

Covid Quarantine Baseball League

Most importantly this league is to have fun and be a good person, everything else is secondary.

- Universal DH
- Rating scale of 20/80 increments of 1
- Aging 0.80
- No rainouts
- No trading with AI
- Scouting ON with NORMAL accuracy
- Coaching ON
- Injuries = Normal (OOTP default)
- Draft pick trading is OFF
- Draft picks automatically signed
- Owner goals OFF
- Coach poaching not allowed (until OOTP fixes the engine)
- 2020 MLB 3 batter rule ON
- 26 man active roster (28 expanded)
- 7 day sims

We will **simulate 4x per week**. The days may change according to work schedules and the rest of life. Sims will be live (outside the occasional need to rush) and completed by the commissioner on **Sunday, Monday, Wednesday & Friday**. Daily sims during off-season. Will do my best to keep times consistent, but my schedule with work is not consistent, so it will fluctuate at times and that will be communicated prior. Most sims will occur during the day, ET.

Owners must remain active in uploading in sims. Consistent negligence may result in removal of the league. If you need assistance- please ask. Communication is important for us to assist, understand and solve problems. **Multiple, consecutive missed exports** (without prior communication), will prompt a DM warning/inquiry, no timely response will result in search of a new owner. This is not to be a dick or dictator, this is to make the game more involved, interactive and enjoyable for everyone. Missed sims means the team isn't being managed best it can, means imbalance throughout the league, means the league isn't running as optimal as possible.... Respect the time others are putting into this or please excuse yourself from the team.

Trade Rules

- Trades must be posted via stats+ trade tool or on slack (agreed trade channel) and confirmed by both managers and must be submitted in game or they will not be processed. Trades will be processed after each sim, except on Trade Deadline where trades will be processed pre-sim.

* Trades that are *flagged* by other users (needs 3 flags) will be put to vote. The trade will need a $\frac{2}{3}$ yes vote to pass. If it doesn't pass- trade will be vetoed. Trades that are flagged should only be done in extreme cases (no bias, jealousy, agendas). Remember that there are different values and different goals for each team.

- The Trade Deadline is approx 8/1 in-game, after which no trades will be processed until the season is over.
- Draftees are eligible to be traded at all times, even if they were just drafted, but draft pick trading is OFF.
- Free agents compensation will follow MLB rules used by OOTP21

Amateur Draft & Rule 5

- First year player amateur draft will be done on slack using Statsplus. You will need to log in and be linked by commish in order to draft your player. There will be 35 rounds in each amateur draft
- Draft clock: 3 hours in round 1-2, 2 hours in round 3-5, 1 hour in round 6-10, 30 minutes remainder of draft
 - Draft picks will be automatically signed by the team that drafted them right after the draft occurs and will be all sent to the lower level of the minor league of the team that drafted them. There will be no bonus involved as players will be signed automatically. There will also be no need to allocate any funds from the team payroll to the Amateur Draft budget.
- Draftees are always eligible to be traded even if they were just drafted.
- Draft pick trading is OFF.
- International Free Agents budgets and penalties over budget will follow MLB rules used by OOTP.

- Rule 5 players are eligible if they have the # next to their name (no house rules for age). The draft will be done in game (GMs make lists) and maintain MLB roster rules once the draft is complete.
- No player recently signed to a MLB contract (as a free agent) or acquired in a trade can be selected. (HOUSE RULE)
- Any teams drafting illegal selections will be docked a 4th round draft pick and every round thereafter equal to the amount of errors the team makes with illegal selections

Roster Rules

- Active roster size will be 26 with a 40 man secondary roster, same as MLB rules. Roster expansion on September 1st will allow 28 players on the active roster until season ends.
- Players will stay on waivers for 8 days and on the DFA list for 15 days. After 15 days on DFA list, they will be demoted if possible. If 40 man is full we will try to demote someone and make space for the new player. If none of the options are possible, player will be released.
- Farm teams will be allowed to have a maximum of 30 players on their roster at any time, for the exception of R-ball leagues which will be allowed to have 45 players.

Contracts and Extensions

- **Players at least with 3 years of MLB service time become eligible for salary arbitration and are admissible to sign long term contracts.** MLB salary arbitration is reserved for players who have at least three years of MLB service time but are not yet eligible for free agency, which is earned after six years of MLB service time.
- All extensions and contracts are limited to a **maximum of 7 years.**
- No contract should be as twice as much **from season to season.**
 - Any options that include player and team option, **must have player option first.**
 - All contracts with team option years attached to it must have a 20% or more buyout. Violations will result in the year becoming guaranteed.
- Vesting Option contracts will only be allowed on the last year of a contract of 3 years or longer. The player must also be at least 35 years of age before the beginning of the vesting year. The incentive used must be reasonable in terms of innings pitched or total

plate appearances. Violations of vesting options will result in the year becoming guaranteed in worst cases or a team option with a 50% buyout in more moderate cases.

Compensation for QO:

In an effort to close the gap between online leagues (7 day sims) and the draft, where the draft usually starts in April (in game) to help the pace before the draft shows up in game (early June), compensation for players that are signed will be provided during the draft. However, there are a few caveats and compromises:

1. The team gaining the compensation pick must share the email (with commish) that they received regarding their compensation. If we don't have it brought to attention, we don't know.
2. The draft pick will be added at the end of the appropriate round, but if the draft has passed that point, will be added to the end of the next round. So, if the comp pick is supposed to be a 1st rd pick, but we've passed the 1st round, the pick will be added to the end of the 2nd round. We'll do the best we can to make it fair.
3. Teams signing the player will not be docked

It's not a perfect system, but it's a compromise and way to help fill that gap of comp picks and online league drafts.