United Baseball Federation Constitution

Version 1.9.2, Sep. 2, 2025
- *Added Stadium Capcity Changes Rule (Article XVII).*

Version 1.9.1, Aug. 28, 2025
- *Added Storyline Reversals Rule (Article XVI).*

Version 1.9, June 26, 2025
- *Added to GM Amnesty Rule that a GM cannot immediately resign a player whose contract they voided.*
- Added to Article II — Settings that UBF follows a full interleague schedule.

Version 1.8, May 29, 2025
- *Added that rainouts are turned off (Article II).*

Version 1.7, May 3, 2025
- *Clarified that the GM Amnesty Rule only applies to incoming GMs (Article IX.12).*
- *Added a rule about GMs switching teams (Article XIV).*

Version 1.6, May 1, 2025
- *Added language about pausing the day before the Rule 5 Draft (Article X.1.C).*

Version 1.5, April 23, 2025
- *Added the GM Amnesty Rule (Article IX.12).*

Version 1.4, March 22, 2025
- *Added information about possible bonus sims on Saturdays during the season.*

Version 1.3, March 6, 2025
- *Added a rule stating that IFA cap space must be traded in $250,000 increments, Article XII 4.C.*

Version 1.2, Feb. 20, 2025
- *Clarified Article VIII.4 to state free agents signed to MLB contracts cannot be traded until June 15 of the following season.*
- *Rewrote Article IX.9.1 to restate penalties for violating contract rules.*
- *Added under Settings - Managers and Coaches that managers do not control lineups.*

Version 1.1, Dec. 19, 2024
- *Updated short-term injury frequency.*
- *Removed team option max.*

Version 1.0, Sep. 30, 2024

Article I — Intent, Purpose, and Sim Schedule

The United Baseball Federation (UBF) was formed in September 2024 as an MLB Live Start game in OOTP with a start date of September 1, 2024. UBF intends to give OOTP general managers a new online league using late 2024 season rosters with a strong dose of realism while allowing for some tweaks to rules and settings that enable an enjoyable, leisurely fake baseball experience. UBF's rules are intended to keep the league competitive and fun and to guide the league's evolution through future seasons.

Sim Schedule

- Sims per week: 5
- Sim days: Sunday-Thursday
    - Bonus sim: A bonus sim may occur on Saturdays during the season if 3/4 of teams export by 10 a.m. ET on Saturday.

- Sim time: 7 p.m. ET or later unless specified otherwise in Slack
- Playoff sims: When necessary teams have exported.
- Offseason Sims: Sim every day. Seven days per sim. Bumped to 14 days when appropriate.
- Live sims: During the playoffs.

Article II — Settings

Universal
- Ratings: 20-80 scale, increments of 5
- OVR/POT: On
- Show ratings > Max: Yes
- All player ratings displayed are relative to: MLB
- Overall rating based on all players, not positions: Off
- Rainouts: Off
- Schedule: Full interleague

Rosters
- DH: Universal DH
- Ghost players for incomplete minor league systems: On
- Active roster size: 26 players
- Secondary roster size: 40 players
- September call-ups: Roster expand to 28 players on Sep. 1
- Postseason roster rules: On
- Postseason roster eligibility: Secondary roster
- Spring training roster size: Max 60 players
- Rule 5 draft: On
- Age minimum: None
- Age maximum: None
- Foreign players limit: None
- Waiver period length: 10 days
- DFA period length: 15 days
- Disable right to refuse minor league assignment: Of

Injuries, Fatigue, and Suspensions
- Short-term injuries: On, Normal (OOTP Classic)
- Long-term injuries: On, Normal (OOTP Classic)
- Delayed injury diagnosis: Off
- Hide injury rating: Off
- Batter injured list length: 7 days
- Pitcher injured list length: 7 days
- Expanded injured list length: 60 days
- Position player fatigue: Average
- Enable suspensions: On
- Suspension frequency: Average

