



Est. 2019

Welcome to the Premier Baseball Association League. Established in 2019, utilizing the OOTP20 game engine, that is a fictional league for the amusement, enjoyment and camaraderie of like-minded lovers of the game of baseball. As such, sometimes we will use salty language, and other times try and perfect the use of "trash talking" all while in pursuit of winning the last game of the season. And in some cases, all three of these items may happen!

Regarding the version of OOTP we will be using, we will use version OOTP 20 until at least July 2020, when the company puts out the 50% discount at the Major League ASG. I don't see a reason to force members to buy the game at full price and just 4 months later be able to get it for \$20. So we will switch over to the latest version when we reach January 1st in game **AFTER** the MLB's All Star Game of that year, circa 2nd week in July.

The initial plan is to do things that other leagues never thought of doing, never wanted to do, or felt that doing would take up too much time. We will conduct Real-time Sims for all the important events of the PBA. Well, outside of the Playoffs, we plan on doing the All Star Game, Opening Day, and why not, Spring Training Opening Day. There will be LIVE "on location" Pod Cast's with call-in capability, a regular pod cast with opinions based on the PBA, and finally, maybe a few things like simulating a live podcast via video, which will open up even more content directly relating to the PBA.

PURPOSE & PREMISE

We're a unique league 24 Team, in the sense, that the owner's control the league. Each GM is considered an "owner" and while **in good standing**, & based on tenure, will have voting shares that cover all voting in the league, and Commissioner Powers to ensure that the league they've signed up for on Day 1 is the same league when we hit the 100 year mark of the league.

The more time you spend in and with the league, the louder your voice will be heard.

Founding Members (10 voting shares):

Gary Altman
Corey McQueen
Bob Oller
Scott Davis

Christian Latulippe
Mike Brouillette
Josh Swain
Lawrence Green

Partner Members (5 voting shares)

*To be granted Partner Status, you must be in the league 5 seasons AND acquire 50% of voting shares of **Founding** and existing **Partner Members***

Mark Haydock
Brett Fogerson
Rob Edwards
Cary Campbell
Jeff Schmitz

Brain Hughes
Archie Scott
Claude LaCroix
Greg Davidson

Danny Sorbera
Ed Malloy
Nic Zaiser
Jeffrey Drummond

Associate Members (3 voting shares):

To be granted Associate Member Status, you must be in the league 2 seasons, pending approval from Founding Members.

Members (1 voting share):

Kendall DeSoto (eligible for Associate Member Status after 2040 Season)
Thor Wodenson (eligible for Associate Member Status after 2040 Season)
Bill Richardson (eligible for Associate Member Status after 2040 at Commissioner's discretion)

Partner & Associate Members will come up for a semi-decade review process by the Founding Members. 50% needed to maintain current status. Lack thereof, can be grounds for **demotion or dismissal (2033 Rule Vote)**

Prior to ascending to Associate Member Status, owner will be voted on by Founding Members for promotion or dismissal. **(2033 Rule Vote)**.

*This page will updated as needed, & uploaded without a revision notice when it **ONLY** applies to GM changes, formatting and typo's. Any partnership changes will trigger a revision notice. Formatting changes and typo's will not generate a revision as well.*

Last Revised, January 13, 2024 (July 2039)

EXPECTATIONS OF OUR OWNERS

Sometimes, life gets in the way of our fun & recreation, and when that happens it is unfortunate, yet understandable. Just let us know what is going on and if we can help.

Maturity

Be an adult. Trash talking, bantering and egging on sometimes goes too far. When you see - if you see that it's gone from being good natured to hitting a sore spot, pull back a little.

Communication

All League communication will take place in application Slack, as well as with Discord and Stats+ will be used for drafting.

That is the only expectation that is required. Maintaining communication is a key.

Team Management

Outside of the above, we do expect participation for exports, maintaining your team and roster requirements, etc., voting on league matters and generally being active. For clarification, we require a minimum threshold of 50% exports in season. Typically we SIM 26 times in a season, but will based 50% off of 30 exports, with credits of exports up to 30.

LEAGUE SETUP & OVERVIEW

Each of our owners will have a team in the Major League, as well as maintaining a minor league system consisting of AAA, AA, A, and a Rookie Ball team.

Each of our Owners will name and creative their own 50,000 seat ballpark, with a maximum seating capacity of 60,000 seats for all stadiums.

Feeder Leagues will consist of:

- **High School League (56 teams, a pair of 28 teams leagues).**
- **College Teams (96 teams in college, a pair of 48 teams leagues).**

College kids will be 18 through 21 and at **21 be eligible to be drafted**. High School kids will be 14 thru 17 years old, and at **17 years old be eligible to be drafted**. High School kids being undrafted or unsigned should head off to 4 years of college and eligible to be drafted once again.

At the end of the Constitution, in Appendix A there will be screen shots of each setup screen for the PBA.

PASSWORD to access file will be **GIVEN ON A CASE BY CASE BASIS VIA EMAIL or SLACK**. It is encouraged that you change this to something you prefer.

KEY DATES IN GAME

Winter Meetings - Date Varies
Rule V Draft - December 26th
Hall of Fame Reveal Date - December 19th
Preseason - Varies, about 4 weeks prior to Spring Training
Spring Training - Varies about 4 weeks prior to Opening Day
Opening Day - Last week of March/First Week of April
Amateur Draft Date - June 7th*
International Free Agents (<20 years old) July 7th
Trade Deadline - July 31st*, PILL Review
Roster Expansion – September 1st*
End of Playoffs – Revenue Sharing Pct & QO amount set
Season Roll Over Date – 1 Day After Conclusion of World Series
Free Agents Declare – 14 days after Conclusion of World Series

PBA LEAGUE SETUP

~~Each GM will name their owner. It's is encouraged & recommended, based on nepotism, that you name your owner after a parent or sibling. **This was used when we set the league up. This will be moved to the back of the Constitution at the next Constitution Update**~~

ROSTERS

Roster limits will be required to be maintained during the season, approximately April 1 thru the end of the World Series. The limit is the maximum, but you should ensure that you have enough players at each level to avoid the dreaded GHOST players AND over taxation of your minor league affiliates.

PBA - 26 Man Roster

AAA - 35 Man Roster

AA - 35 Man Roster

A - 35 Man Roster

R - 40 Man Roster

INT COMP – Max of 200

Each season, for all levels, will be a full season, starting in April and running through September *(effective December 2027).*

International Practice Squads will be utilized and have a max of 10 Players at any one time. *(effective December 2037)*

PBA LEAGUE SETUP (continued)

ROSTERS (Continued)

During the off season, your organization will be limited to 171 total players - not including INT COMP - ~~including the Disabled / Injured List (DL / IL).~~ *(effective December 2023)*

Roster limits must be adhered to at the start of Spring Training & during the regular season and playoffs for each of the respective levels. The commissioner, after an initial private warning, reserves the right to release players off any team roster that does not comply.

~~Common Practice has been docking teams 50 PIMP Pts and placing over limit players on DFA.~~
New Policy is to issue a warning for the 1st occurrence, and second and beyond releasing players, with a 50 PIMP Pt Fine for each infraction. *(effective December 2038)*

INJURED LIST

When Players declare for Free Agency, all GM's must vacate their entire injured lists **(enacted December 2023 Rule Change)**, and reassign all players to an appropriate level, as they deem fit.

PBA	10 Days for Hitters, 10 Days for Pitchers, 60 Day Expanded IL
AAA	10 Days for Hitters, 10 Days for Pitchers
AA	10 Days for Hitters, 10 Days for Pitchers
A	7 Days for Hitters, 7 Days for Pitchers
RL	7 Days for Hitters, 7 Days for Pitchers

PERSONNEL & STAFFING

It's required that all Coaching, Trainer and Assistant General Manager spot's in your organization remain filled - especially during the season.

Team Personnel will be checked at the start of preseason, and public notices will go out as a reminder.

A second, and private, reminder will go out at the start of Spring Training.

On Opening Day, fines (penalties) will be issued.

PENALTY FOR NON-COMPLIANCE will be a fine of **\$1,000,000 per vacancy, per vacant spot, per each month the spot(s) remains vacant.**

GAME PLAY

With new features to OOTP being added, based on the MLB CBA that are now options within the game. This is the place that they'll be cataloged and made available to the league.

INFIELD SHIFTS

Infield shifts, like MLB will be banned in the PBA.
(effective December 2023)

PBA LEAGUE SETUP (continued)

SPRING TRAINING

Starting with Spring Training 2034, preseason games tied after 9 innings will result in tie games. This only applies to Spring Training to manage workloads. Regular Season and Post Season games will be played out till we have a winner.

(effective December 2023)

FINANCIALS

REVENUE SHARING RULES

Three different ways we will maintain a financial competitive balance throughout the league.

1. There will be a minimum maintained budgetary balance from top to bottom, with the bottom budgeted team being no less than 50% of the top budgeted team. What this means is that if the top budgeted team is at \$220MM, then the bottom budgeted teams will be averaged to achieve at \$110MM.,
2. To help minimize revenue sharing and allowing revenue sharing receiving team's access to those monies during the season, ticket splits will be 50% to the road team (meaning, the home team keeps 50% of their ticket sales).
3. There will be a Revenue Sharing component incorporated into the PBA League. All teams will contribute to the Revenue Sharing pool, and all teams will get 1/24th share (based on 24 teams). The Revenue Sharing Percentage will be a floating percentage from season to season, and from week to week. At the end of the playoffs, the amount of revenue earned by the top team shall not be MORE than 25% of the bottom **FIVE (5)** teams. That is the base line for the Revenue Sharing Model. The percentage for Revenue Sharing will rise or fall to maintain that 25% gap from top earning team to bottom **FIVE (5)** earning teams (this is NOT to be confused with the 1st of 3 rules, which is based on BUDGET, not revenue).x
4. **Playoff Revenue Adjustment.** All seasonal playoff revenue will be shared equally among all 12 playoff teams. These funds are exempt from Maximum Cash Limit. Playoff teams will have revenue adjusted up or down based on the amount of playoff revenue they have initially received. In other words, if teams make 20MM in playoff money and the avg. is 16MM, they'll have to pay back 4MM of that revenue. Conversely, if a team earns 12MM and they should have received 16MM, they'll get another 4MM. **This rule will remain dormant in effect, until OOTP makes our rule available in game.**

During the course of the season, the Commissioner will provide updates with an "As We Stand Now" snapshot view, so that teams can maintain fiscal responsibility. Also, when a GM requests one, one will be publicly provided as well.

