

Major League Simulation Baseball
Rules & Regulations
Commissioner's Office: Dodgers-Commish

Major League Simulation Baseball's commissioner's office is made up of one head commissioner and assistants to the commissioner. The commissioner is responsible for the everyday operation of MLSB (running sims, handling disputes, etc.), while the assistants will assist the commissioner in matters such as communications, recruitment, and technical issues.

Daily responsibilities of commissioner include but are not limited to: Simulating weeks in a timely manner, maintaining the associated league files, being involved in all GM discussions, monitor league forums, keeping updated records of GM rewards, making sure GMs are following all league rules and procedures, facilitating recruitment, responding to posts and questions in a timely manner and making this league the best it can be.

The commissioner's office will act in the best interest of MLSB at all times, be a deciding vote in any dispute, and have the power to assess fines and remove members who refuse to follow all the rules and regulations mentioned hereafter.

General Managers

Each individual general manager is a valued member and life blood of MLSB. Without good general managers the league could not function. Every general Manager is encouraged to voice concerns and make suggestions for the betterment of MLSB.

Responsibilities

- 1) Own a copy of OOTP version currently adopted by MLSB (OOTP 24)
- 2) Export each Sim or notify Commissioner's Office of planned absence.
- 3) Stay active on Slack.
- 4) Respond in a timely & friendly manner to communication from other GMs and the commissioner's office.
- 5) Act in the best interest of MLSB's integrity.

The Commissioner's office has the right to reprimand, fine, place on probation, or dismiss any GM who becomes detrimental to the well-being of the league. Things that could result in fines or dismissal include but are not limited to:

- 1) Not making exports.
- 2) Stop communication with Commissioner's Office.
- 3) Not following rules & regulations
- 4) Acting against another GM in a negative or detrimental way.

Away Notice

When a GM is going to miss an extended time away from the league they should communicate with the commissioner's office via Slack or email. This gives the commissioner's office a heads up that the GM is away and unable to respond or export and therefore your absence will not

count against your export requirements.

Professionalism

Every GM is expected to act as a professional. Derogatory remarks about other GMs will not be tolerated. If you have issues with another GM, try and work it out amongst yourselves in a respectful, professional manner. If two GMs are having an issue that can't be resolved, please contact the commissioner's office. At no time should GMs post negatively about other GMs on Slack.

Disciplinary Actions

The following steps will be taken when a GM breaks a rule or acts in a manner that is unprofessional.

- 1) Warning/Discussion with GM
- 2) Fines (In-game)
- 3) Fan Interest Deductions
- 4) Outright Dismissal

Sim Schedule

Regular season simulations will occur every Monday, Wednesday, Friday, and Saturday night based on the time the Commissioner is available per his post in announcements that day but are subject to change as life happens.

- 1) Exports due every Monday, Wednesday, Friday, and Saturday by 6:00 pm CT.
- 2) Simulations will be for a period of 7 days in game during the regular season. (Monday—Sunday)
- 3) Playoff & Offseason schedules will be determined once they arrive based on commissioner's discretion.
- 4) Anytime the commissioner's office is going to be late with a sim or unable to sim they will make the GMs aware ASAP.

General League Settings

- 1) Modern League – Start with default OOTP rosters.
- 2) Scouting On
- 3) Coaching Off
- 4) Pre-existing injuries Off
- 5) Ghost Minors On
- 6) Development Budget Off
- 7) Injuries - Low
- 8) Suspensions - Low
- 9) Player Rating Scale 0–20
- 10) Career-Ending injuries on
- 11) Playoff Rosters Enabled
- 12) DH in both the AL and NL

Financial Settings

Budget

GMs are expected to responsibly manage their budgets.