Player Personality
- Use player personality ratings: On
- Show player personality ratings on profile page: On
- Show and use player morale system: On

- Show and use team chemistry system: On
- Show player nicknames: On

Coaches and Scouting
- Coaches/Scouts: On with no poaching
- Show and use staff cohesion system: On
- Scouting report updates: Normal
- Scouting accuracy: Normal
- Incorporate stats into scouting reports: Yes
- Managers control lineups: No

Player Development
- Talent Change Randomness: 125
- Batter aging speed: .975
- Batter development speed: 1.025
- Pitcher aging speed: .975
- Pitcher development speed: 1.025
- Player development lab: On, max 10 players per offseason

International and Independent Leagues
- Independent league free agents: On, 4 per year
- International league free agents: On, 10 per year
- International discoveries: On, 16 per year
- International amateur free agents: On
- International complex: 50 players max
- Generate IFAs: 120 per year
- Use hard IFA signing cap: On
- Adjust IFA cap by revenue sharing: On

Financial
- Owner goals: Off
- Owner controls budget: On
- Global financial coefficient: 1.000
- Inflation: 0-2%
- Teams may change ticket prices: On

Reports and Storylines
- Top prospect list: Dynamic
- Preseason predictions: Automatic
- Storylines: On

Draft
- Rounds: 20
- Generate players for x rounds: 30
- Draft HS target pct: 40%
- Draft junior college target pct: 20%
- Amateur draft pool reveal date: 90 days before draft (April 12th)
- Enable advanced draftee signing: No

Article III - Commissioner Duties (Nick)

The duties of the commissioner includes, but is not limited to, the following:
- Running sims and processing trades.
- Maintaining Slack and StatsPlus.
- Recruiting new GMs as needed.
- Resolve disputes between GMs.
- Enforcing league rules.
- Monitoring every team's financial stability.
- Making executive decisions in unprecedented or conflicting events.
- Accomplishing all of the above in the fairest way possible.

Article IV — GM Duties

The duties of each team's GM include the following:
- Only manage one team.
  - We will not allow GMs to manage more than one team.
  - Anyone found managing more than one team will be removed immediately without question from the league.
- Exporting consistently.
  - GMs anticipating missing several consecutive sims should notify the commissioners via direct message on Slack or by posting in the #vacation Slack channel.
  - GMs who miss more than two real-life weeks' worth of consecutive sims without letting one of the commissioners know risk being replaced.
- Monitoring and maintaining their team's financial stability.
- Monitoring and maintaining their team's success on the field.
- Occasionally checking Slack and responding to trade discussions.
- Reporting loopholes or rule violations to the commissioners.
- Submit ideas or suggestions to the commissioners.
- Have fun. 🥳

Article V — Injuries

- Injuries are set to Realistic Modern Day.
- If a player is injured, the injury will not be modified or reset unless the player is part of a pending trade. (Also see Article VIII: Trading).
  - This rule also applies to career-ending injuries.

Article VI — Schedules

Spring Training
- 5 weeks

Regular Season
- 162 games

Wildcard
- Best of 3 games

- 3-game homestand, no off days

Division Series
- Best of 5 games
- 2-2-1 format

Championship Series
- Best of 7 games
- 2-3-2 format

World Series
- Best of 7 games
- 2-3-2 format

Article VII - Finances

- If you are over budget, you will not be able to make ANY trades unless it reduces your salary or it keeps you even.
- All budgets (scouting, player development, IFA) can only be set during the offseason before preseason occurs.
- All GM salaries in-game will be $200,000 for each team.