PBA LEAGUE SETUP (continued)

FINANCIALS (continued)

MEDIA & MERCHANDISING REVENUE

Each team will have a **NATIONAL MEDIA BUDGET** starting at **\$31,000,000**, and will remain fixed.

Each team will have a **LOCAL MEDIA BUDGET** of **\$15,000,000**, which will be variable, as per the OOTP Game Engine.

MERCHANDISING will be initially set to **\$8,000,000**, *and will be variable, as per the OOTP Game Engine*^{*1}

*1 - (*amended for clarification August 15, 2019, In-Game January 1, 2020)*

Each GM will maintain access to their entire budget, and cash reserves.

TEAM DEBT

GM's are not allowed to take on any additional debt, either by signing FA's or via trades adding salary that they cannot afford. The game engine will dictate what can and can't be done.

TEAM FINANCIAL RESERVES

Teams cannot carry over more than **\$25,000,000** (in profit) from one season to the next. Any amount over \$25MM will be go to the Owner to hold parties on his yacht with lots of young strippers and dope drug dealers.

PLAYER SALARIES

Minimum Player Salaries will start at **\$500,000**, subject to League Evolution.

SEASON TICKET PRICING

The minimum amount you may charge for season tickets will be **\$15**.

The maximum amount you may charge for season tickets will be **\$55**.

POST INAUGURAL DRAFT

After the draft GM's will need to start assigning players to fill each team to their proper levels, as well as fulfill all their coaching vacancies, trainer & assistant GM positions. These openings are to be completed by Opening Day.

Market Size will be reset to **7**, and Fan Loyalty will be reset at **10**. Resetting Numbers will ALWAYS go back up, and never down.

PLAYOFFS

COURTESY

It is encouraged, based on sportsmanship that each playoff team publicly announce their Starting Pitching Rotation for a minimum 2 games in advance.

Typical protocol would be that the road team in the series announce their Starters first, followed then by the home team. You do not have to announce that they will or will not be classified as an "Opener". That is on your opponent to properly scout.

However, if gamesmanship and lack of sportsmanship take over by deliberately announcing one SP and utilizing could make this a rule rather than a courtesy. Please respect your fellow GMs and Owners.

SCHEDULING *(added December 2027)*

Each Round will take place over three (3) calendar days.

Day 1 will have Games 1, 2, and the OFF DAY

Day 2 will have Games 3, 4, a NEW FILE, then Game 5 and the OFF DAY

Day 3 will have Game 6, a NEW FILE, and Game 7, and then advance to the start of the next round.

The exception to this rule will be start to take place at the League Championship Series IF, and ONLY if ALL participating GM's are present for each of the games, to expedite a turnaround of downloading of the league file and subsequent exporting.

This ensures that teams have adequate time to adjust lineups, reduce pressure to go along rather than asking for a file. Additionally, this built in schedule creates suspense and is also beneficial to GM's not knowing when the next game will take place – freeing up their day for themselves and their families.

HOME FIELD FOR WORLD SERIES *(added December 2026)*

Home Field Advantage will alternate between the leagues, utilizing the "check box" as provided by the OOTP Settings.

RELCOLOCATION

Teams will be allowed to relocate prior to spending 20 seasons in the league. However, if teams do move, they will be required to stay in that location for the next 20 seasons. This does not affect new GM's entering the league with their "free" relocation.

BALLPARKS

All ballparks used by existing owners as of October 2021, are grandfathered, and excluded from mandatory change

All ballparks used in April 2022 with new ownership must come in compliance with the Ballpark Chart, opening day 2024 (allowing those teams holding in abeyance for one season to continue).

Owners wishing to voluntarily come into compliance with the new ballpark chart may do so, free of charge. To further facilitate change, the league will give out 100 PIMP Pts to entice owners to comply, by Opening Day 2023.

Our Restrictions would become:
Overall Average: 0.883 - 1.143
• LH Average: 0.881 - 1.145
• RH Average: 0.881 - 1.145
Doubles: 0.902 - 1.198
Triples: 0.766 - 1.28
Overall HR: 0.753 - 1.233
• LH HR: 0.703 - 1.257
• RH HR: 0.757 - 1.243

Ballpark creation will begin with baselines of Altitude of 600', carry to Left Center and Right of 0, and all temps will be factored at 70 degrees. Ballparks outside of this will be grandfathered in, and the Commissioner's Office will bring the ballpark into compliance prior to a new GM taking over.

(effective December 2036)

If an existing owner, with an out of compliance BP leaves the league, ~~the owner taking over must bring his BP into compliance by the next Opening Day~~ **the Commissioner's Office will bring the ballpark into compliance.**

TRADES

Trades processed by the league will take place at the beginning of the SIM, and roster moves will not be conducted by the league office. You will handle your player acquisition(s) once you take control of the player(s) received.

The trade deadline will typically be the 31st of July. No further trades will be processed after the trade deadline until after free agents are eligible to declare free agency. However, the Commissioner reserves the right to move the specific date forward or back, based on the game calendar date, to maintain a full 7 day SIM. The specific date will be reviewed and sent to ALL GM's via an IN GAME MESSAGE, as well as in SLACK.

Both GM's will enter the trade in game. A minimum of one GM needs to enter the trade for it to be processed by the league. *(effective December 2038)*

Trades will be processed **PRE SIM**.

DRAFT PICKS

- Draft Picks being traded are strictly prohibited under any circumstance.
- Draft Picks selected in June Amateur Draft are ~~not~~ allowed to be traded ~~off of their team until the trade deadlines open up after the season~~ **only AFTER being signed by the drafting team.** (*effective December 2038*)
- Draft Picks **CANNOT** be used as PTBNL.

To have a fully executed trade, both teams must agree to all terms in a way that there is no room for dispute between either team, or confusion to the commissioner, via ~~email or~~² SLACK or via the S+ Portal.

Without a confirmation, the trade will not be processed and voided.

RULE V PLAYERS

Cannot be traded during their Rule V Season. (*effective December 2038*)

PLAYERS TO BE NAMED LATER (PTBNL)

Players To Be Named Later (PTBNL) trades are acceptable. In the trade confirmation, if there is a player(s) that are to be delivered at a later date, they need to be specified and agreed to at the time of the trade. Listing of players does not mean that all of them can be traded and typically will be a choice of players by number. If a future date is not mentioned, the trade will go into effect once the trade deadline moratorium has been lifted.

An example would be:

Yankees get Baby Ruth

*Red Sox get Mounds, Almond Joy AND a **choice** of any two of the following: Milky Way, Oh Henry or Twix at the end of the season.*

If a player on the PTBNL List is traded by a team, this would be allowed, but the player(s) coming back for that player would replace the traded name.

The list of players will remain **PUBLIC**¹ amongst the two teams, and the Commissioner's office.

¹ (*amended for clarity and enable full disclosure November 6, 2019 - in game January 31, 2021 by Commissioner*).

AMATEUR DRAFT

An entry level draft will be held every June, starting in the game year of 2020. The draft will be determined by the OOTP game engine by reverse order of record, from the worst record all the way thru the best record.

AMATEUR DRAFT (continued)

We will use Stats+ for the draft, **and will be 12 Rounds.**

The draft will commence, on or about, the 2nd SIM of the season. The Draft Pool will be revealed approximately **55 130** days prior to the draft date (**changed December 2037**) (in game). We will start the draft with enough time to conclude the draft by the time we reach the in game draft day, so as not to delay our SIM's or season (changed December 2037)

Any compensatory draft picks will fall in line with the latest MLB CBA.

The first draft for our league will be held, in game, June 7th, 2020.

FREE AGENCY

Once a player hits 6 years of MLB service time, as determined via OOTP and are not under contract they will be allowed to enter Free Agency, and will sign for the highest dollar amount obtainable.

Certain players will demand a higher dollar amount and based on that could be considered Compensation Eligible Free Agents.

As per the 2017 CBA, players may ONLY be offered a Qualifying Offer one time in their career. After that, they will become regular, run of the mill Free Agents, and not cost their new team an unprotected 1st Round Draft Pick.

Free Agent players rated by OSA as ½ ★ will be retired on January 1st of the new year.

WAIVERS & DESIGNATED FOR ASSIGNMENT LISTS

These lists are only allowed to be used by three types of players

- Players that have actively been traded
- Players that are being removed off the 40 man roster
- Players that have PBA contracts, but are not on the 40 Man Roster.

Additionally, if someone runs out of DFA time, this typically halts the SIM. If you've exported and this happens, you'll receive an official WARNING, and the player will be sent to an appropriate farm team, and then a larger more progressive penalty for each seasonal recurrence.

If there was no export for the SIM and a player runs out of DFA time stopping the SIM, that player will be released into FA'cy. A warning will be issued to a team for the first offense, and then a larger more progressive penalty for each seasonal recurrence.

The use of the DFA & Waiver Lists shouldn't be used to hide/maintain players. **PENALTY FOR VIOLATING THIS RULE:** Player(s) get released. If habitual, then a manual decrease in Fan Interest that gradually gets larger for each infraction.

PLAYER CONTRACTS

VESTING OPTIONS, Not Allowed

PLAYER OPTIONS, Acceptable

TEAM OPTIONS, Acceptable.

Team Options Buyouts have to be 25% of that salaried year - INCLUDING BONUSES. (i.e. **10MM TO, 2.5MM BUYOUT**)

Team Option Years cannot be more than 150% than the last non-optioned season¹ (i.e. **10MM in the season before a Team Option, then TO year cannot be more than 15MM in salary**)

Team Option then Player Option, Not Allowed

Player Option then Team Option - Acceptable, with the 25% guaranteed buyout.

Player Option, followed by Team Option in the same season is allowed. This would equate to a MUTUAL OPTION. 25% guaranteed buyout is still necessary.

PERFORMANCE BONUSES:

Pitchers can only be awarded Cy Young Bonuses, and Hitters only MVP Bonuses.

