Union of European Baseball Association (UEBA) Rules
Last Edited: November 2, 2022

Mission Statement
The United European Baseball Association (UEBA) in an online baseball league operated using Out of the Park Baseball (OOTP). The UEBA strives to create a fun and unique experience to the OOTP universe by looking at and applying the formats and ideas of European soccer into the baseball world when possible. Foremost the UEBA operates similar to European Soccer where teams compete in multiple competitions.

Important League Links:

Website Home Page	GM Directory	Master Sheet
League Online Reports	Export Tracker	Financial Spreadsheet
Forum	Export Tracker Spreadsheet	Master Schedule Spreadsheet
Slack	Real Time Live Sim	Contribution Points

Currently, the league uses OOTP23. Each year UEBA will upgrade to the newest OOTP version the first UEBA offseason that is either at or after the Major League (MLB) All Star Game break. This allows the league to upgrade after most updates have been released and allows UEBA GMs to purchase the new version at a discount price (assuming OOTP does their annual sale around the MLB All-Star Break).

Table of Contents:

1.   **Association Structure**
  1.1.   **Governance**. The UEBA Shall be governed by the *Commissioner* and the *Association Board.*
    1.1.1.   The *Commissioner* shall be in charge of organizing and operating the league file. He shall also be the lead executive in deciding league matters.
    1.1.2.   The *Association Board* shall consist of long-term and active members of the UEBA. Admission into the UEBA board shall be gained by an invite from the *Commissioner.* The *Association Board* exists as the main legislative and judicial body. Members of the Association Board are responsible for monitoring the day-to-day happenings around the league and mediating any issues between members or suggesting any rule changes to enhance the enjoyment, balance, and long-term viability of the UEBA.

  1.2.   **League Structure**

1.2.1.   The UEBA is divided into four leagues – Bundesliga (BUN), English Premier League (EPL), La Liga (LL), and Serie A (SA).

1.2.2.   The Bundesliga league (BUN) is based in Germany and and consists of 10 teams.

1.2.3.   The English Premier League (EPL) league is based in England and consists of 10 teams.

1.2.4.   The La Liga (LL) league is based in Spain and consists of 10 teams.

1.2.5.   The Serie A (SA) league is based in Italy and consists of 10 teams.

1.3.   **Team Rosters**

1.3.1.   Each Organization is restricted to the number of players they can have on each team in their organization.

1.3.2.   The Active Roster is the roster of players available to play in each club's games. A maximum of 26 players are allowed on the Active roster at all times during the regular season.

1.3.3.   The 40 man roster is disabled for all domestic leagues.

1.3.4.   There is no waivers system in UEBA.

1.3.5.   Each club has a Reserve Team (AAA), an Academy Team (AA), a Youth Team (A), a Rookie Team (R) and an International Complex.

1.3.6.   The Reserve Team (AAA) may have a maximum of 30 players on the roster.

1.3.7.   The Academy Team (AA) has no strict roster limit, but please keep it relatively close to 30 players.

1.3.8.   The Youth Team (A) may have a maximum of 30 players on the roster and players must be 24 years or younger.

1.3.9.   The Rookie Team (RK) may have a maximum of 30 players on the roster and players must be 21 years or younger.

1.3.10.   The International Complex may have a maximum of 50 players.

1.3.11.   All leagues shall use the DH, including the major leagues.

1.3.12.   GMs are expected to follow the roster limits. If at the end of a sim, any of the roster rules are being violated, the GM will be warned up to three times to correct the violation. If at the start of the next sim after taking exports, the violation has not been resolved, a $250,000 fine for each violation shall be assessed and rosters may be fixed which could result in players being released.

1.3.13.   Any player who has a DFA time expiring during the sim will be demoted or released by the simmer, and a $250,000 fine will be imposed.

1.3.14.   Any healthy player on the DL will be required to be removed from the DL and placed on a team in the organization. Teams will be warned up to three times to correct the violation. If at the start of the next sim after taking exports, the violation has not been resolved, a $250,000 fine for each violation shall be assessed and players may be placed on a team or released.

