

Exports are due 2:00 PM (EST) Monday, Tuesday, Wednesday, Thursday, Friday

### **Game Settings**

Scouting Accuracy: Normal  
Coaches: On  
Player Actual Rating Scale: 20 to 80  
Player Potential Rating Scale: 20 to 80  
Other Player Rating Scale: 20 to 80  
Overall / Potential Rating Scale: 20 to 80  
Show Ratings > Max: YES  
Show Potential < Actual: YES  
Overall rating based on AI Evaluation, not pure ratings: YES  
Injury Frequency: Normal (OOTP Classic)  
Hide Injury Rating: NO  
Position Player Fatigue: Normal  
Batter Aging Speed: 1.000  
Batter Dev. Speed: 1.000  
Pitcher Aging Speed: 1.000  
  
Pitcher Dev. Speed: 1.050  
Talent Randomness: 125  
Owner Controls Team Budget? YES  
Cash Maximum: \$25,000,000  
Profit Sharing: 25%

Managers will be used with legacy mode on.

### **Trading**

Trades are subject to review by the commissioner in order to ensure reasonable value has been exchanged. Managers may protest trades by messaging the commissioner.  
Cash considerations (player for cash) has no minimum or maximum. Team sending cash must have cash on hand to complete deal.  
Teams may pay a player's salary in full or partial but not to exceed the remaining guaranteed value of the contract. The salary payment is carried with the player should he be traded or waived.  
If a team is retaining money in every year of the contract, they must agree on a percentage in 5% increments to fit the in-game system  
After the World Series and before Free Agency, players without a contract for the following season cannot be traded.  
Veteran players may exercise their 10/5 right to veto trades.  
Trades are processed in-game pre-sim. Roster changes will be made by commissioner if instructions are given.  
Traded players automatically go to "Designated for Assignment" status and must be assigned to a team within 14 days or they will be released.  
Teams are not permitted to trade a newly signed free agent until after June 15 of the following season.  
Draft picks in rounds 1-5 of the upcoming draft are allowed to be traded  
It is the GM's responsibility to make sure their picks are correct come draft time.  
International complex players must be promoted to the minor leagues in order for a trade to be processed.

### **Contracts**

Teams may not offer a multi-year contract extension to any player who has not yet had his first arbitration hearing. One year extensions are permitted once the player has qualified for arbitration in the offseason. Teams may not offer contracts to free agents during the period from the end of the World Series until the beginning of free agency.  
Team Options are permitted but they must include a 25% Buyout of the highest salaried year, regardless if the player specifically asks for something different.  
Contracts that circumvent this rule will have the Team Option year converted to guaranteed.  
Player Options and Vesting Option can only come before a team option, never after. The contract will be void if a player is signed with a team option before either.  
A player may only receive a QO once during his career.  
Incentives are permitted but they must not exceed the following:  
Batters

Plate Appearance: 550  
 Games Played: 150  
 Starting Pitchers  
 Games Started: 25  
 IP: 200  
 Games Finished: 5  
 Relief Pitchers  
 Games Started: 0  
 IP: 75  
 Games Finished: 50  
 Vesting Options are permitted but they must not exceed the following:  
 Batters  
 Plate Appearance: 550  
 Games Played: 150  
 Starting Pitchers  
 Games Started: 25  
 IP: 200  
 Relief Pitchers  
 IP: 75  
 Games Finished: 50

**Added Rules:**

**Compensation for qualified FA's:**

- If a team receives revenue sharing and has a qualified free agent signed, they will receive a 1<sup>st</sup> round supplemental pick.
- If a team pays into revenue sharing and has a qualified free agent signed, they will receive a 2<sup>nd</sup> round supplemental pick.

**Draft Pick Rules:**

- Teams can only carry over comp picks, picks given for failure to sign draft picks, for one year.
- Teams must sign their supplemental round picks, if they do not they will not get a compensation pick for failure to do so.

**Minor League System Restructure and Roster Limits:**

- AAA: 30 Players
- AA: 30 Players
- High A: 30 Players
- Low A: 30 Players
- R (USA): 50 Players
- R (DSL): 50 Players

**Qualifying Offer Value**

- Adjust on a year-to-year basis based on the average of the top 125 paid players.

**Universal DH**

**Draft Lottery**

- Top 6 picks will be determined through the weighted ball system, all 20 non-playoff teams will be eligible for the lottery. After top 6 is determined the rest of the draft order will be based on record in reverse order. Compensation picks and playoff teams are not eligible for lottery, thus the next pick in order will be eligible.

Team	Odds for #1	Team	Odds for #1
1	16.50%	11	1.40%
2	16.50%	12	1.10%
3	16.50%	13	0.90%
4	13.25%	14	0.76%
5	10.00%	15	0.58%
6	7.50%	16	0.44%

7	5.50%	17	0.32%
8	3.90%	18	0.20%
9	2.70%	19	0.10%
10	1.80%	20	0.05%

#### Draft Changes

- In the first-round picks 21-32 will be designated for playoff teams, with exception for compensation picks from the previous draft, with playoff clubs choosing in reverse order of their postseason finish as well as determined by win percentage.

#### Stadium Building

- Each off-season teams will be permitted the ability to submit a request to design and build a brand-new stadium. All teams must meet the following.
  - o 3 consecutive seasons of profit. Exception: Teams with below average or smaller market sizes will only be required to have 2 consecutive seasons of profit.
  - o The current stadium must be 35 years or older.
  - o \$15,000,000 Cash down payment. Exception: \$10,000,000 for teams with below average or smaller market sizes.
- A max of 3 teams each off-season will be allowed to construct a new stadium. If more than 3 teams submit, age of stadium will be the determining factor.
- Costs, excluding down payment, will be spread out over 5 years. (Refer to Excel document for estimates)
- All stadium designs (park factors) must be approved by the commissioner and all official requests must be made in the off-season.
- There will be an additional yearly cost for additional seats, 43,000 will be the base capacity for all new stadiums, there will be small yearly savings for smaller stadiums as well. (Refer to Excel document for estimates)
- A one-time fan interest modifier boost will be applied of 50 points
- A one-time fan loyalty upgrade will be applied with construction of new stadium
- Stadiums approved will open on the next opening day.

#### International Amateur Free Agency

- Scouting discoveries will be turned down from 9 per team per year to 2 per team per year.
- Hard cap on spending based on pools awarded.
- The base pool is \$4.75M. Teams that receive revenue sharing will receive higher pools up to \$5.7M
- Teams may trade up to 100% of their allotted pool.
- Teams may trade for up to an additional 60% of their pool.
  - o For example, team A is awarded \$4.75M as their pool, they can trade for an additional \$2.85M.
- Pool trading can only be done after pools are locked.
- IAFA will occur during the off-season in January.

#### Competitive Balance Draft Picks

- The 10 smallest market teams and the bottom 10 revenue teams will receive a competitive balance pick either between the 1<sup>st</sup> and 2<sup>nd</sup> round, or between the 2<sup>nd</sup> and 3<sup>rd</sup> round based off lottery results.
- There will be an overlap between the smallest market teams and lowest revenue teams, each team will receive only 1 pick.
- Lottery will be based on winning %