Maximum bonuses for players are:

\$1,000,000 for MVP & CY YOUNG*

\$500,000 for All Star Game.*

BONUSES REMOVED DURING December 2038 Evolution Rule

***BONUSES REINSTITUTED DURING December 2039 Rule Vote**

PENALTY FOR VIOLATING THIS RULE: First offense will be a manual correction and an official warning from the Commissioner, as well as 20 lashes in a public forum using dry lasagna noodles. Second, and beyond offenses, will be converting those years to guaranteed seasons, **will have those funds rolled into contracts or IP and PA bonuses reduced to 1. (enacted December 2038)**

INJURY LEVEL

Injury setting reduced from OOTP Normal to Low

RULES PROPOSAL/CHANGES

The in game **WINTER MEETINGS** will be utilized as a standard date for ALL Rule Changes for the coming season, new OOTP rules that are instituted - created, modification to the Constitution and Game Play.

Any rule change that fails to be enacted will once again be introduced for a vote in League Evolution seasons. If the rule fails to be enacted again, it will be tabled for another 10 seasons before coming up again for a vote.

RULES PROPOSAL/CHANGES (continued)

"To change an existing rule, 67% of the voting shares have to be in favor of a change. 66% or less and the rule will fail to pass. Any rule that fails to pass will be carried over into the Evolution part of the Constitution and be voted on once more, for a second time. If the vote passes, it becomes part of our Evolution. If it fails, it cannot appear for a vote again for ~~30~~ 10 seasons.

"In the case of a new rule, 67% is required for passage. If the rule garners less than 50% then it also will go into the Evolution part of the Constitution and be voted on once more, for a second time. If the vote passes, it becomes part of our Evolution. If it fails, it cannot appear for a vote again for 10 seasons."¹

In the event a vote FAILS but garners greater than 50% of the league GM's in favor of a proposal, a re-poll and modification can be presented during the same offseason.

LEAGUE EVOLUTION

League Evolution will be after every season that ends in an "8" (2028, 2038, etc.)

For the most part and based on what OOTP has presented as "League Evolution" ideas, I don't foresee us as a group, utilizing them. However, I think it would be foolish as a league to dismiss any changes that has a chance to impact the league in a positive manner.

Other specific options that will change, or be modified / updated are listed below:

BASE SALARIES

Baseline salaries start at \$500,000 in 2019 and will remain for 10 consecutive seasons before increasing **\$100,000**. After the 10th season the starting salary will go up another **\$100,000**, and so on. It'll look like this:

- 2039 Season through 2048, **\$700,000**
- 2049 Season through 2058, **\$800,000**
- 2059 Season through 2068, **\$900,000**
- 2069 Season through 2078, **\$1,000,000**

NATIONAL MEDIA REVENUE

After every 10th season completed, **National** Media Revenue will increase **\$5,000,000** for every team. For an example, please see the example set forth in "Base Salaries".

LEAGUE EVOLUTION *(continued)*

LEAGUE EVOLUTION PLAYER ADDITION (VIA PIMP POINTS)

After the World Series of a season ending in "8", we will conduct two step bidding process. One for selecting a decade to use for our next historical infusion of talent, the second bid will be for Draft Position. Both will take place at the Winter Meetings; **ALSO IN PIMP POINT EXPENDITURES.**

HISTORICAL 18 YEAR OLD ADDITION TO FRANCHISE

(added June 4th, 2019 - in game February 4th, 2019).

- Player must have had MLB Debut in the 1970's
- They'd be dialed back to their 18 year old self, and imported into the game and placed on your R Ball teams.
- If Stamina, due to a bug in OOTP game, is unrealistically low, based on the players real life performance, it will be manually adjusted
- If injury proneness is listed as FRAGILE, this will remain as there isn't enough data for the game to make an accurate assessment with no play time.
- The player will **NOT** be fully developed.

PLAYER CREATION AND OR HISTORICAL PLAYER ADDITION:

Currently, as per the Participation Incentive Marketing Program (PIMP Points) being instituted, Player Creation is **NOT** an option in this league; however, there are ways of adding in a Historical Player to either a draft or view league evolution. Please review the PIMP Point Section of this Constitution, as well as the League Evolution Section regarding this.

PARTICIPATION INCENTIVE MARKETING PROGRAM

(added July 31, 2019 - in game November 6, 2019).

The goal of the Participation Incentive Marketing Program (PIMP) is to increase the overall experience you're having within the Premier Baseball Association, as well as enhance the overall league and their overall enjoyment of the league through your individual experience.

There are many ways to do this, and each will be rewarded based on the personal involvement taken by each member.

There are some core beliefs amongst owners that PIMP Points should **NOT** be used to add any specific talent to a team, based on any level of participation. Generally speaking, if you have more time to devote to the league and your team, you, the General Manager, already have a competitive advantage.

Vacant teams will have their existing PIMP Pts reduced by 50%, or reduced to a floor of 3,000 Points (whatever is higher) due to either owner resignation or dismissal.

(October 2022- in game December 2033).

PARTICIPATION INCENTIVE MARKETING PROGRAM (continued)

EARNING PIMP POINTS

- **EXPORTING** 20 PIMP
BONUS: 30 PIMP Points for all exporting GM's if 22 or more export.
BONUS #2: 200 PIMP Points if you achieve 100% exports for a season
Note: Both Bonuses do not include Commissioner Assisted Exports..
- **PRESS RELEASES for League or Team (PR's)**
Pre, Mid and End of Season PR 50 PIMP
Trade PR's (capped at 4) 25 PIMP¹
BONUS: If you do a Pre Season, Mid Season and End of Season PR's gets 150 PIMP Pts.
- **VOTING**
RULES.....100 PIMP
ALL STAR GAME..... 60 PIMP
END OF YEAR..... 60 PIMP
HALL OF FAME..... 60 PIMP
BONUS: 120 PIMP Points for completing all votes.
BONUS #2: Draft in UNDER 10 Hours100 PIMP
- **PIMP PAYROLL**
LEAGUE HISTORIAN300 PIMP
MAINTAINING LEAGUE WEBSITE.....300 PIMP
OTHER JOBS AS THEY BECOME KNOWN300 PIMP
LEAGUE PRESIDENTS200 PIMP
- **LEAGUE PROMOTION**
RECRUIT NEW MEMBERS.....500 PIMP
PROMOTE LEAGUE (Forum Comments).....150 PIMP
- **LONGEVITY**
ALL GM's Stay together for a calendar season (Jan 1 to Dec 31).....200 PIMP
This is progressive. Stay together two seasons....get 400. Three...600. Miss a season, back to 200 we go.
ACHIEVE 5 Seasons in the PBA500 PIMP
ACHIEVE 10 Seasons in the PBA1,000 PIMP
Every 5 Seasons thereafter1,000 PIMP

ACHIEVE 20 SEASONS ONE RESURRECTION, FREE BALL PARK MOD or RELOCATION
Ballpark or Relocation needs to be exercised within 2 seasons. Resurrection Pill can be "banked".
- **COMMISSIONER SLUSH FUND**
Doled out as deem warranted by Commissioner200 PIMP
Assisting other league members on SLACK, or assisting the Commissioner with any issues or problems arising, whether volunteered or searched out.

Any disbursement not covered here, will be paid out and closing out the "transaction". However, we'll have an amendment vote on the specific line item during the Winter Meetings.

PARTICIPATION INCENTIVE MARKETING PROGRAM (continued)

SPENDING PIMP POINTS

- **HEALTH AND WELFARE**
 - RESURRECTION (revert a career ending injury)..... 2,000 PIMP Points
 - REDUCE INJURY TIME (from >10 months to 5 months, ready for ST)1,500 PIMP
- **BALLPARKS & TEAMS**
 - Minor League Relocation (all 4 teams)1,500
 - Additional Seating (per 100 Seats)100
 - Ball Park Adjustment1,000
 - Fan Interest (per 7 points)1,000
- **PLAYERS**
 - Name Changes (20 or Younger in age, never played A Ball)300 PIMP
 - Nicknames200 PIMP
 - Historical Player Added to Draft.....1,000 PIMP
(from previous selected decade and not in league)
 - Convert Retired Player Immediately to a Coach200 PIMP
(automatically placed in your system at a salary of \$100,000 @ 3 years)
- **CASH**
 - ~~Cash Infusion (per 10,000,000 subject to max cash)..... 500 PIMP¹~~
 - Cash Infusion (per 10,000,000 ~~NOT~~ subject to max cash, Limited to 2x per²) 1,000 PIMP¹
- **FEEDER LEAGUES**
 - Rename a Division250 PIMP
 - Rename a Team..... 75 PIMP
- **ALL STAR GAMES**..... SEALED BID
 - Every two seasons we'll be giving out the All Star Game to teams. Any team hosting the ASG will receive \$75 per ticket sold (not subject to Max Cash disbursed Jan 2), 10 Fan Interest Points. Can only host once every 10 Seasons.
- **LEAGUE EVOLUTION DECADE**..... SEALED BID
- **LEAGUE EVOLUTION DRAFT SLOT** SEALED BID
(receive 50% of your winning decade bid towards your draft slot bid)
 - In Evolution Years, at the conclusion of the World Series will start accepting bids on the next decade to utilize. Teams will bid on that decade, and previous decades are excluded. Once the decade has been determined, we will start the bidding process for draft slots at the Winter Meetings. In case of ties, the higher draft seed for the upcoming amateur draft will be the determining factor.

COMMISSIONER POWERS & PENALTIES

By far, the worst section that has to be written, and yet, here it is.

Any league-wide decisions or changes to our rules will require 67% of available voting shares. Founding Members have 10 shares each, Partner Members have 5, Associate Members have 3, and Members have 1.

The Commissioner has the power to make unilateral rulings cases where it appears the game is being manipulated - or "Gamed". This would fall into the "Best Interest of the League" category.

SUSPENSION & EXPULSION

Because we're an Owner's League, the Commissioner should not have any absolute powers to remove an owner. It's not MY league, but it is OUR league.

Any owner that does something possibly deemed detrimental to the league will not initially face expulsion. That is one area that I believe separates us from other leagues. Rather, that owner will be suspended for the remainder of the season, and then have his fellow owners determine his fate going forward. 66% of the vote or greater will turn the suspension into a dismissal. 65% or less will reinstate said owner back into the league. Should that same owner ever receive a second suspension, 50% of the vote or greater will be necessary to turn the suspension into a dismissal. 49% or less will reinstate said owner. The reason for 2 suspensions and not 1 is due to rule out potential bias between the commissioner and the owner.

If there is a 3rd Suspend-able offense, the Commissioner will poll FOUNGING MEMBERS and PARTNER MEMBERS and setup an emergency poll where 50% of the vote is necessary for immediate EXPULSION from the league.