1.4.   **Regular Season**

1.4.1.   Each regular season lasts 108 games.

1.4.2.   Each team plays each other team for four three-game series: 2 home, 2 away.

1.5.   **Regular Season Tie-Breaking**

1.5.1.   If teams are tied at the end of the regular season for determining a Champions League and/or Europa League spot, the following tie-breakers will be used:

       1) head-to-head season-series (will only be used if 2 teams are tied)

        2) overall run differential (runs scored - runs allowed)

        3) overall runs scored

        4) Subsequent tie breaks will be determined by coin toss, broadcasted over [some streaming service]..

1.5.2.   The Regular Season Tie-Breakers will also apply to Champions League and Europa League group stage if needed.

1.5.3.   If teams are tied for the top position in the standings for any of the domestic leagues, then a 109th game occurs, like in the MLB.

    1.5.3.1.   If two teams are tied, a 109th (regular season) game is scheduled. The winner of this game is declared League Title Champion.

    1.5.3.2.   If three teams are tied, <u>team A</u> is the team with the best aggregate season series against the other two teams, followed by the tie-breaking priorities in *rule 1.5.1*. <u>Team B</u> is the team with the second best tie-breaker, and team C is the worst tie-breaker. <u>Team C</u> plays a 109th game at <u>team B</u>. The winner of C@B plays another regular season game at team A. The winner of these extra regular season games is declared League Title Champion. The loser of the 109th game between <u>Team B</u> and <u>Team C</u> will qualify for Europa League competition the next season whereas the two other teams qualify for Champions League competition the next season.

    1.5.3.3.   If four teams are tied, a <u>Team D</u> is also determined. <u>Team D</u> plays a 109th game at <u>Team A</u>, while <u>Team C</u> plays a game at <u>Team B</u>. The winners of each series play each other in a 110th game of the Regular Season, with the home seed going to the best-lettered team (A is best). The winner of this series is declared League Title Champion. The two teams that play for the championship qualify for Champions League competition the following season and the other two teams qualify for Europa League competition.

1.6.   **<u>Domestic League Finishes</u>**

Seeding for all competitions the next season is determined by the place finished in the current season.

1.6.1.   <u>Champions League Competition.</u>

    1.6.1.1.   The top two teams (#1 & #2) from each domestic league standings qualify for next season's Champions League Competition.

1.6.2.   <u>Europa League Competition.</u>

    1.6.2.1.   The teams that finish #3, #4, #5 and #6 in each domestic league standings qualifies for next season's Europa League Competition.

1.6.3.   <u>Association Cup Competition</u>

    1.6.3.1.   All teams in the association qualify for the association cup.

    1.6.3.2.   The bottom four teams from each domestic league must play in a qualifying round (Play-In Round).

    1.6.3.3.   The top six teams from each domestic league automatically advance to the Round of 32 round.

    1.6.3.4.   The four domestic leagues are evaluated based on their performance from last season's Champions League competition, Europa League competition and Association Cup competition. That evaluation ranks the leagues one through four. The teams are

> then determined a seed based on the league ranking and their ranking in their domestic league, all based on last season's results.

1.6.4. <u>League Cup Competition</u>

    1.6.4.1. Each domestic league has their own cup competition. All ten teams participate in the League Cup competition with seeds based on last season's standings.

2. **Competitions**

2.1. <u>Champions League Competition</u>

2.1.1. The top two (2) teams from the previous season for each domestic league qualifies for the Champions League competition.

2.1.2. The teams are divided into two groups of four teams per group.

2.1.3. The teams play each team in the group for two home series and two away series, for a total of 6 series (12 games).

2.1.4. Teams earn either three points if they win both games of the two game series, one point if they split the two game series or zero points if they lose both games of the two game series. All information can be viewed in the current season spreadsheet on the UEBA website home page.

