers based on their primary role in their previous major league season
 - If no previous season major league season exists, pitchers will be classified based on their expected role
- Multi-year extensions may not be offered to players with fewer than 4 years of service

New as of the 1971-72 offseason, contracts with illegal incentives will have a portion of incentives guaranteed until the contract is legal (starting with the most likely incentive to be met).

Waivers, DFA and Releases

The waiver wire and DFA periods vary during different parts of the year. The waiver wire will be 14 days during the regular season and 28 days during other periods. The DFA period will be 21 days during spring training and the regular season and 42 days otherwise. This is to ensure all players waived will be there the next sim and that the waiving team will have an opportunity to assign them afterwards. Please keep in mind that most players acquired via trade will be DFA'd upon acquisition. Be sure to assign them to your roster. The commissioner is not required to remind you to do this. If a team fails to assign a player before his DFA period expires, the following steps will be taken.

1. The commissioner will attempt to assign the player to AAA
2. The commissioner will attempt to assign the player to your active roster
3. If and only if the player was waived, the commissioner will offer that player (and his contract) back to the team that waived him. If that player is does not respond within 10 minutes, he will be considered to have rejected the player. If the

4. The commissioner will release the player and notify the league

When releasing a player a team may choose to pay out the contract over its length (default) or pay out its entire value that year. If teams wish to do the second, they should notify the commissioner instead of releasing the player.

New Player Scouts

New players have the option to create their own scout. Created scouts will receive a 1-year baseline contract. Players are responsible for extending their scouts. The scout must be created to the following guidelines

- There are 4 categories: scout majors, scout minors, scout international and scout amateurs. Each category must be assigned a value from 1-200 (higher being better)
- 500 points in total are available to be assigned
- The GM can also choose whether the scout will heavily favour tools, favour tools, be neutral, favour ability, or heavily favour ability

Disciplinary Actions

In the event that a player violates any of the above rules, any of the below actions can be taken. Actions are listed in order of severity. Punishments will be handed out according to severity and frequency of offences.

1. Correction (illegal incentives only) - relevant incentives will be guaranteed
2. Warnings
3. In-game fines
4. Removal

League Settings

Since this is a historical league, financial, player performance, and strategy settings will change over time. More significant rules such as the designated hitter may also change over time due to league votes. This document will be updated as the settings change.

Major Settings

Most of our rules are pretty simple and are either the same as real-life or common changes to facilitate online play. Coaching is disabled because we do not feel it adds enough to justify the extra time investment. Scouting is on and overall and potential overall ratings are off. This is done to encourage trading. Without overall ratings to lean on, general managers are

encouraged to develop their own value system. The more their values differ, the greater the potential for trades.

- Scouting - On
- DH Rule - On in AL only
- Coaching - Off
- Incomplete minor league rosters (ghost players) - On
- Overall and Potential Overall Ratings - Off
- Other rating scale - 20-80
- Active Roster Size - 25 Players
- Secondary Roster Size - 40 Players
- Post-Season Roster Eligibility - Secondary Roster
- Disabled List Length -14 days
- Rule 5 Draft - On
- 10/5 Rule - Off
- Trade injured > 7 days - On
- Right to refuse minor league assignment - On

Draft

The draft will be 25 rounds in length. It will be held over StatsPlus and begin on opening day. The draft will happen in-game on the first Sunday of June. The draft pool will be available at the beginning of spring training. Advanced draft pick signing is enabled.

Draft Pick Compensation

Draft pick compensation will be run as per the OOTP default with the 2012 CBA enabled. That procedure is detailed below. Compensation applies for EVERY player signed or lost.

- Players offered a qualifying offer will be eligible for draft pick compensation.
- The team that signs a compensation eligible player will forfeit its earliest non-compensation pick unless that pick is in the top 10, in which case the team will forfeit its second non-compensation pick
- The team that offered the qualifying offer to the player will receive a pick after the first round

International Amateur Free Agents

- The International Amateur signing period will begin on the second Monday of July.
- The signing cap will be a soft cap determined by the automatically generated financial settings

Park Factors

Park factors from <https://www.seamheads.com/ballparks/index.php> will be used. They will be updated every 3 years using the 3-year park factors. The average will be taken from the next season. This was first updated in 1977 using the 1978 numbers. For parks that did not exist at the time, the oldest sample will be used.