However, the Commissioner will retain the right to expel Members without having to go through the above procedure. Associate Members, Partner and Founding Members will go thru the above process.

Members, prior to being promoted to Associated Member, will come up for review with the Founding Members for promotion or removal from the league.

(October 2022- in game December 2033).

Associate and Partner Members will come up for a renewal/review with the Founding Members upon their Promotion / Longevity Anniversary –or- Emergency Impeachment Process (as called upon by the Commissioner), for the sake of protecting the league from a coup d'état or GM's who feel that being in the PBA is a birth right and want to choke off the league.

(October 2022- in game December 2033).

COMMISSIONER POWERS & PENALTIES (continued)

RULE PROPOSAL's & CHANGE's

Since we're an Owner's League, the Commissioner's job is to assist all the owners in helping them achieve THEIR goals, regardless of the Commissioner's personal game play preference is.

There may be times when an owner wants to present a rule, and the Commissioner will work on the specifics of the rule with the originator for proper wording and if the rule can be implemented with the least amount of time spent "behind the curtain" as possible. However, if the originator of the rule does not want/need help with the specifics, the rule will be put up for a vote with the below criteria being used for passage or denial of the said rule.

CATCH-ALL

Any rule not covered by this constitution that comes up during the season will initially be ruled upon by the Commissioner for compliance for the remainder of the season, and then automatically be put to a league wide vote during the Owner's Meeting, in game.

Why the owners meeting? That's when we would be holding rule meetings/discussions and it's easy to remember.

Stats will be incorporated into Scouting Reports, as per a new option in OOTP 21

EXECUTIVE ORDERS

EXECUTIVE ORDER No. 1

April 19, 2022

TRADE MORATORIUM

PURPOSE:

There are many aspects for the need of this. Whether it's a GM that comes in just long enough to make a trade without knowing the full value of the player's worth, or because the GM doesn't have the intestinal fortitude to stay with us for the long term, or simply doesn't have the proper amount of time to devote to a fast paced league. Each of these scenarios present a decrease in league morale and the overall health of the league.

RULE:

New GM's entering our league will have a moratorium on trading players for one in-game season (approximately 10 weeks of real life time).

During this period, newer GM's should be able to assess their organization, as well as what the star values of the league are, and properly evaluate trade proposals being received in addition to making educated proposals to other GM's, without upsetting the competitive balance of the league.

EXCEPTIONS:

The Commissioner will have final say regarding the suspension/exemption of this Executive Order on a case by case basis.

EXECUTIVE ORDERS (continued)

EXECUTIVE ORDER No. 2

July 6, 2022

POISON PILL – (Prevent Intentional Long-term Losing)

PURPOSE:

This league has now had **TWO** instances of intentional – what the league office considers CHEATING (i.e. Tanking) in the past 6, 7 seasons.

When you have 24 GM's that are all relatively on the same level with knowledge, competitiveness and ability, energies are sometimes spent creating new ways of gaining an advantage that aren't always in the best interests of the competitive spirit.

Tanking is cheating. Period. The league does not see any delineation between how you tanking and cheating. Going out and intentionally not trying to win games hurts the entire league, both in the short term or in the long term. There are plenty of other leagues out there that do not care about tanking/cheating; we're not one of them.

The OOTP game engine does not do enough to adequately to punish/diminish/prevent long term losing. Typically, these scenarios are to "game" the system, garnering an advantage(s) over the other GM's of the league that will cause animosity for the sole purpose of "winning". We are not judged here on how many games you win, how many divisions you win or playoffs you make, nor league titles you win; you will be judged solely on your integrity of playing the game honestly. Intentionally not playing your best players, or dumping 50% of your major league roster from the previous season is why this is now in effect.

RULE:

INCENTIVES FOR WINNING (PROGRESSIVE)

- Exceed your previous W/L total from the previous season
- Making the playoffs
- Winning 100 Games

REWARD:

- Rename One Feeder Team (provide logo's and graphics, 100 PIMP) **AND**
 - 1 Minor League Team Relocation
 - 1 Name Change
 - 3 Nickname Changes
 - 2 Missed SIM Makeups.
 - 2 Missed PR Makeups
 - 1 Step Back on Contract Violations

EXECUTIVE ORDERS (continued)

EXECUTIVE ORDER No. 2 (continued)

July 6, 2022

POISON PILL – (Prevent Intentional Long-term Losing)

INTENTIONALLY NOT PLAYING YOUR BEST PLAYERS / CHANGING POSITIONS

RED CARD (Examples):,

- half star pitching staff with 3* players in AAA, or
- unrealistic position changes

ANTIDOTE: NONE

PENALTY: SUSPENSION, PENDING EXPULSION

DISMANTLING OF A TEAM

YELLOW CARD: Losing -20 WAR or More During an Off Season

ANITDOTE:

- Make the Playoffs, OR
- Don't lose more than 20 games than the previous season

PENALTY:

- -50 FAN INTEREST,
- No Spending/Accruing PIMP Pts.
- NO REVENUE SHARING (Funds taken by league).

INTENTIONALLY LOSING

RED CARD: Losing 30 more games than from the Previous Season

PENALTY:

- -50 FAN INTEREST
- No Spending/Accruing PIMP Pts
- NO REVENUE SHARING (Funds taken by league).

If this is in conjunction with the **DISMANTLING OF A TEAM**, -75 Fan Interest and Two Seasons of No Spending/Accruing PIMP Pts, No Revenue Sharing

EXECUTIVE ORDERS (continued)

EXECUTIVE ORDER No. 2 (continued)

July 6, 2022

POISON PILL – (Prevent Intentional Long-term Losing)

PERENNIAL LOSING (YELLOW CARD/RED CARD)

YELLOW CARD 1: Lose 100 Games In A Season (.380 win percentage)

ANTIDOTE:

- Make The Playoffs OR
- Win 63+ Games

PENALTY:

- No Penalty; On Notice

YELLOW CARD 2: Lose 100 Games For A 2nd Consecutive Season

PENALTY:

- -10 Fan Interest
- No Spending/Accruing PIMP Pts

RED CARD: Lose 100 Games For A 3rd Consecutive Season

PENALTY:

- -5 Draft Slots
- -25 Fan Interest
- No Spending/Accruing PIMP Pts.

RED CARD: Lose 100 Games For A 4th Consecutive Season

PENALTY:

- -10 Draft Slots
- -50 Fan Interest
- No Spending/Accruing PIMP Pts.

RED CARD: Lose 100 Games For A 5th Consecutive Season & Beyond

PENALTY:

- -15 Draft Slots
- -75 Fan Interest
- No Spending/Accruing PIMP Pts.

Which is now a great segue into The PILL Executive Order.

We're now 4 seasons into it's inception, and ALL of the desired results have been achieved, and a few that weren't are now going to be addressed. First, let's start with differential between the very best team in the league (Disney) and the worst team in the league (Seattle) had a .222 winning percentage, making this, the 2035 Season the most competitive season the PBA has had.

2035 Also saw the LOWEST win percentage by the best team in the league in PBA history. In addition, 2035 had once again the highest win percentage of the 24th best team. First, Seattle (@Brian -Seattle) is the only team the PILL may come down on for 2035.

As a reminder the PILL "Rule" is an Executive Order (EO), the Commissioner's office has a lot of leeway on whether to impose the penalty phase of the EO. Because of two specific areas, we're going to waive the penalty phase of the EO. First is that Seattle didn't make an "sell off trades" to get worse and improve upon their draft placement. Second was that they went +3 in WAR Gained between End of 2034 Off Season / Beginning of 2035 Season, yet still somehow went -10 2035 vs 34. The third area is how and what did they do down the stretch. All season long they were scuffling. 250-400 win percentage months. However in August they went on a tear, and went 19-9. That was after the trade deadline and they showed they were still trying to win. I can almost certainly state, without any trepidation, that Seattle wasn't intentionally losing games. I feel very comfortable with that statement, and because of that I don't feel it would be right imposing a Yellow Card, even if it is just a warning at this stage.

PILL PART 2

To the GM's, both here now and the dearly departed, that didn't agree with the PILL (both in concept and implementation), I'm just going to say that the PILL very much works. Where it doesn't work perfectly is in regards to trades. I think we could see more trading going on, especially closer to the deadline and I think this may help: **We're going to move the final end of season W/L Percentage At the Trade Deadline (circa AUGUST 1).**

This is a 2 Part Process:

Above and Below .383 Win Pct, (which is the baseline 100 Loss Season)

- **If you're at or above .383 Win Pct you'll be cleared from Yellow Card Status, AS LONG as you don't completely tank your season and end up above a .333 Win Pct (54 Wins).**
- **If you're below .383 Win Pct, you'll need to have 63 Wins to not fall into the PILL Rule**

What this means is this:

IF you're at or above a .383 Win Pct and want to trade off a player(s) for assets, you can with the only criteria being that you STILL need to win 54 games for the season. If you're already below .383 you will need to maintain that water level.

This change to the rule should open up trading a little bit more and give the tweaks necessary now that we've seen that this DOES work, that this can be modified in a very deliberate fashion without wide spread tanking/cheating.

PILL CHEAT SHEET

INFRACTION	Defined	1st OFFENSE & PENALTY	2nd OFFENSE & PENALTY	3rd OFFENSE & PENALTY	NOTES	ANTIDOTE
Intentionally Not Playing Best Players / Changing Positions	½ STAR Pitching Staff / Intent. Turn Hitters to Pitchers (vice versa)	RED ~~~ SUSPENSION pending EXPULSION	N/A	N/A		N/A
Dismantling a Team	Losing 20+ WAR in an off season	YELLOW ~~~ -50 Fan Interest No Spending PIMP Pts No Accruing PIMP Pts Cannot Receive Rev. Sharing	RED	RED		Make The Playoffs ~ or ~ Don't Lose More than 20 Game than Previous Season
Intentionally Losing	Losing 30+ Games more than the previous season	RED ~~~ -50 Fan Interest No Spending PIMP Pts No Accruing PIMP Pts Cannot Receive RS	N/A		If in conjunction with DISMANTLING A TEAM, then -75 Fan Interest and 2 Seasons of No Spending/ Accruing PIMP and 2 Seasons of No Rev. Sharing	N/A
Perennial Losing	Lose 100+ Games in a Season (seasons are CONSECUTIVE)	YELLOW ~~~ WARNING	YELLOW ~~~ -10 Fan Interest No Spending or Accruing PIMP	RED ~~~ No Spending or Accruing PIMP & -5 Draft Slots -25 Fan Interest	Lose 100 Gms For A 4th Con. Season 3 rd Offense AND -10 Draft Slots -50 Fan Interest ~~~~ Lose 100 Gms For A 5th Con. Season 3 rd Offense AND -15 Draft Slots -75 Fan Interest	Make The Playoffs ~ or ~ Win 63 Games

INAUGURAL DRAFT

(moved to the back of the Constitution June 2019)

The inaugural draft will start in game January 1, 2019 which is, circa May 1, 2019.