2.1.5. Top two (2) teams from each group advance to the Champions League semi-final round. The bottom two (2) teams from each group drops into the Europa League Round of 12 where they will play a #2 seed from one of the four Europa groups.

2.1.6. The semi-final and championship round is a best of seven series.

2.1.7. The Champions League winner will advance to the Super Cup competition against the winner of the Europa League competition.

2.1.8. Setup and structure of the Champions League competition can be viewed in the [Master Schedule document](#).

2.2. <u>Europa League Competition</u>

2.2.1. The #3, #4, #5 and #6 teams from the previous season for each domestic league qualify for the Europa League competition.

2.2.2. The teams are divided into four groups of four teams per group.

2.2.3. The teams play each team in the group for one series for a total of 3 series (6 games). Each series consists of a home and away game for each team.

2.2.4. Teams earn either three points if they win both games of the two game series, one point if they split the two game series or zero points if they lose both games of the two game series. All information can be viewed in the current season spreadsheet on the UEBA website home page.

2.2.5. Top two (2) teams from each group advance to the Europa League knockout rounds. The top team from each group gets a bye into the quarterfinal round. The second place team from each group will play either a #3 or #4 team from the Champions League in the Round of 12.

2.2.6. All knockout rounds are best of three series.

2.2.7. The Europa League winner will advance to the Super Cup competition to face the Champions League winner.

2.2.8. Setup and structure of the Europa League competition can be viewed in the [Master Schedule document](#).

2.3. <u>Association Cup Competition</u>

2.3.1.   All teams from all domestic leagues will compete in the Association Cup competition.

2.3.2.   The competition consists of all knockout rounds.

2.3.3.   The #7, #8, #9 and #10 teams from the previous season for each domestic league must participate in the Play-In Round before advancing to the next round.

2.3.4.   The top six teams in each domestic league get a bye into the Round of 32.

2.3.5.   All knockout rounds are best of three series.

2.3.6.   Setup and structure of the Association Cup competition can be viewed in the [Master Schedule document](#).

2.4.   League Cup Competitions

2.4.1.   All teams from all domestic leagues will compete in their League Cup competition.

2.4.2.   The competition consists of all knockout rounds.

2.4.3.   The #7, #8, #9 and #10 teams from the previous season must participate in the Play-In Round before advancing to the next round.

2.4.4.   The top six teams in each domestic league get a bye into the Quarterfinal Round.

2.4.5.   All knockout rounds are best of three series.

2.4.6.   Setup and structure of the League Cup competitions can be viewed in the [Master Schedule document](#).

2.5.   Super Cup Competition

2.5.1.   The Champions League competition winner plays the Europa League competition winner.

2.5.2.   The competition is a best of five series.

2.5.3.   Setup and structure of the Super Cup competition can be viewed in the [Master Schedule document](#).

3.   **Player Acquisitions.**

3.1.   Trades. Trades will be posted in the trade-posts channel in Slack. Both teams must confirm the trade before it will be processed. Any member of the league can veto a trade; whereupon members of the Association Board will discuss the validity of the trade. **Once a trade is processed, it will stand unless three or more managers retroactively object.**

3.1.1.   Trades may include players and/or cash.

3.1.2.   Teams are not allowed to collude with other teams to drive up the price of a particular trade. If evidence of collusion is discovered, punishment will be imposed, up to and including removal from the league.

3.1.3.   Trades will be processed **at the end of regular season sims and at the beginning of offseason sims**. The processing times are imposed in order to help the commissioner with his duties, and in order to give GMs and the board sufficient time to review a trade. If the commissioner fails to process your trade, he will do so on the next simulation day, in order to ensure file integrity.