Financial Settings

The RLB uses accurate historical financial data on a league-wide basis. This means that expenses and revenues are reasonably accurate to what they were at the time. However, your team's financial success is not necessarily the same as what it was in real life. That will vary based on the decisions you make for the team.

As a baseline to guide your choices for player salaries, I will post screenshots of the financial settings here every year. This set is accurate as of Aug 9, 1976.

FINANCIAL SETUP SUMMARY & PROJECTIONS	
Average Team Revenue	\$5,512,000
Approx. Revenue Range	\$3.3m-\$7.8m
Average Budget	\$4,800,000
Average Player Payroll	\$3,686,000
Average Team Expenses (excl. Players)	\$1,518,000
Average Profit	\$308,000

ATTENDANCE SETTINGS	
Attendance Baseline per Game	16932
Ticket Price Baseline	\$3.30
	<input checked="" type="checkbox"/> Teams may change ticket price
Visiting team's gate share (%)	20

TEAM REVENUE SETTINGS	
National Media Contract Baseline	\$600,000
National Media Contract fixed?	Yes, same contract for every team
Local Media Contract Baseline	\$390,000
Merchandising Revenue Baseline	\$200,000
Team Owner controls Budget?	Yes, owner decides over budget
Revenue Sharing	Luxury Tax
Soft Cap (% of average payroll):	120
Tax above Soft Cap (%):	20
Cash Maximum (0 = None)	\$150,000

TEAM EXPENSES & SALARY SETTINGS	
Player Dev. Budget Baseline (0 = Disabled)	\$254,000
Scouting Budget Baseline	\$254,000
Note: Changing the following settings does not modify already existing contracts!	
Coach Salary Baseline	\$25,400
Super Star Quality Player typical Salary	\$294,000
Star Quality Player typical Salary	\$236,000
Good Quality Player typical Salary	\$206,000
Above Avg Quality Player typical Salary	\$192,000
Average Quality Player typical Salary	\$148,000
Below Avg Quality Player typical Salary	\$104,000
Fair Quality Player typical Salary	\$89,000
Poor Quality Player typical Salary	\$30,400
Minimum Player Salary	\$24,320
Contract Years Maximum	Default (10 Years)
Contract Extensions	Allowed
Team Salary Cap (\$0 = No Cap)	\$0

Looking Forward

The plan for the RLB is to offer the GMs the choice of whether they would like to follow history or create their own path. When a major change happened (such as the AL adopting the DH in 1973) a vote will be held amongst the affected GMs whether or not they would like to implement that change. If the vote passes with a simple majority of the vote, the change will be

implemented in the next season. When a proposal that did not happen in real life is proposed, a strong majority (2/3rds of votes cast) will be required to implement the change. This is to ensure that the rules do not change back and forth too frequently.

1977 Expansion

After the completion of the 1976 season, the league will expand adding 4 teams, the Colorado Rockies, the Florida Marlins, the Seattle Mariners, and the Toronto Blue Jays. The league will also switch alignment to match the 1994 season. The new divisions will be:

AL East

- Baltimore Orioles
- Boston Red Sox
- Detroit Tigers
- New York Yankees
- Toronto Blue Jays (expansion)

AL Central

- Chicago White Sox (moved from West)
- Cleveland Indians (moved from East)
- Kansas City Royals (moved from West)
- Milwaukee Brewers (moved from East)
- Minnesota Twins (moved from West)

AL West

- California Angels
- Oakland Athletics
- Seattle Mariners (expansion)
- Texas Rangers

NL East

- Atlanta Braves (moved from West)
- Florida Marlins (expansion)
- Montreal Expos
- New York Mets
- Philadelphia Phillies