NAMES, LOGOS & BALLPARKS

Each GM will be allowed to name each of their teams (ABL, AAA, AA, A & R).

Each GM will be allowed to supply customized logos, uniforms and caps for each of the teams within their organization.

Each GM will be allowed to create and customize their 50,000 seat PBA League Ballparks, as well as for each of their other teams within their organization, including ballpark name, surface, indoors/outdoors, grass/turf, wall distances and heights, and wind direction. Average temperatures will be based on OOTP mapping the city closest to your city name.

SCOUTS & GENERAL MANAGERS

General Managers, the owners in the league, will initially be signed to 5 Year Contracts at \$250,000 per season. After that, the game engine will handle your contract renewals going forward.

Each Scout, will be assigned a \$250,000 contract per year for 5 years, as well as 10 years of scouting experience, and a ripe age of 37

Scouts have four categories assigned to them, "Majors, Minors, Amateurs, & International". Additionally, they also have an area of focus, "Highly Favor Ability, Favor Ability, Neutral, Favor Tools and Highly Favor Tools". Each GM will be allowed to customize their own scout to the level of **EXCELLENT** in two categories, and **GOOD** in the remaining two categories of those listed above. GM's will next designate their scouts area of focus.

Finally, I'd recommend offering (I.e. naming) your scout after a child, sister or brother, with a preference to a female. This league will embrace nepotism within the league at every opportunity.

OWNERS

More nepotism at work here.

Your owner's name, I'll recommend, be your spouse or one of your parents.

Owner Patience & Spending will be set to 10 for each team (moved from **DRAFT FINANCIALS**).

Owner Involvement will be set to 2, and Owner Priority at 3 to begin with. After that, all movement and adjustments will be determined by the OOTP Game Engine.

INAUGURAL DRAFT (continued)

DRAFT FINANCIALS

All teams will start off with the following for their inaugural draft:

\$80MM as your Fixed Draft Budget

\$10MM in cash

Fan Interest set at 80, and then will move based on how well, or badly, you've drafted.

FAN LOYALTY will be set at 10.

THE ACTUAL INAUGURAL DRAFT

The draft will be conducted in Stats+ Draft Utility, for the duration of the draft.

The Draft Order will be determined in SLACK via a die roll. It will be a roll of a 1 - 24 sided die. In case of a tie for a position, a re-roll between those teams.

As an example. Team A rolls a 1, Team B rolls a 2, Team C rolls a 1, Team D rolls a 1, Team E rolls a 4.

Teams A, C and D will roll off for positions 1, 2, and 3.

Team B would draft 4th, Team E would draft 5th.

The Draft will be conducted in a serpentine format, meaning if you go first in Round 1, You draft last in Round 2, alternating for the remainder of the draft.

For the first 20-40 Rounds, talent dependant, will be a fixed time slot to try and achieve a single round of drafting per day. As long as we're not fixating on 1.5* players, we'll continue with a "round-a-day". However, when the talent really starts dissipating, the speed will increase significantly.

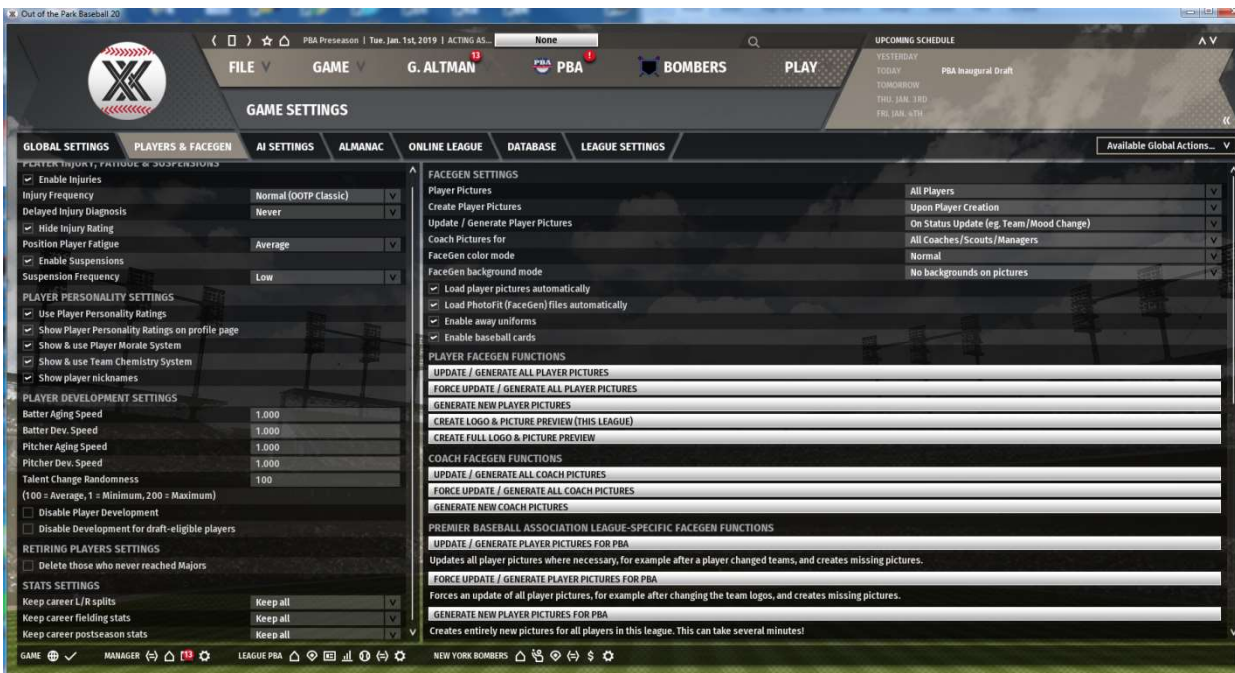
I do not want to rush the most important aspect of our franchise and its future because we're going to take 1-2 weeks longer to get into game play.

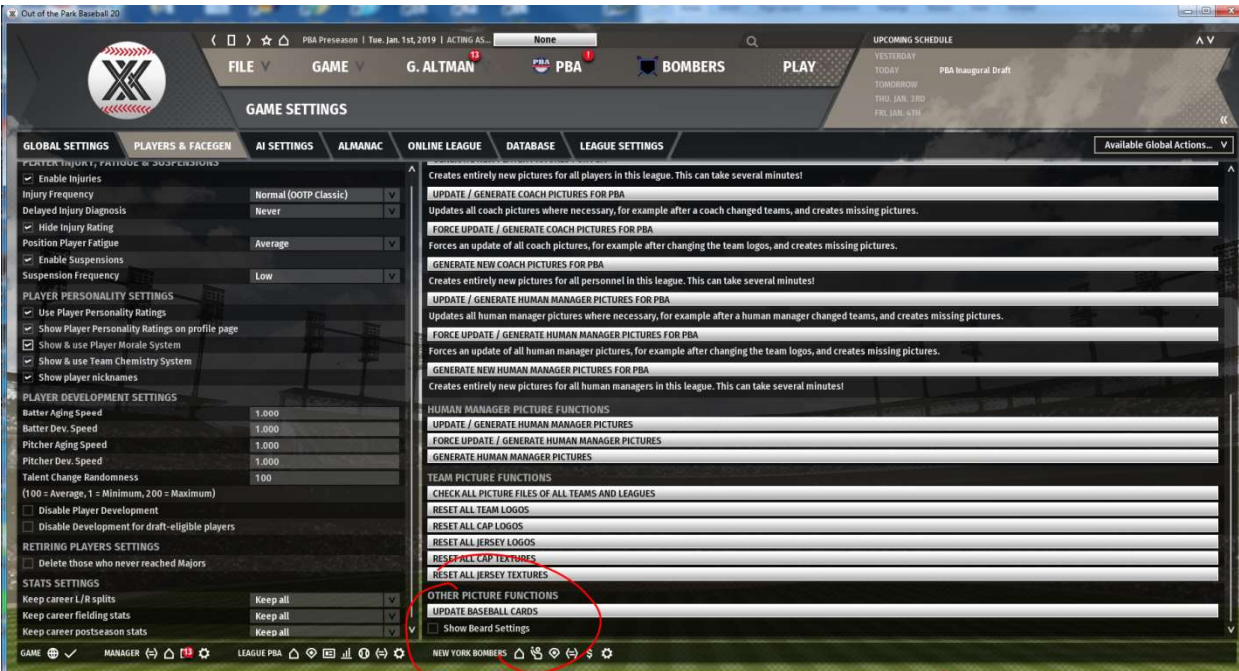
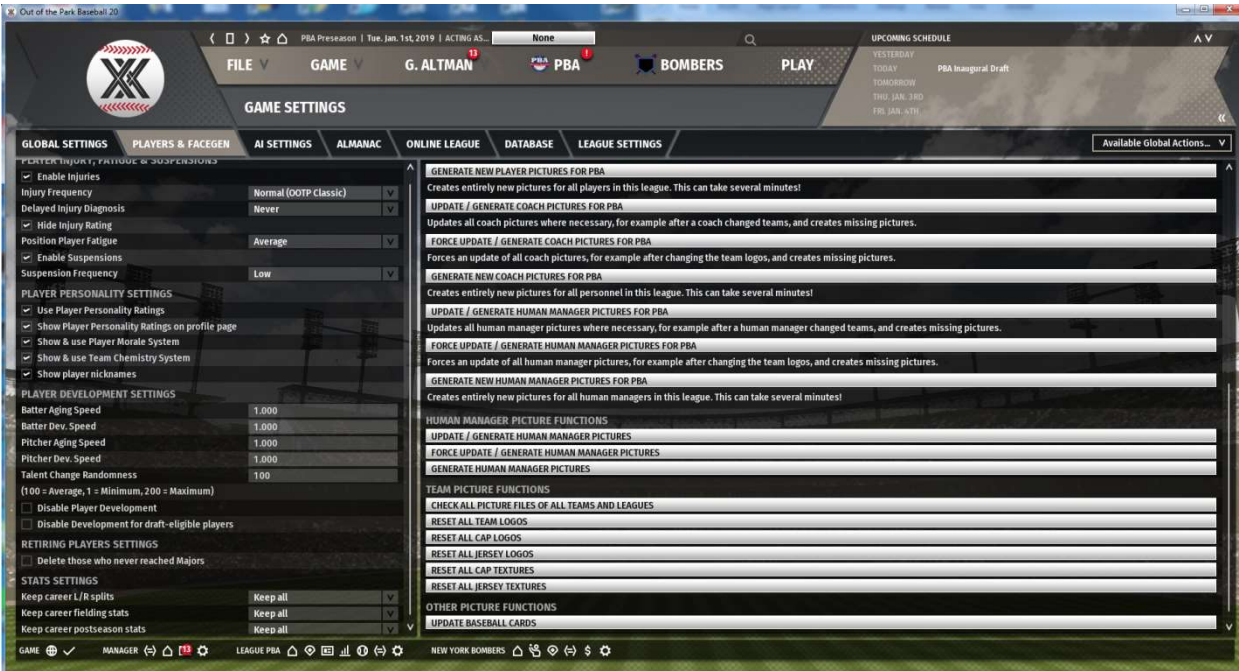
POST INAUGURAL DRAFT¹

After the draft GM's will need to start assigning players to fill each team to their proper levels, as well as fulfill all their coaching vacancies, trainer & assistant GM positions. These openings are to be completed by Opening Day.