3.1.4.   Trades cannot cause a team to go over budget. If a team is over budget, they must have cash on hand that covers the incurred deficit. Teams that fail to cover the deficit will not have their trades processed. **It is the responsibility of the trading teams to ensure that a trade will proceed.**

3.1.4.1.   Exception to *Rule 3.1.3.* IF both partners in a trade are over budget and out of cash to trade the trade may be allowed to proceed if both teams get within $1M of equal value or have demonstrated that they have gotten as close as reasonably possible to make the trade even financially.

3.2.   **Loans**. Loaning players is not allowed currently.

3.3.   **Contract Rules.**

    3.3.1.   <u>Contract Length and option years.</u> Contracts shall be limited to 5 years. This is enforced by the game. Any option years shall not exceed 100% of the value of the highest guaranteed year of the contract.

        Example #1: A contract of 3 years with salaries $4M, $5M, $6M (3rd year team option) would be **<u>illegal</u>**, since $6M is more than the highest guaranteed year of $5M.

        Example #2: A contract of 3 years with $2M, $6M, $6M (3rd year team option) would be **<u>legal</u>**, since the team option year of $6M is the same value as the highest guaranteed year.

    3.3.2.   If you are offering option years (i.e. team, player or vesting options) all of the option years must be of the same type. For example, you may not offer a team option year for one season and a player option year for the following season.

    3.3.3.   Illegal contracts shall be penalized by having the guaranteed years adjusted and/or the option years possibly becoming guaranteed years. Alternatively, the contract may be voided.

3.4.   **The Draft**

    3.4.1.   Each domestic league will have their own draft.

    3.4.2.   Each team shall be awarded 1 pick in each round of the draft. The draft shall consist of 10 rounds.

    3.4.3.   Teams will select based on the order of their league finish the previous season.

    3.4.4.   The draft shall occur during the off-season and will be done in Statsplus.

    3.4.5.   The league does not use draft pick compensation rules for free agents. No team will lose or gain draft picks based on free agent signings.

    3.4.6.   Teams cannot trade draft picks in this league.

3.5.   **International Amateur Free Agency (IFA's)**

    3.5.1.   IFA's declare on January 1st of every season. There is no cap on IFA signing as of the 2020 season. IFA's shall be as integral a part of player acquisition as the draft.

4.   <u>**Simulation Rules**</u>

4.1.   The simulation schedule is Monday through Saturday. The simulation time will be announced as "no earlier than ____" each day, typically 1900 Eastern. If the commissioner cannot run the sim live, it will be done in game and a new file will be uploaded once complete.

4.2.   **Simulation Length**

    4.2.1.   A Regular Season simulation shall consist of one calendar week (Thursday to Thursday).

    4.2.2.   Every team will play at least three domestic league games each sim. Some teams will play more than three games during certain sims if they are involved in competition mid-week games during that sim.

    4.2.3.   Off season simulation.

        Commissioner will send out the offseason schedule before January 1st in game each season.

4.3.   The upload deadline is 1900 Eastern the day of a scheduled simulation unless otherwise stated in league wide announcement.

4.3.1.   Teams who fail to upload will not be allowed to make changes through the commissioner. Claiming that the file 'failed to send' is not valid. If you have legitimate issues with FTP, address them when valid. In either case, the commissioner will not make changes to your team. An exception to this rule is when the commissioner, in example, fails to schedule a cup game. If this occurs, the commissioner will generally contact you for desired roster changes. However, if this is too cumbersome, the simulation will generally be postponed for a day, in order to push out a modified file with corrections made.

5. **Cheating Allegations.**

5.1.   Any and all cheating allegations will be made **solely** in private to the commissioner. Public allegations will not be tolerated. Removal from the league can occur.

6. **New Members**

6.1.   Amnesty Clause. Any new manager taking over a team may elect to release one player at a cost of 25% of his remaining salary as opposed to his full salary. To enact this clause a manager must contact the commissioner and tell him he wishes to do so and which player he intends to enact this clause on no later than 7 days after joining the league.