NL Central

- Chicago Cubs (moved from East)
- Cincinnati Reds (moved from West)

- Houston Astros (moved from West)
- Pittsburgh Pirates (moved from East)
- St. Louis Cardinals (moved from East)

NL West

- Colorado Rockies (expansion)
- Los Angeles Dodgers
- San Diego Padres
- San Francisco Giants

The Expansion Draft

The expansion draft will be held at the start of free agency after the 1976 season. The draft will use a serpentine order. It will be held in 5 rounds over 9 days. All players with fewer than 3 pro years will not be eligible to be picked (players acquired during the 1974 season or later). For the first round, existing teams will be able to protect 15 players.

During each round, 1 player from every team will be taken (6 picks per each of the 4 new teams). The day after each of the first 4 rounds, each existing team will get to add 3 more players to their protection list. The next round will be held the day after.

Settings Screenshots

What follows will be screenshots of all league settings. They are to be considered the league rules except when any rule above specifies otherwise or where the setting is generated by OOTP's financial or scheduling engine. Last updated Mar. 17th, 1975

LEAGUE RULES

AL Designated Hitter Rule ☒ Enabled

NL Designated Hitter Rule ☐ Enabled

ROSTER RULES

Active Roster Size 25 Players v

Secondary (40-Man) Roster Size 40 Players v

Expanded Roster Size 40 Players v

Roster Expansion Date 6 v September v 1975 v

Post-Season Roster Rules Enabled v

Post-Season Roster Eligibility Secondary Roster (40-man roster) v

International Complex Size 50 Players v

Spring Training Roster Size 60 Players v

Active Roster Player Age Minimum (0 = None) 0

Active Roster Player Age Maximum (0 = None) 0

Foreign Players on Active Roster Limit No Limit v

Waiver Period Length 14 Days v

DFA Period Length 21 Days v

Injured List Length 14 Days v

MINOR LEAGUE SETTINGS

Minor League Option Years ☒ Enable Option Years

☐ Disable right to refuse minor league assignment

☒ Allow incomplete minor league rosters (ghost players)

Roster AI with incomplete minors Fill teams top to bottom first v

Base Minor League Depth Charts and Pitching Staff on... Current Ratings v

Block fictional player from reaching majors

RULE 5 DRAFT SETTINGS

☒ Enable Rule 5 Draft

Rule 5 Draft Date 20 v December v 1975 v

TRADING RULES

☒ Enable Trading

Trading Deadline Date 1 v August v 1975 v

☒ Allow trades with other Major Leagues

Trading of Recently Drafted Players Next Offseason v

☐ 10/5 rule (veterans have right to veto trades)

☒ Allow trading of injured (> 7 days) players

☒ Allow waiver trades after the deadline

☐ Allow draft pick trading

AI Trading Frequency Average v

AMATEUR DRAFT SETTINGS

Enable Amateur Draft (Can only be changed during preseason)

☐ Disable automatic creation of free agents and fictional draft class

☐ Use pre-defined draft value for AI

Amateur Draft Date 6 v June v 1975 v

Amateur Draft Number of Rounds 20 v

Generate Players for X Rounds 30 v

Amateur Draft Pool Reveal Date 90 days prior to draft v

☒ Enable Advanced Draftee Signing (Signing Bonus Negotiations)

Slot Bonus Baseline \$99,000

☐ Allow major league deals for draft picks

FEEDING INTO DRAFT POOL OF ANOTHER LEAGUE

Here you can select a non-affiliated league whose draft pool will be fed with players from the Retro League Baseball. Set the age-maximum in the roster rules above to control who is draft-eligible, players at or exceeding the maximum age are eligible. If you set no age maximum then every player is draft eligible.