Market Size will be reset to **7**, and Fan Loyalty will be reset at **10**. Market Size will have a bottom ranking of 6 and be adjusted up if necessary.

1 - (For simplicity and clarification this section MOVED at the end of "PBA League Setup" Section August 15, 2019 - in game January 1, 2020). NO CHANGES MADE.





This is checked, however, dont need to see all the beard settings

Out of the Park Baseball 20

PBA Preseason I Tue, Jan 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE
 YESTERDAY
 TODAY PBA Inaugural Draft
 TOMORROW
 THU, JAN 3RD
 FRI, JAN 4TH


GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Available Global Actions...

TRADING AI SETTINGS
 Trading Difficulty Very Hard
 Trading Preference Heavily Favor Prospects

PLAYER EVALUATION AI SETTINGS
 Ratings Weight 40 %
 Current Year Stats Weight 40 %
 Previous Year Stats Weight 15 %
 2 Years Ago Stats Weight 5 %
 APPLY CHANGES NOW
 RECALCULATE GM TENDENCIES BASED ON THESE WEIGHTS

OTHER AI SETTINGS
 Lineup Selection Sabermetric (Splits favored)



GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason I Tue, Jan 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE
 YESTERDAY
 TODAY PBA Inaugural Draft
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 FRI, JAN 4TH


GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Available Global Actions...

ALMANAC SETTINGS
 Archive HTML reports annually EDIT PROFILE
 The almanac will be generated on December 31st.
 Alternately, you can start the almanac manually from the Game Menu.

Standard profile 'complete almanac' LOAD PROFILE
 Standard profile 'box scores & game logs only' LOAD PROFILE

AUTOMATIC DATA DUMP SETTINGS
 Monthly data dump to CSV file EDIT PROFILE
 Monthly data dump to Access file EDIT PROFILE
 Monthly data dump to MySQL file EDIT PROFILE
 Yearly data dump to CSV file EDIT PROFILE
 Yearly data dump to Access file EDIT PROFILE
 Yearly data dump to MySQL file EDIT PROFILE



GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan. 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE

YESTERDAY PBA Inaugural Draft

TODAY

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THU, JAN. 3RD

FRI, JAN. 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Available Global Actions...

ONLINE LEAGUE SETTINGS

Enable Online League Mode

Allow Human Managers to be fired

Set Main Commish Password

Online League Settings

ONLINE LEAGUE FUNCTIONS

Create/upload reports

Import all teams from server

Import all teams from \import_export folder

Upload league files

League Name - the league name will be displayed in the OOTP online leagues list. It will also be shown if you post OOTP news on Facebook or Twitter.

Premier Baseball Association League

League Website URL - enter the complete URL of your online league's web space like for example <http://www.yourdomain.com/your-league/index.html>

<https://statsplus.net/pbal/index.html>

League Logo URL - enter the complete URL of a league logo image file like for example <http://www.yourdomain.com/your-league/logo.png>

League Format:

Fictional

Players (Modern is for leagues with real current and fictional futuristic players; Mixed is for other combinations):

Fictional

Export Deadlines Days And Times (e.g. 'Tu, Th, Sa 10PM EST'):

Mon, Tues, Thurs, Fri and either Sat or Sun 2pm EDT

League Description:

Premier Ownership for an OOTP League. Great Owners, Great League.

Sims per Week:

5

Game Days per Sim:

7

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan. 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE

YESTERDAY PBA Inaugural Draft

TODAY

TOMORROW

THU, JAN. 3RD

FRI, JAN. 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Database Tools

DETAILED INFO ABOUT THE CURRENTLY LOADED GAME

Database Status: LOADED

Number of Leagues: 8

Number of Teams: 236

Number of Players: 8080

Number of Coaches: 761

Number of Human Managers: 8

Number of Nations: 244

Number of States: 3370

Number of Cities: 90916

Number of Ballparks: 237

Number of Scheduled Games: 11713

Number of Names: 277760

Since 03/28/2019, you started OOTP 13 times and played 33 hours, 38 minutes, 19 seconds

Path to game folder: F:\Out of the Park Developments\OOTP Baseball 20\data\saved_games\Premier Baseball Association.ig

This game uses the default database folder F:\Out of the Park Developments\OOTP Baseball 20\data\database

The game folder does not contain a file injuries.txt, so the file will be loaded from the database folder.

The game folder does not contain a file off_field_injuries.txt, so the file will be loaded from the database folder.

There is no game specific text file -game folder-\text/english.xml, so this league uses the global text file.

The version string of the currently loaded text file english.xml is OOTP Developments 2019-03-20 14:17:09

There is no game specific folder -game folder-\templates, so this league will use the global report template files.

This game uses the photo folder F:\Out of the Park Developments\OOTP Baseball 20\data\photos

This game uses the logo folder F:\Out of the Park Developments\OOTP Baseball 20\data\logos

This game uses the ball caps folder F:\Out of the Park Developments\OOTP Baseball 20\data\ballcaps

This game uses the jerseys folder F:\Out of the Park Developments\OOTP Baseball 20\data\jerseys

This saved game uses an SQLite database to save the text data. The database engine is active.

League news = 0, team news = 0

League transactions = 0, team transactions = 0

League injuries = 0, team injuries = 0

League draft log = 0

Team development = 0

Player_history records = 149

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan 1st, 2019 | ACTING AS: None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE

YESTERDAY PBA Inaugural Draft

TODAY

TOMORROW

THU, JAN 3RD

FRI, JAN 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

POPULAR FUNCTIONS

EXPAND LEAGUE & SCHEDULE EXPANSION DRAFT
Starts the league expansion wizard where you can add teams to the league and schedule an expansion draft. Only available in preseason or offseason and if automatic expansion is disabled.

SCHEDULE FANTASY DRAFT
Releases all players and schedules a fantasy draft for the next day. Only available during the preseason.

SCHEDULE FREE AGENT DRAFT
This schedules a draft for which all free agents are eligible.

DELETE THIS LEAGUE
When deleting a league, all its teams get deleted and the players get dumped into the free agent pool. A deleted league cannot be undeleted!

RESET FUNCTIONS

- RESET ALL INJURIES & IL STATUS
- RESET FATIGUE OF ALL PLAYERS
- RESET MORALE OF ALL PLAYERS
- RESET COMPENSATION TYPE OF ALL FREE AGENTS
- ERASE THE SERVICE TIME OF ALL PLAYERS
- ERASE PBA CAREER STATS OF ALL PLAYERS
- ERASE ALL CAREER STATS OF ALL PLAYERS
- ERASE THE ENTIRE LEAGUE HISTORY

EDITORS

EDIT LEAGUE COLORS & LOGO
Edit the colors of the league or load / generate a new logo. The primary league color is used for interface elements on league-related screens.

EDIT LEAGUE STRUCTURE
Add/Delete Teams, Divisions or Sub-Leagues. Moving teams to different divisions is an option as well. You can also add historical teams! Should only be used in the offseason or preseason.

EDIT LEAGUE SCHEDULE
Lets you modify the league schedule, or generate a completely new fictional schedule. Scheduling exhibition games is also possible.

EDIT BALLPARKS
Opens the ballpark editor where you can add or modify ballparks.

ROSTER FUNCTIONS

- RUN COMPUTER MANAGER ON ALL TEAMS**
Have the AI set up all organizations of the league. Use this if you have modified AI team rosters and want to revert the changes.
- CLEAR ROSTERS**
Clears all rosters in this league and dumps the players into the free agent pool.
- FILL TEAMS WITH FICTIONAL PLAYERS**
Fills up all teams with generated fictional players up to the roster limit.
- RELEASE ALL COACHES & SCOUTS**
Releases all team personnel of this league and dumps the coaches / scouts into the available personnel pool.
- FILL TEAMS WITH FICTIONAL COACHES / SCOUTS**
Fills up all teams with generated fictional coaches / scouts.

FINANCIAL FUNCTIONS

- ASSIGN FICTIONAL FINANCIALS TO TEAMS**
Recalculates team financial figures, e.g. budget, based on the team total payroll.
- MAKE FICTIONAL PLAYER CONTRACTS**
Gives each player of the league a new fictional contract based on player value and experience.
- MAKE FICTIONAL PERSONNEL CONTRACTS**
Gives each staff member of the league a new fictional contract.

IMPORT / EXPORT FUNCTIONS

- IMPORT PBA ROSTERS**
Imports all rosters from a simple text file. Only use text files originally generated by the roster export below.
- EXPORT PBA ROSTERS**
Exports all rosters to a text file. You can edit this text file and re-import it to easily perform transactions.
- IMPORT PLAYER STATS**
Imports all batting & pitching & fielding stats of all players from 3 text files. Only use text files originally generated by the stats export below.
- EXPORT PLAYER STATS**
Exports all player batting & pitching & fielding stats to 3 text files. You can edit these text files and re-import them.
- EXPORT LEAGUE STRUCTURE**
Exports the league structure into an XML file which can be read and used by external tools.
- IMPORT PBA RETIRED NUMBERS**
Imports all retired numbers from a simple text file.