6.2.   Trading Limitations: New members shall have their trades reviewed by a member of the Association Board prior to completion of the trade. In order for a trade by a new member a board member must also have given his approval in the trade pose channel. The period of this restriction shall be not less than 7 days and shall not exceed 1 month. The duration of this restriction shall be determined by the activity level of the new member.

7. **Participation**

7.1.   Slack. League communications will be handled on Slack. Activity on Slack will be required for participation in the UEBA.

7.2.   General Activity. Managers shall be given a warning after 2 weeks of inactivity, and shall be replaced after 1 month of inactivity without warning.

7.3.   Team exports are tracked throughout each season with data entered into the Export Tracker Spreadsheet. Each team earned $100,000 for each export. The total amount earned from exports will be added to the team's Cash Reserve Fund during the first offseason sim (Sim #48). The maximum amount a team cash earn through exports is $4,700,000 if they export every sim during the season starting with Sim #1 (January 1st).

7.4.   Contribution Points. UEBA has a system in place that provides contribution points to GMs when they participate in the ways outlined in the Contribution Points guidelines. Click the link below to find out more information about this system and how it could benefit you and your team.

       Contribution Points Guidelines

8. **Stadium Changes**

8.1.   Stadium changes to park factors are also allowed after at least one full season in the league, with the following restrictions and costs. (Note that OOTP does not use wall height or distance in calculations, only the park factors matter.)

8.1.1.   Average and HR factor allowed range is .800 to 1.200.

8.1.2.   2B and 3B factor allowed range is .750 to 1.250.

8.1.3.   Changes to each individual park factor (AVG-R, AVG-L, HR-R, HR-L, etc.) are allowed in .005 increments (.5% change), at a cost of $250,000 for each .005 change to each factor (equal to $5M charge for a 10% change).

8.1.4.   Changes must be requested to the commissioner during the off-season, and will take effect before spring training.

8.1.5.   The team must have spending room and cash to pay for the changes (i.e., available "Money for Free Agents" must exceed the cost of the stadium changes).

8.1.6.   Teams are allowed to use money from the team's Reserve Fund. See the league settings section for further explanation about the Reserve Fund.

9. **League Settings**

9.1. Scouting Settings:

9.1.1.   Use Complete Scouting System

9.1.2.   Scouting Report Updates: Bi-Monthly, during season

9.1.3.   Report HIstory: Keep one Report per Season

9.1.4.   Reports of Retired Players: Delete

9.1.5.   Scouting Accuracy: Normal

9.2. Player Rating Scales:

9.2.1.   Player Actual Ratings Scale: 1 to 10

9.2.2.   Player Potential Ratings Scale: 1 to 10

9.2.3.   Other Player Ratings Scale: 1 to 10

9.2.4.   Overall Rating: Stars

9.2.5.   Potential Ratings: Stars

9.2.6.   Show Ratings > Max: No, cut off

9.2.7.   Show Potential < Actual: No, Adjust

9.3. UEBA does NOT use "relative" player ratings

9.4.   Each team will start with a $110,000,000 budget to begin the league. From that point on, the team budget is determined in game based on the team's regular season revenue from the previous season. Teams that make next season's Champions League will receive a $15,000,000 increase in their budget to adjust for the added guarantee playoff money. Teams that make next season's Europa League will receive a $7,000,000 increase in their budget. This will happen manually by the commish once the league rolls over to the Offseason. It will only change for the upcoming season and will adjust back to the budget generate from OOTP after the upcoming season is over, unless your team makes the Champions League or Europa League again.

9.5.   Attendance/Avg Ticket Price:

Attendance Baseline per Game = 33,249

Ticket Price Baseline = $25.00

Ticket Price Maximum = None

Visiting team's gate share (%) = 20%

9.6. Cash Reserve Fund:

9.6.1.   Each team has a cash reserve fund amount in the Master Sheet Spreadsheet.

9.6.2.   The cash max for all domestic leagues is $50 million for each team. When the game hits the "Offseason", any cash amount in game over $50 million will be subtracted from the

team's financials. The amount taken away gets put into the team's cash reserve fund and can be used in future seasons.

