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Big League General Manager Challenge (BGMC) – League Rules

League Overview

New modern OOTP 20 League to start with the 2019 IRL baseball season. Starting game date was 3/22/2019 in the League File, and this document will provide settings and rules to govern over the league.

Sim Schedule

All times ET:

SUN	MON	TUE	WED	THU	FRI	SAT
OFF/MAKEUP	9:00a	9:00a	9:00a	9:00a	9:00a	OFF/MAKEUP

We will attempt to live sim all playoff games, and use S+ Desktop for all games as the technology permits. Team Streams will be setup as requested by GMs via DM in Slack.

Playoffs

The playoff format is modified from the in-real-life ("IRL") format that you are more familiar with:

Round	Format	Breakout	Modified
Wild Card	Best-of-1		**No**
League Divisional Series	Best-of-5	H2-A2-H	No
League Championship Series	Best-of-7	H2-A3-H2	No
World Series	Best-of-7	H2-A3-H2	No

Modifications

None

League Setup

Screenshots of some of the more relevant In-Game Settings for the league:

Player Ratings

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Coaching

COACHING SETTINGS	
☑ Use Coaching System	
Coach Hiring from Other Teams	No
Include Base Coaches	Yes
Coach Cohesion Impact	Normal
Coaching Contract Extensions	Allowed
☑ Enable Owner Goals	
☑ GM-only users are always in control of lineups (legacy-mode)	

Player Injury, Fatigue & Suspensions

PLAYER INJURY, FATIGUE & SUSPENSIONS	
☑ Enable Injuries	
Injury Frequency	Low
Delayed Injury Diagnosis	Never
☐ Hide Injury Rating	
Position Player Fatigue	Average
☑ Enable Suspensions	
Suspension Frequency	Normal

Player Development Settings

PLAYER DEVELOPMENT SETTINGS	
Batter Aging Speed	.900
Batter Dev. Speed	1.100
Pitcher Aging Speed	.900
Pitcher Dev. Speed	1.100
Talent Change Randomness	100
(100 = Average, 1 = Minimum, 200 = Maximum)	
☐ Disable Player Development	
☐ Disable Development for draft-eligible players	

Player Evaluation Settings

PLAYER EVALUATION AI SETTINGS		
Ratings Weight	30	%
Current Year Stats Weight	35	%
Previous Year Stats Weight	25	%
2 Years Ago Stats Weight	10	%

Waiver, DFA, and Injured List

Waiver Period Length	20 Days
DFA Period Length	21 Days
Batter Injured List Length	10 Days
Pitcher Injured List Length	10 Days

Revenue Sharing & Luxury Tax

Revenue Sharing	Luxury Tax
Soft Cap (% of average payroll):	100
Tax above Soft Cap (%):	25
Cash Maximum (0 = None)	$20,000,000

Roster Management

Roster Limits

We are using current CBA rules, so Active Roster is 26, expanding to 28 with Roster Expansion. In the minor leagues, all rosters are currently at 35.

Rule 5 Draft

The Rule 5 Draft will be in effect in this league, but not be turned on until after completion of the 2021 season. There are **NO HOUSE RULES** (like age); this means any player that has the **#** character next to their name in the *Rosters & Transactions* view is eligible to be selected. The draft will be conducted in-game through the Draft Lists.

Amateur Draft

The amateur draft will be run through a web-based utility outside of the game. The entire draft will be completed in that utility and then loaded into OOTP when we reach the draft in-game.

Pick Trading

Draft picks can be traded in this league, but only picks as available in-game can be moved in a trade.

Player to be Named Later (PTBNL)

PTBNL is NOT permitted in this league.

Finances

Contract Management

Condition	Rule	Notes/Actions
Contract Length (MAX)	7 years	
Year-over-Year $ Value Change	+/- 20%	$ Value cannot change by more than 20% from year to year. Can go up or down, but change is not to exceed 20% Current contracts the game started with are not subject to this rule. ***** Alex Bregman 2020 IRL contract is an example that would violate these rules
$ Value of an Option Year	Option Year $ Value must be less than or equal to MAX $ value from guaranteed year(s) of contract	Basically, no backloading into Option Years of a contract offer. If violated, the violating year(s) will be converted to non-option, guaranteed year(s). Current contracts the game started with are not subject to this rule.
Buyout on Team Option (MIN)	20%	Setting applied in-game

Vesting Options	NOT Permitted	Vesting Option year(s) convert to guaranteed year(s).
Player Opt-Out	Permitted	Enabled and can be used in your contract offer – just note the year applied if done in tandem with a Team Option.
Options (Team, Player)	No TO before a PO or Opt-Out	Team option cannot be followed by a Player option or Opt-Out. Violations will result in both of the years being converted to guaranteed years.
Performance Bonuses (Minimum Plate Appearances, Innings Pitches, Individual Awards, All-Star)	Sum of annual bonus value cannot exceed 20% of LOWEST annual guaranteed amt of a contract	Violation will result in the annual bonus being added to EACH annual salary amt, AND the bonuses will remain in effect as well for life of the contract as offered.
Player Extensions while in Arby Years	Permitted after going through Arby ONCE	If a player is offered an extension prior to having gone through two rounds of arbitration, then (1) the extension will be voided with player restored to arbitration status/salary as appropriate, and (2) team will be fined $2,500,000 as a MISC EXPENSE

These rules have been configured as possible in S+ but not necessarily detecting these rules in 100% of cases. As such, it is a community effort to report any observed violations of these rules on contract offers that are signed by players in-game.

If a repeat contract violation occurs, at the discretion of the League Commissioner, the violating organization will be penalized a MISC EXPENSE equal to the maximum dollar value for one season in the contract, to be applied for years equivalent to total term of contract issued (inclusive of option years). For example, if a player signs a deal 5 yrs 13/15/18/25 (PO)/30 (TO), this will see the last two years lose the options AND Misc Expense hit of 30m for the following 5 seasons.

Fines and Rewards

Condition	Rule	Notes/Actions
Unexcused Missed Exports	>10	Each unexcused export beyond 10 will be fined $1m – total fine will be applied to MISC EXPENSES at the START OF THE OFFSEASON (following just concluded season for which missed export tally is computed)
S+ Annual Renewal Contribution	per $1 contributed	Any GM that contributes will receive $250K per $1 contributed to the S+ renewal pool. The cycle occurs once per year to collect for renewal, and this reward will be added to the first START OF OFFSEASON to MISC EXPENSES after funds are received by the League Commissioner.
Repeat Contract Violation	Discretion of League Commissioner	MISC EXPENSE will be applied as a PENALTY in the amount of the maximum dollar

		contract year, and it will be applied per year for the number of years of the term of the contract. *EX*. player signs a deal 5 yrs 13m/15m/18m/25m (PO)/30m (TO), options will be dropped, AND Misc Expense hit of 30m for the following 5 seasons