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan 1st, 2019 | ACTING AS: None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE

YESTERDAY PBA Inaugural Draft

TODAY

TOMORROW

THU, JAN 3RD

FRI, JAN 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

POPULAR FUNCTIONS

EXPAND LEAGUE & SCHEDULE EXPANSION DRAFT
Starts the league expansion wizard where you can add teams to the league and schedule an expansion draft. Only available in preseason or offseason and if automatic expansion is disabled.

SCHEDULE FANTASY DRAFT
Releases all players and schedules a fantasy draft for the next day. Only available during the preseason.

SCHEDULE FREE AGENT DRAFT
This schedules a draft for which all free agents are eligible.

DELETE THIS LEAGUE
When deleting a league, all its teams get deleted and the players get dumped into the free agent pool. A deleted league cannot be undeleted!

RESET FUNCTIONS

- RESET ALL INJURIES & IL STATUS
- RESET FATIGUE OF ALL PLAYERS
- RESET MORALE OF ALL PLAYERS
- RESET COMPENSATION TYPE OF ALL FREE AGENTS
- ERASE THE SERVICE TIME OF ALL PLAYERS
- ERASE PBA CAREER STATS OF ALL PLAYERS
- ERASE ALL CAREER STATS OF ALL PLAYERS
- ERASE THE ENTIRE LEAGUE HISTORY

EDITORS

EDIT LEAGUE COLORS & LOGO
Edit the colors of the league or load / generate a new logo. The primary league color is used for interface elements on league-related screens.

EDIT LEAGUE STRUCTURE
Add/Delete Teams, Divisions or Sub-Leagues. Moving teams to different divisions is an option as well. You can also add historical teams! Should only be used in the offseason or preseason.

EDIT LEAGUE SCHEDULE
Lets you modify the league schedule, or generate a completely new fictional schedule. Scheduling exhibition games is also possible.

EDIT BALLPARKS
Opens the ballpark editor where you can add or modify ballparks.

ROSTER FUNCTIONS

- RUN COMPUTER MANAGER ON ALL TEAMS**
Have the AI set up all organizations of the league. Use this if you have modified AI team rosters and want to revert the changes.
- CLEAR ROSTERS**
Clears all rosters in this league and dumps the players into the free agent pool.
- FILL TEAMS WITH FICTIONAL PLAYERS**
Fills up all teams with generated fictional players up to the roster limit.
- RELEASE ALL COACHES & SCOUTS**
Releases all team personnel of this league and dumps the coaches / scouts into the available personnel pool.
- FILL TEAMS WITH FICTIONAL COACHES / SCOUTS**
Fills up all teams with generated fictional coaches / scouts.
- SET ALL TEAMS TO NOT ALLOW AI ROSTER CHANGES**
Prevents all roster changes by AI-controlled teams.
- SET ALL COMPUTER TEAMS TO ALLOW AI ROSTER CHANGES**
This restores the ability of the AI to control non-human teams.
- SET ALL TEAMS TO CONTROLLED BY GARY ALTMAN**
Puts you in charge of every team in this league. This is useful when you want no AI moves at all and want the game to act as if you were managing every single team.
- SET ALL TEAMS TO AI-CONTROL, FIRE HUMAN MANAGERS**
This sets all teams back to being AI-controlled and AI-owned.

FINANCIAL FUNCTIONS

- ASSIGN FICTIONAL FINANCIALS TO TEAMS**
Recalculates team financial figures, e.g. budget, based on the team total payroll.
- MAKE FICTIONAL PLAYER CONTRACTS**
Gives each player of the league a new fictional contract based on player value and experience.
- MAKE FICTIONAL PERSONNEL CONTRACTS**
Gives each staff member of the league a new fictional contract.

IMPORT / EXPORT FUNCTIONS

- IMPORT PBA ROSTERS**
Imports all rosters from a simple text file. Only use text files originally generated by the roster export below.
- EXPORT PBA ROSTERS**
Exports all rosters to a text file. You can edit this text file and re-import it to easily perform transactions.
- IMPORT PLAYER STATS**
Imports all batting & pitching & fielding stats of all players from 3 text files. Only use text files originally generated by the stats export below.
- EXPORT PLAYER STATS**
Exports all player batting & pitching & fielding stats to 3 text files. You can edit these text files and re-import them.
- EXPORT LEAGUE STRUCTURE**
Exports the league structure into an XML file which can be read and used by external tools.
- IMPORT PBA RETIRED NUMBERS**
Imports all retired numbers from a simple text file.
- EXPORT PBA RETIRED NUMBERS**
Exports all retired numbers and descriptions to a text file called retired_numbers.csv in the import_export folder within the saved game folder.

OTHER FUNCTIONS

- RANDOMIZE CITIES
- RANDOMIZE TEAM NICKNAMES
- RANDOMIZE PLAYER NAMES
- RUN OSA & HUMAN SCOUTS RESCOUT

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE
 YESTERDAY
 TODAY PBA Inaugural Draft
 TOMORROW
 THU JAN 18D
 FRI JAN 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

BASIC LEAGUE SETTINGS

League Name Premier Baseball Association League
 League Abbreviation PBA
 League Level Major League
 Level Name (blank = default)
 Level Abbreviation (blank = default)
 League Nation The United States
 Region (optional) AUTO-REGION: Baseball Quality ++ Nations
 Parent League Not affiliated
 League Reputation 10 - Maximum

LEAGUE CONFIGURATION

Sub League 1 Name American League
 Sub League 1 Abbreviation AL
 Division 1 Name East Division

Team Name	Team Nickname	Abbr.	Nation
New York Bombers	NYB	USA	USA
Dave Adams	2	DA	USA
Lawrence Green	3	LG	USA
Scott Davis	4	SD	USA
Mike Roosa	5	MR	USA
Corey McQueen	6	CM	CAN

Division 2 Name West Division

Team Name	Team Nickname	Abbr.	Nation
Francois Neveu	7	FN	CAN
8	8		USA
9	9		USA
10	10		USA
11	11		USA
12	12		USA

LEAGUE APPEARANCE

EDIT LEAGUE COLORS & LOGO...
 Background Picture: None. SELECT FILE...

MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

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Corey McQueen
 Division 2 Name West Division
 Team Name Team Nickname Abbr. Nation
 Francois Neveu 7 FN CAN
 8 8 USA
 9 9 USA
 10 10 USA
 11 11 USA
 12 12 USA

Sub League 2 Name National League
 Sub League 2 Abbreviation NL
 Division 1 Name East Division

Team Name	Team Nickname	Abbr.	Nation
13	13		USA
14	14		USA
15	15		USA
16	16		USA
17	17		USA
18	18		USA

Division 2 Name West Division

Team Name	Team Nickname	Abbr.	Nation
19	19		USA
20	20		USA
21	21		USA
22	22		USA
23	23		USA
24	24		USA

LEAGUE APPEARANCE

EDIT LEAGUE COLORS & LOGO...
 Background Picture: None. SELECT FILE...

MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan. 1st, 2019 | ACTING AS: None

FILE GAME G. ALTMAN BOMBERS PLAY

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FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

LEAGUE RULES

American League Designated Hitter Rule Enabled
 National League Designated Hitter Rule Enabled

ROSTER RULES

Active Roster Size 26 Players
 Secondary (40-Man) Roster Size 40 Players
 Expanded Roster Size 40 Players
 Roster Expansion Date 1 September 2019
 Post-Season Roster Rules Enabled
 Post-Season Roster Eligibility Secondary Roster (40-man roster)
 International Complex Size 200 Players
 Spring Training Roster Size 85 Players
 Active Roster Player Age Minimum (0 - None) 0
 Active Roster Player Age Maximum (0 - None) 0
 Foreign Players on Active Roster Limit No Limit
 Waiver Period Length 14 Days
 DFA Period Length 28 Days
 Injured List Length 10 Days

MINOR LEAGUE SETTINGS

Minor League Option Years Enable Option Years
 Disable right to refuse minor league assignment
 Allow incomplete minor league rosters (ghost players)
 Roster AI with incomplete minors Fill teams top to bottom first
 Base Minor League Depth Charts and Pitching Staff on... Potential Ratings

RULE 5 DRAFT SETTINGS

Enable Rule 5 Draft
 Rule 5 Draft Date 7 December 2019

TRADING RULES

Enable Trading
 Trading Deadline Date 31 July 2019
 Allow trades with other Major Leagues
 Trading of Recently Drafted Players Next Offseason
 10/5 rule (veterans have right to veto trades)
 Allow trading of injured (> 7 days) players
 Allow waiver trades after the deadline
 Allow draft pick trading
 AI Trading Frequency Very Low

AMATEUR DRAFT SETTINGS

Enable Amateur Draft
 Disable automatic creation of free agents
 Amateur Draft Date 7 June 2020
 Amateur Draft Number of Rounds 16
 Generate Players for X Rounds 17
 Amateur Draft Pool Reveal Date 55 days prior to draft
 Draft Feeding Mode Feeder League - Additional Players
 No additional players needed for the next draft class.

FEEDING INTO DRAFT POOL OF ANOTHER LEAGUE

Here you can select a non-affiliated league whose draft pool will be fed with players from the Premier Baseball Association League. Set the age maximum in the roster rules above to control who is draft-eligible, players at or exceeding the maximum age are eligible. If you set no age maximum then every player is draft eligible.
 Select fed League: None

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason | Tue, Jan. 1st, 2019 | ACTING AS: None

FILE GAME G. ALTMAN BOMBERS PLAY

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FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

IMPORT / ADJUST FINANCIAL SETTINGS

Select which settings to import Select year... 2018
 Mass-adjust current financial values Select factor...

RESET FINANCIAL FIGURES TO MODERN MLB DEFAULTS

FINANCIAL SETUP SUMMARY & PROJECTIONS

Please finish inaugural draft first!

will Re-publish this screen after inaugural draft.

GAME MANAGER LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason 1 Tue, Jan. 1st, 2019 1 ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

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FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

DYNAMICALLY EVOLVING LEAGUE
 Enable automatic evolution of the league

TEAM PROMOTION & DEMOTION SETTINGS
 Enable promotion & relegation for teams
 Option disabled. Requires at least 2 unaffiliated leagues in game.

PROGRESSING SETTINGS
 Historical Year 2019
 Historical Year is used for routines like auto-import of strategy, modifiers or financials.