Article VIII — Trading

1. Trading of draft picks is not allowed.
2. Trading of recently drafted players is allowed.
3. Injured players can be traded, but all teams involved in the trade must acknowledge that they're aware of the injury, or the trade will not be processed.
4. A player signed as a free agent to an MLB contract may not be traded until June 15 of the first regular season after the player was signed.
5. Trades must be submitted in-game and via StatsPlus, which will post the trade to the #completed-trades Slack channel.
   a. Trades not submitted in-game will not be completed.
   b. If a trade involves a player(s) in a team's International Complex, one of the GMs involved in the trade should submit the trade in-game for all involved players except the IC player(s).
6. Trades will be processed post-sim.
   a. The only exception to this rule is if the trade deadline occurs at the beginning or during a sim. In that case, trades will be processed on the day of the trade deadline.
      i. Instructions on where to place players on the active roster must be provided in the #completed-trades Slack channel, or the players involved will be left in the DFA section and will not be playing.
7. Teams may trade money (not over its cash balance) and retain up to 100% of player contracts.
   a. The retention schedule must be posted by year and amount if different percentages are retained by year.
8. If a team's "Budget Space Available" is below zero, a trade is only legal if it has a neutral or positive impact on that team's budget space. i.e., A trade may not cause a team's budget space to become "more negative."

9. If a player gets hurt during a SIM when he was part of a trade, that player's injury will be reset, and the trade will be processed. (See Article V Injuries.)
10. Players drafted in the Rule 5 draft may be traded, but their special Rule 5 status follows them to their new team. (Unless traded back to their original team.) (See Article X Rule 5 Draft.)
11. Multi-team trades are allowed.
12. Players-to-be-named-later trades are not allowed.

Article IX — Free Agent Contracts and Extensions

1. All contracts signed before the file start date are grandfathered in and will not be changed or canceled.
2. 1-year contract extensions are allowed to avoid arbitration.
3. No-trade clauses are enabled and enforced. Trades involving at least one player who refuses to waive their no-trade clause will not be processed.
4. **Multi-year contracts**
   a. Players must have at least three Major League service years before being extended to a contract of two years or more.
   b. No contract amount can be more than double the previous year's. This applies even when buying out arbitration years.
      i. Ex. Year 1: $40M, Year 2 cannot be less than $20M
   c. No one season of a contract can be less than half of the highest single-season amount.
   d. Multi-year contracts cannot exceed eight years.
5. **Player options**
   a. Player options must precede team options in any contract. If no team option exists in the contract, the final year may be a player option.
6. **Team options**
   a. A contract offer may only include one team option.
   b. The team option year can only appear in the final year of the contract.
   c. The team option must include a buyout of at least 25% of the value of the option year.
7. **Vesting options**
   a. Vesting options are not allowed.
8. **Incentives**
   a. Incentives cannot exceed 25% of the lowest yearly salary offered to the player up to a maximum of $5 million.
   b. Amount of at-bats for hitters must be 550 or less.
   c. Innings pitched for pitchers with a stamina rating greater than or equal to 50 must be at least 180 innings.
   d. Innings pitched for pitchers with a stamina rating less than 50 must be 80 innings pitched or lower.
   e. Cy Young Award bonuses may not be offered to players with a stamina rating less than 50.
   f. Cy Young Award bonuses may only be given to Pitchers, and MVP awards may only be given to hitters.
9. **Penalties**
   a. If the violation is a "common sense fix" and the commissioner can change the error in the game, the commissioner will work with the offending GM to correct.
      i. Some examples of "common sense fixes" include:

1. Including more than one team option in a contract.
2. Being within $1-$2 million of exceeding the allowable amount of a contract's annual salary.
   a. Ex. Year 1 salary - $4,000,000
   b. Year 2 salary - $9,000000
   b. If the violation is not a "common sense fix" or something the commissioner has the ability to change in game, the commissioner will void the contract.
10. **Trade blackout period**
    a. A player signed as a free agent may not be traded until June 15 of the first regular season after the player was signed. (See Article VII: Trading.)
       i. Players signed as a free agent may be put through waivers at any time.
    b. A player signed to an extension may not be traded for two months after signing it.
       i. Players who signed an extension may be put through waivers at any time.
11. **Free agent compensation**
    a. Free agent compensation is enabled and follows the current MLB CBA.
    b. Players may only receive one qualifying offer.
12. **New GM amnesty**
    a. An incoming GM new to the league can void one player's contract when taking over a new team.
    b. A GM who left the league for two or more seasons and returns will be deemed "new" and can take advantage of the GM amnesty rule.
    c. The GM has until free agents declare in the first offseason after they took over the team to decide which, if any, contract they want to void.
    d. A GM who executes the amnesty rule on a player's contract cannot sign/resign that player until the following offseason.