Select fed League: None v

Minimum Days of Service for 1 Service Year (Press Enter to confirm)	172	
Minimum Service Years for Free Agency	6 Years	v
Allow Players to be posted as FA prior to Eligibility	No, Posting System disabled	v
Maximum Posting Fee	\$0	
Allow Free Agents from other Leagues	<input checked="" type="checkbox"/> Enabled	
Reset Service Time for FAs signed from other Leagues	<input checked="" type="checkbox"/> Enabled	
Compensation for lost FA's	QO / First Round Pick (2012 CBA)	v
	<input checked="" type="checkbox"/> Max 1 career Qualifying Offer	
Allow Free Agents to leave League	<input checked="" type="checkbox"/> Enabled	
Allow Contract Opt-Outs	<input checked="" type="checkbox"/> Enabled	
Minimum buyout amount	25%	v
<input type="checkbox"/> Allow Players to be purchased by other Leagues for:	\$0	
Service Years Required for Arbitration	3 Years	
Super 2 Deadline	Top 22%	
Minimum Service Years for Minor League FA	6 Years	v

HALL OF FAME SETTINGS

☒ Enable Manual HoF Voting

☒ Enable AI HoF Voting

HoF Reveal Date 1 v January v 1975 v

Force reveal on certain day of week Wednesday v

Voting Period Length 45 Days v

Waiting Period prior to Induction 5 Years v

Years on Ballot 10 years v

Minimum Service Years 10 years v

Induction Threshold Percent 75% v

Drop Players below X% 5% v

Maximum votes per ballot 10 v

SCHEDULE SETTINGS

EDIT LEAGUE SCHEDULE...

☒ Allow Rainouts

NOTE: Changes only take effect when re-generating the schedule!

Number of Games per Team (0 = skip regular season) 162

Season Start Date 7 v April v 1975 v

☐ Force Start on Certain Weekday Monday v

☒ Auto adjust date if matching XML schedule found

Select Typical Series Length 3 Games v

Schedule Balance ☐ Use Balanced Schedule Format

Interleague Play Enabled

Schedule loaded from file: major_league_ml_c_1975.lsd >

The Schedule can only be changed in the offseason or presea

SPRING TRAINING OPTIONS

☒ Schedule Spring Training

Select Spring Training Length Default (5 weeks) v

ALL-STAR GAME SETTINGS

☒ Hold All-Star Game

☒ Automatically Schedule All-Star Game

☐ All-Star Game decides home field for final playoff round

☒ Allow Human Managers to vote for All-Stars

Influence of Popularity in All-Star Vote High v

All-Star Game Roster Size Current Active Limit v

☐ Force all teams to be represented at the All-Star Game

☐ Force use of DH in All-Star Game

PLAYOFF SETTINGS

☐ Disable Playoffs

☒ Break Ties with tiebreaker games

☐ Alternate home field for final playoff round between sub-leagues

EDIT PLAYOFF MATCHUPS

Only available during playoffs.

☐ Use Custom Playoffs

Split Season Format

☐ Enabled

Play-Off Mode

No Wildcards, only Division Winners qualify

▼

Number of Wildcard Teams per Sub-League

0

Number of Playoff Rounds

2

Name of Round 1

League Championship Series

Abbr. of Round 1

CS

Best Of in Round 1

Best Of Five

▼

Name of Round 2

World Series

Abbr. of Round 2

WS

Best Of in Round 2

Best Of Seven

▼

Stagger series start dates between Sub Leagues

Yes

▼

Fixed series start dates

No, base on previous series lengths

▼

FICTIONAL PLAYER SETTINGS

Created Players Age Minimum (0 = Default)

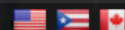
0

Created Players Age Maximum (0 = Default)

0

Please set both age values! Otherwise they will be ignored. The RLB currently has no age limits set in it.

Default Player Origin



Edit...

1.0% from random origin

Amateur Draft Pool Origin



Edit...

1.0% from random origin

Generate International Amateur Free Agents

Default (24 per year)

▼

International Amateur FA Reveal Date

12

▼

July

▼

1975

▼

International Amateur FA Signing Cap (0 = none)

\$198,000

☐ Use Hard Intl. Amateur FA Cap

International Scouting Discoveries (per Team)

Default (8 per year)

▼

International Origin



Edit...

2.0% from random origin

Generate International Established Free Agents

Default (8 per year)

▼

Intl. Established FA Origin



Edit...