- 1) Teams "Projected Player Budget" are expected to be in the black, as seen on Front Office Page.
- 2) Teams are expected to be aware of issues that could raise their payroll, such as all players on 40-man roster being awarded major league contracts after spring training, and plan accordingly.
- 3) Teams are allowed to go into the red during the off-season as long as they don't go in the red on "\$ for Free Agents"
- 4) Teams must not be in the red by opening day.
- 5) Teams in the red on opening day or during the season will be subject to sanctions by the commissioner's office, including losing draft picks. The draft picks lost will be determined based on the amount the team is over budget.
- 6) Teams are not allowed to complete trades that put them over budget or put them farther over budget.

\$20,000,000 Cash on hand max.

Transactions

Trades

Trades will be agreed upon by both GMs before being processed by Commissioner's office. We use the StatsPlus trade tool. The first GM must propose the trade with the second GM approving. One of the GMs must make the trade transaction in OOTP. Commissioner's office will process the trade after the sim is complete. The trade deadline will be the last Sunday in July.

Trade Regulations

- 1) You are not allowed to trade a player to be named later. It is too difficult to track.
- 2) Cash can be sent in any trade. Other available money may not be sent in trades.
- 3) There is no draft pick trading.
- 4) Drafted players can be traded right away.
- 5) A player CANNOT be returned in the same trade or during the same SIM.
- 6) Once you sign a free agent, that player cannot be traded until June 1st.
- 7) No GM with a player budget in the red can trade unless the trade will lower their player budget.

Extensions:

- 1) No contract extension can be longer than five years unless the player is demanding a longer contract. If a player demands a contract longer than 5 years, the GM should let the commissioner's office know ASAP so the contract can be approved.
- 2) If a player is requesting a contract greater than 5 years then you may only offer them the

contract of that length and no more. Example: Justin Upton wants a 7-year contract, you may not offer him more than 7 years.

3) Free agents may be signed to the contract they are requesting without prior approval from the commissioner's office.

4) No single year can be over 100% greater than any other year.

5) Team options must have a buyout value of not less than 25% of the highest contact year.

6) Vesting options are not allowed.

7) Only player requested incentives are valid.

8) Signing a player to an illegal extension will result in that extension being removed, but the team will be able to resign the player to a legal contract. If you offer an illegal extension by mistake (Hitting Meet Demand) please contact the commissioner's office ASAP to avoid this action.

9) Players may not be extended until they have attained at least 3 years of Major League service time. This is to prevent ridiculously low contracts being signed by young players.

Free Agent Signings:

1) Free agent contracts must not exceed 5 years unless player asks for said contract.

2) If a player is requesting a contract greater than 5 years then you may only offer them the contract of that length and no more.

3) Free agent compensation is turned on. Be aware that if you sign a compensation eligible player, then you will lose a draft pick.

4) No single year can be over 100% greater than any other year.

5) Team options must have a buyout value of not less than 25% of the highest contact year.

6) Vesting options are not allowed.

7) Only player requested incentives are valid.

8) Signing a player to an illegal contract will result in that offer being removed and the player being released back into free agency.

9) Free agents may not be signed after the World Series and before the free agent filing date.

Draft Pick Compensation

We will use the default in game setting.

Waivers & DFAs

All waivers and releases will take place in game. Things to remember:

1) The waiver period is 14 days.

2) The DFA period is 21 days.

3) If a player is not removed from waivers before a sim, the commissioner's office reserves the right to make any appropriate roster decisions to remove the player from the list. This may result in players you may not want demoted being sent down to minor leagues or possibly being released.

4) Players who refuse to be demoted cannot repeatedly be waived to avoid roster limits.

5) The commissioner's office will release players after their second waiver/DFA clearance.

First-Year Player Draft

The first-year player draft order will be determined in game by standings, draft pick compensations, and free agent compensations.

The draft will take place on statsplus. We will start the draft as soon as the draft class is released. GMs are expected to have their pick selected in a timely manner. The time allotment for each round will be decided by the commissioner's office. You must make your pick in statsplus or send your choice to the commissioner.