Article X — Rule 5 Draft

1. The Rule 5 draft is enabled and will occur each offseason, usually in December or early January.
   a. Rule 5-eligible players are not on the 40-man roster and are designated by a pound sign (#) on the Transactions page.
   b. Players signed to MLB contracts since the start of the offseason's free agency period are not eligible for the Rule 5 Draft.
      i. Any recently signed MLB free agents selected in the Rule 5 will be returned to their team, and the selecting team will lose that draft pick.
   c. The league will pause one real-life day before executing the Rule 5 Draft. Doing so gives GMs more time to protect players and make their Rule 5 Draft lists.
2. A commissioner can protect any team's top 100 or any AI-managed team's prospects.
3. GMs should do their best to protect their Rule 5-eligible players before arriving at the Rule 5 draft date. Doing so ensures the league has a more accurate pool of Rule 5-eligible players.
4. Players drafted in the Rule 5 draft may be traded, but their special Rule 5 status follows them to their new team. (Unless traded back to their original team.) (See Article VII: Trading.)
5. The Rule 5 draft will work as follows:
   a. Teams will be reminded via Slack to protect players by adding them to their 40-man rosters.
   b. Teams can participate in the Rule 5 draft by making lists in OOTP of desired players.

i. Remember to copy lists to all rounds.
ii. Then export.
c. When the draft is simulated, and it is your team's turn to select if you have an open 40-man roster spot, AND if your draft list contains at least one player who remains available, OOTP will draft the highest available player from your list onto your team.
6. Players selected in the Rule 5 draft must remain on the selecting team's active roster or injury list for the remainder of the following season. Or, they will be returned to the team from which they were drafted.

Article XI — Amateur Draft

1. The amateur draft will begin the real-life week of Opening Day and will take place on StatsPlus.
2. The draft will be 20 rounds.
3. Teams will have the allotted time per round below to make their selections:
   a. 1st Round: 5 Hours
   b. 2nd Round: 2.5 Hours
   c. 3rd Round: 2 Hours
   d. All Remaining Rounds: 1 Hour
   e. (The clock pauses between 10 p.m.-10 a.m. ST)
4. GMs are encouraged to make and use draft lists.
5. Draft pick signing is not enabled.
   a. Players that teams draft will appear in their lowest-level minor league team on the day of the draft in-game.
6. A draft lottery determines the top six picks in the draft order. Eighteen teams with the worst winning percentages the previous season are entered into the lottery.
   a. The three worst teams by winning percentage have the greatest odds (16.5%) of securing the number one draft position in the lottery. The 18th-worst team by winning percentage has the lowest odds (0.23%) of securing the number one draft position in the lottery.
   b. Draft order after the top six is based on winning percentage from the previous season.
   c. The draft lottery takes place during the league's winter meetings in-game.

Article XII — International Amateurs

1. UBF will conduct an International Amateur Free Agent (IAFA) Draft that replaces the traditional International Amateur Free Agent signing period.
2. The IAFA Draft will take place in StatsPlus sometime between the conclusion of the Rule 5 Draft and the start of Spring Training.
3. All IAFAs created each offseason are eligible for the draft.
4. IAFA Draft order will be determined by IAFA pool size, which is determined by inflation and revenue sharing.
   a. When teams have the same pool size, order is then determined by the previous season's winning percentage in order of lowest winning percentage to highest.
   b. If teams have the same pool size and winning percentage, the previous season's run differential will break the tie in order from lowest to highest.