1.0% from random origin

Generate Free Agents from Independent Leagues

None

▼

TRADITIONAL OOTP PLAYER CREATION MODIFIERS (1.000 EQUALS DEFAULT)

☒ Automatically import historical player-creation modifiers

Batting Contact	.986
Batting Gap Power	.896
Batting Power	.747
Batting Eye	1.043
Batting Avoid K's	1.192
Pitching Stuff	.839
Pitching Movement	1.338
Pitching Control	.959
Pitching Stamina	1.000
Running Speed	1.000
Fielding Ratings	1.000

SABERMETRIC PLAYER CREATION MODIFIERS

Batting Average	1.000
Extra-Base Hits	1.000
Home Runs	1.000
Walks	1.000
Strikeouts	1.000

HISTORICAL TRANSACTIONS / LINEUPS

☐ Use real historical transactions

If you enable the use of real historic transactions, the following rules/options will be automatically disabled: Amateur draft, financial system, trades

☐ Use real historical lineups

If you enable the use of real historic lineups, the following rules/options will be automatically disabled: Injuries, suspensions

HISTORICAL PROGRESSING SETTINGS

Historical Year 1975

Historical Year is used for routines like auto-import of strategy, modifiers or financials.

☐ Automatically expand league

Base player roles/positions on Real life stats

☒ Automatically adjust league strategy when advancing to next season

☒ Import adjusted financial settings after each year

☐ Retire players according to history

☐ Players miss seasons according to history

STATISTICAL ACCURACY

☒ Automatically adjust league totals modifiers after each season for accuracy

SCOUTING SETTINGS

<input checked="" type="checkbox"/> Use Complete Scouting System	Clean Up Scouting Database	
Scouting Report Updates	Bi-Monthly, during Season	▼
Report History	Keep one Report per Season	▼
Reports of Retired Players	Delete	▼
Use Last Scouted Overall	Yes	▼
Scouting Accuracy	Normal	▼

PLAYER RATING SCALES

Current Ratings Scale	20 to 80	▼
Potential Ratings Scale	20 to 80	▼
Other Ratings Scale	20 to 80	▼
Overall Rating	None displayed	▼
Potential Rating	None displayed	▼
Show Ratings > Max	No, cut off	▼
Show Potential < Actual	No, adjust	▼
<input checked="" type="checkbox"/> All player ratings are displayed relative to:	Retro League Baseball	▼

If you enable the next setting, then the overall & potential rating of a position player is based on all players instead of just the players of the same primary position.

☒ Overall ratings based on all players

COACHING STAFF SETTINGS

- ☐ Use Complete Coaching System
- ☒ Enable Owner Goals
- ☐ GM-only users are always in control of lineups (legacy-mode)

AUTO-SAVE & LOG SETTINGS

Auto-Save	Daily	▼
Save Box Scores from...	All Major Leagues	▼
Generate Game Recaps for...	Human Teams	▼
Generate WPA Graphs for...	Human Teams	▼
Delay WPA Graph generation	Yes	▼
Save Game Logs from...	Human Teams	▼
Save Replays from...	None	▼
Generate Highlights for...	Human Teams	▼
Save 3D Movements from...	All Leagues	▼
Keep news logs...	None	▼
Keep injury logs...	None	▼
Keep transaction logs...	None	▼

GENERATE GAME LOGS AND WPA GRAPHS FOR ALMANAC

REPORT SETTINGS

Top Prospect List	Dynamic	▼
Preseason Predictions	Automatic	▼

STORYLINES

☒ Enable Storylines

FINANCIAL SETTINGS

Global Financial Coefficient	1.000
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The following button will multiply the financial coefficient by 10, but adjust other financial figures in-game to compensate. This may slightly alter player salaries or other financial figures, but can prevent league finances from overflowing. It is recommended to use this once team financial values get close to 1 billion on default settings.