30 Rounds.

Draft list will be published 100 days before draft in game.

Once we reach the draft in game, the remaining rounds will take place via in game draft lists.

Rule 5 Draft

The Rule 5 Draft will take place every year in December.

The Rule 5 Draft will be a three-round draft. Therefore, each team will only be allowed to draft up to three players in the Rule 5 Draft. Things to remember:

- 1) Any player noted “#” in-game on the transactions screen will be eligible for the Rule 5 Draft if they are 23 years old or older. **(Younger players will still show up on the list in the game but will be invalidated if selected)**
- 2) To protect any of these players you must put them on your 40-man roster.
- 3) The Rule 5 Draft will take place in game via draft lists.
- 4) You must have an open spot in your 40-man roster to draft a player.
- 5) Any player selected in the Rule 5 Draft must remain on the selecting team's active roster (25 man roster) or Disabled List the entire season or they will be returned to the original team.
- 6) Teams may negotiate trades to acquire the rights to demote a player acquired in the Rule 5 Draft.
- 7) To return a player simply release that player in-game.
- 8) Players may not be protected by placing on the 40-man roster after the sim before the sim including the Rule 5 Draft.

Minor League Roster Limits

- 1) All minor league teams A-AAA must have between 20 and 30 players on the roster.
- 2) Rookie league teams must have between 20 and 50 players.

Relocation Charter

Teams are now allowed to apply for relocation. We have hopefully put together criteria that will only allow teams in the most desperate financial situation to be eligible. The full process and criteria are listed below.

Process:

- 1) Team must put together a relocation application during an off-season. The application can only be submitted two seasons after a GM has been in the league as an active GM. Application includes:

a) Statement of conditions that describe why commissioner's office should consider relocation for said team.

b) List of potential destination markets

2) The commissioner's office will pull market report to check for qualification. Criteria for market report qualification listed below.

a) Following fields make up the criteria: Fan Loyalty Rating, Fan Interest, Market Size, and Budget.

b) Ratings are assigned to all ML teams at time of report.

c) For a team to qualify, their report will need to show the team ranked in the bottom 1/3 in all categories and ranked worst (or tied for worst) in at least two of the categories.

3) Once report deems a team qualified, a destination city will be determined. The commissioner's office will review owner-provided list and formulate an approved, final list for them to choose from.

4) Once the city is determined, updated information pertaining to the team will take place during the season. Market Size will be determined based upon the new metro area's ranking as compared to existing market areas. Fan Loyalty will be set at the median for the league, and Fan Interest will be set at the lowest value in the top 1/3 of the league. Budget will be set at the median league value.

5) Once city is finalized, the GM should propose team name options to be approved by commissioner's office.

6) Team stadium (dimensions and factors) should be proposed to the commissioner's office by the relocating owner. Dimensions, wall heights, and factors all must fall within existing ranges of ML ratings. For example, a stadium cannot be a stronger pitching park than San Diego or a more hitter friendly park than Colorado. This applies to every setting surrounding the league. Attendance will be set at league average capacity.

This should conclude the process. The team will be officially moved in the sim following the World Series. The league will be notified at all stages of the process. Should another owner take issue with any decisions that are made, it will be then that they should voice their concerns. This process takes a full season, so it is ok to take intervals of discussion during the process.

Awards Voting

All-Star Voting

1) GMs will vote yearly for all-stars.

2) All-star starters voting will take place in-game.

3) Every GM will nominate 1 player from their team to be an automatic all-star. This player will be placed on the all-star roster no matter what.

4) The remaining roster spots will be filled with players that received the most votes in the voting.

Yearly Awards

GMs will vote for yearly awards. Those include MVP, Cy Young, Rookie of the Year, Reliever of the Year, and GM of the Year for each league.

All rules and regulations are subject to change based on what is best for the league.

Suggestions for rule changes will be taken and voted on each off-season with a majority vote needed for the change to take effect.