9.6.3. Teams can transfer money from their Cash Reserve Fund to cash in game ONLY on January 1st. Teams must notify the Commissioner before the January 1st sim (Sim #1). The money transferred from Cash Reserve Fund to cash in game cannot make the team's total cash amount in game over $50 million.

9.6.4. Teams may use cash in their Cash Reserve Fund for stadium improvement. See Rule #8 for rules regarding stadium changes.

9.7. Batter Dev/Aging: 1.000/1.000

9.8. Pitcher Dev/Aging: 1.000/1.000

9.9. All domestic leagues have the same settings. See screenshots below for game settings:

Rules Settings:

Financials Settings:

GAME SETTINGS

GLOBAL SETTINGS | PLAYERS & FACEGEN | AI SETTINGS | ALMANAC | ONLINE LEAGUE | DATABASE | LEAGUE SETTINGS

ENGLISH PREMIER LEAGUE

Functions   League & Teams   Rules   **Financials**   Options   Players   Stats & AI

AVAILABLE LEAGUE ACTIONS

Visiting team's gate share (%)	20

FINANCIAL & FREE AGENCY SETTINGS
Changes can only be made in the preseason.

Financial System	☑ Enable Financial System
	☐ Enable Reserve-Clause Era Rules
Minimum Days of Service for 1 Service Year	114
Minimum Service Years for Free Agency	5 Years
Allow Players to be posted as FA prior to Eligibility	No, Posting System disabled
Maximum Posting Fee	$0
Allow Free Agents from other Leagues	☑ Enabled
Reset Service Time for FAs signed from other Leagues	☐ Enabled
Allow Free Agents to leave League	☑ Enabled
Draft Pick Compensation for lost FA's	☐ Enable Compensation
☐ Allow Players to be purchased by other Leagues for:	$0
Service Years Required for Arbitration	2 Years
Minimum Service Years for Minor League FA	5 Years

TEAM REVENUE SETTINGS

National Media Contract Baseline	$35,000,000
National Media Contract fixed?	Yes, same contract for every team
Local Media Contract Baseline	$21,000,000
Merchandising Revenue Baseline	$12,000,000
Team Owner controls Budget?	No, entire revenue available
Revenue Sharing	No revenue sharing
Cash Maximum (0 = None)	$50,000,000

TEAM EXPENSES & SALARY SETTINGS

Player Dev. Budget Baseline (0 = Disabled)	$10,000,000
Scouting Budget Baseline	$10,000,000

Note: Changing the following settings does not modify already existing contracts!

Coach Salary Baseline	$202,000
Minimum Player Salary	$502,000
Super Star Quality Player typical Salary	$18,200,000
Star Quality Player typical Salary	$13,100,000
Good Quality Player typical Salary	$8,800,000
Above Avg Quality Player typical Salary	$4,960,000
Average Quality Player typical Salary	$4,000,000
Below Avg Quality Player typical Salary	$1,400,000
Fair Quality Player typical Salary	$710,000
Poor Quality Player typical Salary	$610,000
Contract Years Maximum	5 years
Contract Extensions	Allowed
Team Salary Cap ($0 = No Cap)	$0

FINANCIAL SETUP SUMMARY & PROJECTIONS

Average Team Revenue	$113,100,000
Average Team Expenses (excl. Players)	$21,900,000
Average Player Payroll	$88,900,000
Average Profit	$2,300,000

Refresh

The numbers are an estimate based on current team market sizes and the current financial settings. If you alter any settings, please hit the 'Refresh' button to see the

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Players Setting:

GAME SETTINGS

GLOBAL SETTINGS | PLAYERS & FACEGEN | AI SETTINGS | ALMANAC | ONLINE LEAGUE | DATABASE | LEAGUE SETTINGS

ENGLISH PREMIER LEAGUE

Functions   League & Teams   Rules   Financials   Options   **Players**   Stats & AI

AVAILABLE LEAGUE ACTIONS

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.)	