ADJUST GLOBAL COEFFICIENT

Currency Symbol	Dollar - \$	▼
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PLAYER INJURY, FATIGUE & SUSPENSIONS

☒ Enable Injuries

Injury Frequency Low v

Delayed Injury Diagnosis Never v

☐ Hide Injury Rating

Position Player Fatigue Average v

☒ Enable Suspensions

Suspension Frequency Normal v

PLAYER PERSONALITY SETTINGS

☒ Use Player Personality Ratings

☒ Show Player Personality Ratings on profile page

☒ Show & use Player Morale System

☒ Show & use Team Chemistry System

☒ Show player nicknames

PLAYER DEVELOPMENT SETTINGS

Batter Aging Speed 1.000

Batter Dev. Speed 1.000

Pitcher Aging Speed 1.000

Pitcher Dev. Speed 1.000

Talent Change Randomness 100

(100 = Average, 1 = Minimum, 200 = Maximum)

☐ Disable Player Development

☐ Disable Development for draft-eligible players

RETIRING PLAYERS SETTINGS

☐ Delete those who never reached Majors

STATS SETTINGS

Keep career L/R splits Major League stats only v

Keep career fielding stats Major League stats only v

Keep career postseason stats Major League stats only v

TRACKED STATISTICS DETAIL	
Select Stats Detail	Very High Detail
LEAGUE STRATEGY, AI AND STATS MODIFIERS	
Historical Year	1975
Historical Year is used for routines like auto-import of strategy, modifiers or financials.	
IMPORT SETTINGS	
Select which settings to import	Select Year
<input checked="" type="checkbox"/> Automatically adjust league strategy when advancing to next season	
GENERAL AI ROSTER SETTINGS	
Typical Starting Rotation Size	5 Man Rotation
Starting Rotation Mode	Default
Allow Starters in Relief	No
Number of Relievers (non-DH League)	6
Number of Position Players (no-DH League)	14
Total Players on Roster (no-DH League)	25, Limit is 25
Number of Relievers (DH League)	5
Number of Position Players (DH League)	15
Total Players on Roster (DH League)	25, Limit is 25
<input checked="" type="checkbox"/> Allow two-way players	

Further note to self: I need to re-enable openers every year (use of openers will be set to 0, which bans humans from using them. 1 allows them, without getting the AI to do it)

GENERAL STRATEGIC TENDENCIES	
Hook for Starting Pitcher	+5 (Very Slow)
Hook for Relief Pitcher	+5 (Very Slow)
Use of Relievers	Often
Use of Closers	Sometimes
Use of Openers	1
Pitcher Stamina	Normal
Pinch Hit for Pitchers	Often
Pinch Hit for Position Players	Normal
Defensive Substitutions	Normal
Stealing Bases	Rarely
Hit & Run	Normal
Bunting	Normal
Infield Shifts	Very Rarely

LEAGUE TOTALS

The league totals and modifiers determine the stats output of the simulation engine. If you want to change the default stats output, please enter your desired simulated league total stats (or select real-life major league totals from a specific year from the dropdown) and click on the 'Auto-calc modifiers' button.

Totals from year:	Select Year	MODIFIERS
At Bats	132256	Auto-Calc Modifiers
Hits	33969	.933
Doubles	5206	.922
Triples	847	1.166
Home Runs	2649	.859
Bases On Balls	12963	1.078
Hit by Pitches	774	.316
Strikeouts	19495	.796
BABIP	.284	Lg Avg: .257 / .327 / .369

- ☐ Lock league total stats (excludes modifiers & applies to affiliated leagues too)
- ☒ Automatically adjust league totals modifiers for accuracy
- ☐ Automatically control in-game engine (only recommended for minors/feeders)

Starting Pitcher Stamina	1.008
Relief Pitcher Stamina	1.000
Groundball Percentage	.911
Wild Pitches	.848
Balks	.739
Passed Balls	1.420
Sac Flies	1.233
Sac Bunts	.536
Stolen Base Attempts	1.222
Stolen Base Success %	.904
Baserunning XB% (20 - 80)	44
Fielding Ground Double-Plays	.899
Fielding Line Drive Double-Plays	.308