5. Trading pool space is not allowed.

Article XIII — Minor League Roster Limits

1. UBF does not enforce minor league roster age limits.
2. We do enforce roster size limits, though, as defined below.

Minor League Level	Roster Limit
AAA	30
AA	30
A+	30
A	30
R	40

Article XIV — Switching Teams

1. GMs are allowed to switch teams. However, a GM must stay with the same team for at least two seasons before switching.

Article XVI — Storyline Reversals

In rare cases, Out of the Park Baseball (OOTP) generates storylines in which a player permanently leaves the league for non-baseball reasons (e.g., a recently drafted player choosing another sport, a player leaving to pursue another career, etc.). To maintain competitive balance and realism, the league reserves the right to undo such storylines.

Scope
1. This rule applies only to storylines in which a player departs the league for external, non-baseball reasons (e.g., "decided to pursue football instead," "left to become a doctor," etc.).
2. This rule does not apply to career-ending injuries generated by the game engine.
3. This rule does not apply to player retirements, whether voluntary or due to age.

Process
1. A GM may request that the commissioner review a storyline in which a player has left the league for non-baseball reasons. Such requests must be submitted within seven (7) real-life days of the storyline being posted in the league file.
2. The commissioner will review any qualifying storyline departures.
3. If deemed appropriate, the commissioner will use commissioner mode to reverse the storyline, restoring the player to his previous team/league status.
4. Teams may not request reversals for retirements or career-ending injuries.

Frequency & Discretion
1. Storyline reversals are intended to be rare and used only when a player's removal would unduly harm realism or competitive balance.
2. Final authority rests with the commissioner.

Article XVII — Stadium Capacity Adjustments

General Rule
Teams may request to expand or contract their stadium seating capacity. Stadium projects represent significant capital undertakings and will be limited in scope and frequency.

Frequency of Changes
1. A team may adjust stadium capacity once every eight (8) seasons.
2. Adjustments must be requested during the offseason before preseason and take effect beginning with the following regular season.

Magnitude of Changes
1. Adjustments must be either +5,000 seats or +10,000 seats for expansions, or –5,000 seats or –10,000 seats for contractions.
2. Stadium capacities must remain between 25,000 and 55,000 seats at all times.

Expansion Eligibility
1. A team is eligible to request an expansion only if it met one of the following thresholds in the previous season:
    a. Average attendance was at least 80% of existing stadium capacity, OR
    b. Average attendance was at least 30,000 fans per game.
2. These thresholds are measured by official OOTP league statistics from the prior regular season.

Contraction Eligibility
1. Any team may request contraction, regardless of attendance.
2. Stadium capacity may not be reduced below 25,000 seats.

Costs of Expansion
Expansion projects require a financial investment, which will be simulated through a one-time charge against a team's available funds.
1. +5,000 seats = $12 million
2. +10,000 seats = $25 million
3. Teams must have the required cash balance available at the time of the request. The Commissioner will deduct the cost manually in-game.

Costs and Benefits of Contraction
Contracting stadium capacity also requires investment, but may result in long-term operational savings.
1. –5,000 seats = $5 million project cost
2. –10,000 seats = $10 million project cost

3. In addition, contracting teams will receive an annual budget credit equal to $200,000 per 1,000 seats removed (e.g., –5,000 seats = $1M/year credit; –10,000 seats = $2M/year credit).
4. The Commissioner will manually add this credit at the beginning of each preseason, and it remains in place until the team's next stadium renovation (expansion or contraction).

Construction Delay
All approved changes take effect beginning with the following regular season following the offseason in which they were requested.

Approval Process
1. GMs must submit their request in the #stadium Slack channel during the offseason.
2. The Commissioner will confirm compliance with eligibility thresholds, available funds, and other rules before approving.
3. Approved changes will be announced publicly to the league.