Default Player Origin	➕	Edit...
	0.0% from random origin	

Amateur Draft Pool Origin	➕	Edit...
	0.0% from random origin	

Generate International Amateur Free Agents	More (20 per year)
International Amateur FA Signing Cap (0 = none)	$0
International Amateur FA Reveal Date	1st January 2021
International Scouting Discoveries (per Team)	More (14 per year)
International Origin	Edit...
	4.0% from random origin
Generate International Established Free Agents	None
Generate Free Agents from Independent Leagues	None

TRADITIONAL OOTP PLAYER CREATION MODIFIERS (1.000 EQUALS DEFAULT)

☐ Automatically import historical player-creation modifiers	
Batting Contact	1.000
Batting Gap Power	1.000
Batting Power	1.000
Batting Eye	1.000
Batting Avoid K's	1.000
Pitching Stuff	1.000
Pitching Movement	1.000
Pitching Control	1.000
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

10. **UEBA Finances 101**

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UEBA is a little different from many other OOTP online leagues, in that there is no owner meddling in the finances. Owners never inject cash if you lose a lot of money, and they rarely take cash if you turn a big profit. This is a primer on how budgets, revenue, and expenses work in the USBA world. Every team has a budget, that's the starting point for the amount the game will allow you to spend in a given season.

10.1. Expenses:

In a sense, budget is the spending target for the team. What will it be spent on?

1. Player Expenses (Payroll, bonuses, IFA spending)
2. Staff expenses
3. Player dev expenses
4. Scouting expenses

10.2. Revenue:

But there is no owner to fund this, so the money must come from somewhere. Where does the revenue come from?

1. Season Ticket Revenue
2. Gate Revenue - 80-20 Gate Split
3. Merchandising Revenue
4. Media Revenue
5. Playoff Revenue - 2x Ticket Price, 50-50 Gate Split
6. Added or subtracted cash (from trades, fines, etc.)

To understand the current state of the UEBA universe, let's look a little closer at each of these revenue streams.

Season Ticket Revenue

Season ticket sales start after the winter meetings conclude, when a team's ticket prices are locked. A detailed study of the numbers reveals that season ticket sales are pure revenue for a team. A team with ticket prices of $25 that sells 15,000 season tickets will have this much "season ticket revenue":

$$15,000 \times \$25 \times 54 \text{ home games} = \$20,250,000$$

Gate Revenue

This is the revenue from the rest of ticket sales for each regular season game. Each game played generates revenue based on attendance. If a game has attendance of 30,000, and the home team has season ticket sales of 15,000 and ticket price of $25, the game generates $375,000 in revenue. This amount is shared between the two teams, with the home team getting 80%, and the visiting team getting 20%.

Example for a single game:
Home team revenue = (30,000 - 15,000) × $25 × 80% = $300,000
Visiting team revenue = (30,000 - 15,000) × $25 × 20% = $75,000

Important: Season ticket sales are not shared - there is a gate split, but only for fans that aren't there with a season ticket.

Merchandising Revenue
Each team started the league with a baseline amount and based on performance, sells merch that is typically at or above the baseline. The amount of merchandising revenue can be expected is mostly based on fan interest. During the season, merchandise revenue is received for each home game.

Media Revenue
Media revenue changes based on game factors and not all teams have the same media revenue.

Playoff Revenue
Playoff revenue is similar to gate revenue, with a few key differences. Playoff revenue is received for every Cup game played. This includes Association Cup games, League Cup games, Champions League games, Europa League games, and Super Cup games.
1.   Revenue per game does not exclude season ticket holders
2.   Ticket price for the game = Home team ticket price × 2
3.   Gate split is 50-50
4.   Playoff revenue is **not** included in the next year's budget calculation, it's like adding cash

10.3.   Season Rollover
On the first day of the off-season, several major events happen, and each team's budget for the following season is set.

1.   Known player bonuses are paid and charged to expenses (PA, IP, etc.)
2.   New Cash Balance = Current Cash + Revenue - Expenses
3.   New Budget = Total Revenue - Playoff Revenue

At step #2, if the new cash balance exceeds $50M (cash cap amount), any amount over $50M is removed from the game.

Note that for #3, teams that qualified for Champions League will get a one-time increase of $15,000,000 to their budget and teams that qualified for Europa League will get a one-time increase of $7,000,000 to their budget.

Also note that this is a one-time change to a team's available cash. This is not like the real world, where money is moving in and out on a daily basis when paychecks are written and tickets are sold. All the events during the season accumulate, and in one fell swoop, the team gets a new cash balance to work with for the new season.

A team that had expenses far exceeding revenues, unless they had a good cash balance to begin with, are going to go into a "negative cash" situation, and the game will handicap that team until they dig themselves out of debt.

Scout Ratings: Every five seasons, current GMs are allowed to make changes to their scout ratings. Please read all the information below.

Scout Ratings (each category needs a minium of 60):

Scout Majors (60-200):

Scout Minors (60-200):

Scout Internationally (60-200):

Scout Amateurs (60-200):

TOTAL (add up all 4 categories; must be 500 or below):

Scouting Preference (see email below):

Each GM will be allowed to determine their scout's ratings and scouting preference. You will have 500 points to spread out among the 4 categories. The max points is 800 but you will only have 500 to "spend".

You need to respond to this email and type in the total number of points for each category listed above. I have included a chart below to help you determine how many points you want to spend per category. You must have a minimum of 60 in each category. Also, you need to decide the scouting preference for your "new" scout. The options are: Highly Favor Ability, Favor Ability, Neutral, Favor Tools or Highly Favor Tools.

Scouting Ratings Chart:

60-79 = Fair

80-99 = Average

100-119 = Decent

120-139 = Good

140-159 = Excellent

160-179 = Outstanding

180-200 = Legendary

10.4. Operation During the Season:

Now we get to the number that affects all of a team's personnel decisions during a season. How much can you spend on free agents?

$ Available = New Budget + New Cash Balance - Projected Expenses (Payroll/Staff/Scout/Dev)

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Example

BUDGET INFORMATION		∨
Current Budget		$95,000,000
Total Expenses to Date	-	$9,000,000
Remaining Expenses	-	$92,284,000
Projected Budget Room	=	$6,284,000
Cash	+ / -	$28,000,000
Total Money Available	=	$21,716,000
Money for Free Agents	=	$21,716,000

Walking through each number here:
Team has a $95M budget.
Total Expenses to Date starts with just scouting and dev expenses
Remaining Expenses is projected payroll + staff payroll

So without any cash, this team could spend:
$95M - $101.284M = -$6.24M

But the team already has a cash balance of $28M, so the game allows them to spend:
-$6.24M + $28M = $21.716M

So for this season, the team can offer additional contracts up to $21.7M, or spend that money on IFAs, or trade that money in trades for players.

OOTP will not allow the team to exceed the "Total Money Available" for the current season (there are some exceptions, but they are special cases, and left for USBA Finances 201).

Making Trades
A few other notes:
●   If a team's cash balance is < $0, they can't include cash in a trade, even if "Money for Free Agents" is bigger than $0
●   A team can't take on salary difference in a trade that causes them to exceed the "Money for Free Agents"
●   Every time cash is traded in or out, the team's current cash balance changes. Current cash is shown on the Front Office screen, and also visible to other teams on the league reports.

No Money for Free Agents
For teams with a negative balance in "Money for Free Agents" (aka None), they are handicapped by the game, and cannot do any of the following:
●   Offer any major league free agent contracts
●   Make any trades that increase the team's payroll

- Bid on any IFAs
- Make any waiver claims for players with a major league contract

You can see each team's current "Money for Free Agents" in OOTP on the "Meet the Team" screen.