Settings below apply when year is pre-2018
 Automatically adjust league strategy when advancing to next season
 Import adjusted financial settings after each year
 Automatically adjust league totals modifiers after each season for accuracy (intended for fictional historical leagues)
 Automatically import historical player-creation modifiers
 Automatically import real historical rookies
 Use random rookies from all eras
 (Disable Amateur Draft in order to assign rookies to original teams or as free agents)
 Import rookies as free agents

Database Path:

AWARD NAMES
 MVP Award Name Most Valuable Player Award Disable this Award
 Pitcher Award Name Pitcher of the Year Award Pitchers may win Disable this Award
 Reliever Award Name Reliever of the Year Award Reliever may win Disable this Award
 Rookie Award Name Rookie of the Year Award Disable this Award

SCHEDULE SETTINGS
 Allow Rainouts
 NOTE: Changes only take effect when re-generating the schedule!
 Number of Games per Team (0 = skip regular season) 162
 Season Start Date 1 April 2019
 Force Start on Certain Weekday Monday
 Auto adjust date if matching XML schedule found
 Select Typical Series Length 3 Games
 Schedule Balance Use Balanced Schedule Format
 Interleague Play Enabled
 Schedule loaded from file: v_g162_s11_d116d2t6s12d116d2t6_c_124-d60-n66-136-s1.lsd

SPRING TRAINING OPTIONS
 Schedule Spring Training
 Select Spring Training Length Default (5 weeks)

ALL-STAR GAME SETTINGS
 Hold All-Star Game
 Automatically Schedule All-Star Game
 All-Star Game decides home field for final playoff round
 Allow Human Managers to vote for All-Stars
 Influence of Popularity in All-Star Vote High
 All-Star Game Roster Size 33
 Force all teams to be represented at the All-Star Game
 Force use of DH in All-Star Game

PLAYOFF SETTINGS
 Disable Playoffs
 Break Ties with tiebreaker games

Out of the Park Baseball 20

PBA Preseason 1 Tue, Jan. 1st, 2019 1 ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

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GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

Rookie Award Name Rookie of the Year Award Disable this Award
 Offense by Position Award Name Silver Slugger Award Disable this Award
 Defense Award Name Gold Glove Award Disable this Award
 Manager Award Name Manager of the Year Disable this Award
 Custom Award Name

Allow AI voting

HALL OF FAME SETTINGS
 Enable Manual HOF Voting
 Enable AI HOF Voting
 HOF Reveal Date 31 December 2019
 Force reveal on certain day of week Wednesday
 Voting Period Length 15 Days
 Waiting Period prior to Induction 3 Years
 Years on Ballot 10 years
 Minimum Service Years 10 years
 Induction Threshold Percent 75%
 Drop Players below % 5%
 Maximum votes per ballot 10

MILESTONE SETTINGS
 Milestone Career Hits 2000
 Milestone Single Season Home Runs 65
 Milestone Career Home Runs 300
 Milestone Single Season RBI 125
 Milestone Career RBI 1000
 Milestone Career Runs 1000
 Milestone Single Season Wins 20

All-Star Game decides home field for final playoff round
 Allow Human Managers to vote for All-Stars
 Influence of Popularity in All-Star Vote High
 All-Star Game Roster Size 33
 Force all teams to be represented at the All-Star Game
 Force use of DH in All-Star Game

PLAYOFF SETTINGS
 Disable Playoffs
 Break Ties with tiebreaker games
 Alternate home field for final playoff round between sub-leagues

EDIT PLAYOFF MATCHUPS
 Use Custom Playoffs
 Split Season Playoffs Enabled
 Play-Off Mode Division Winners plus Wildcard(s) qualify
 Number of Wildcard Teams per Sub-League 2
 Number of Playoff Rounds 3
 Name of Round 1 Division Series
 Abbr. of Round 1 DS
 Best Of in Round 1 Best Of Five
 Name of Round 2 League Championship Series
 Abbr. of Round 2 CS
 Best Of in Round 2 Best Of Seven
 Name of Round 3 World Series
 Abbr. of Round 3 WS
 Best Of in Round 3 Best Of Seven
 Stagger series start dates between Sub Leagues Yes
 Fixed series start dates No, base on previous series lengths

Out of the Park Baseball 20

PBA Preseason 1 Tue, Jan. 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE
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GAME SETTINGS

Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI

LEAGUE SETTINGS

Manager Award Name: Manager of the Year Disable this Award

Custom Award Name:

Allow AI voting

HALL OF FAME SETTINGS

Enable Manual HoF Voting

Enable AI HoF Voting

HoF Reveal Date: 31 December 2019

Force reveal on certain day of week: Wednesday

Voting Period Length: 15 Days

Waiting Period prior to Induction: 3 Years

Years on Ballot: 10 years

Minimum Service Years: 10 years

Induction Threshold Percent: 75%

Drop Players below X%: 5%

Maximum votes per ballot: 10

MILESTONE SETTINGS

Milestone Career Hits	2000
Milestone Single Season Home Runs	45
Milestone Career Home Runs	300
Milestone Single Season RBI	125
Milestone Career RBI	1000
Milestone Career Runs	1000
Milestone Single Season Wins	20
Milestone Career Wins	200
Milestone Career K's	2000
Milestone Career Saves	300

All-Star Game decides home field for final playoff round

Allow Human Managers to vote for All-Stars

Influence of Popularity in All-Star Vote: High

All-Star Game Roster Size: 33

Force all teams to be represented at the All-Star Game

Force use of DH in All-Star Game

PLAYOFF SETTINGS

Disable Playoffs

Break Ties with tiebreaker games

Alternate home field for final playoff round between sub-leagues

EDIT PLAYOFF MATCHUPS Only available during playoffs.

Use Custom Playoffs

Split Season Format: Enabled

Play-Off Mode: Division Winners plus Wildcard(s) qualify

Number of Wildcard Teams per Sub-League: 2

Number of Playoff Rounds: 3

Name of Round 1: Division Series

Abbr. of Round 1: DS

Best Of in Round 1: Best Of Five

Name of Round 2: League Championship Series

Abbr. of Round 2: CS

Best Of in Round 2: Best Of Seven

Name of Round 3: World Series

Abbr. of Round 3: WS

Best Of in Round 3: Best Of Seven

Stagger Series start dates between Sub Leagues: Yes

Fixed series start dates: No, base on previous series lengths

MANAGER G. ALTMAN LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

PBA Preseason 1 Tue, Jan. 1st, 2019 | ACTING AS... None

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE
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GAME SETTINGS

Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI

LEAGUE SETTINGS

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. The PBA currently has no age limits set in it.

Default Player Origin: 1.0% from random origin

Amateur Draft Pool Origin: 1.0% from random origin

Generate International Amateur Free Agents: A Lot (96 per year)

International Amateur FA Reveal Date: 7 July 2019

International Amateur FA Signing Cap (0 = none): 55,000,000

Use Hard Intl. Amateur FA Cap

International Scouting Discoveries (per Team): A Lot (28 per year)

International Origin: 100.0% from random origin

Generate International Established Free Agents: A Lot (32 per year)

Intl. Established FA Origin: 100.0% from random origin

Generate Free Agents from Independent Leagues: A Lot (25 per year)

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

MANAGER G. ALTMAN LEAGUE PBA NEW YORK BOMBERS

Out of the Park Baseball 20

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE: YESTERDAY PBA Inaugural Draft, TODAY, TOMORROW, THU. JAN. 3RD, FRI. JAN. 4TH

GAME SETTINGS

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS Premier Baseball Association League

FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

TRACKED STATISTICS DETAIL

Select Stats Detail: Very High Detail

LEAGUE STRATEGY, AI AND STATS MODIFIERS

Historical Year: 2019

IMPORT SETTINGS

GENERAL AI ROSTER SETTINGS

Typical Starting Rotation Size: 5 Man Rotation

Starting Rotation Mode: Default

Allow Starters in Relief: No

Number of Relievers (non-DH League): 8

Number of Position Players (no-DH League): 13

Total Players on Roster (no-DH League): 26, Limit is 26

Number of Relievers (DH League): 8

Number of Position Players (DH League): 13

Total Players on Roster (DH League): 26, Limit is 26

GENERAL STRATEGIC TENDENCIES

Hook for Starting Pitcher: Default

Hook for Relief Pitcher: Default

Use of Relievers: Extreme

Use of Closers: Very Often

Use of Openers: 2 (Rarely)

Pitcher Stamina: Normal

LEAGUE TOTALS

The league totals and modifiers determine the stats output of the simulation engine. ATTENTION: Auto-calculation is only available during the pre-season or spring training and is disabled prior to the inaugural draft.

Totals for year:

Category	Value	Modifier
At Bats	165000	
Hits	40200	1.000
Doubles	7000	1.000
Triples	400	1.000
Home Runs	5700	1.000
Bases On Balls	16000	1.000
Hit by Pitches	1500	1.000
Strikeouts	33000	1.000
BABIP	.289	Lg Avg: .244/.316/.395

Lock league total stats (excludes modifiers & applies to affiliated leagues too)

Automatically adjust league totals modifiers for accuracy

Automatically control in-game engine (only recommended for minors/feeders)

Starting Pitcher Stamina	1.000
Relief Pitcher Stamina	1.000
Groundball Percentage	1.000
Wild Pitches	1.000
Balks	.700
Passed Balls	1.000
Sac Flies	1.000
Sac Bunts	1.000
Stolen Base Attempts	.600
Stolen Base Success %	1.050
Fielding Ground Double-Plays	.800

Out of the Park Baseball 20

FILE GAME G. ALTMAN PBA BOMBERS PLAY

UPCOMING SCHEDULE: YESTERDAY PBA Inaugural Draft, TODAY, TOMORROW, THU. JAN. 3RD, FRI. JAN. 4TH

GAME SETTINGS

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FUNCTIONS LEAGUE & TEAMS RULES FINANCIALS OPTIONS PLAYERS STATS & AI League Actions

Select which settings to import: Select Year

GENERAL AI ROSTER SETTINGS

Typical Starting Rotation Size: 5 Man Rotation

Starting Rotation Mode: Default

Allow Starters in Relief: No

Number of Relievers (non-DH League): 8

Number of Position Players (no-DH League): 13

Total Players on Roster (no-DH League): 26, Limit is 26

Number of Relievers (DH League): 8

Number of Position Players (DH League): 13

Total Players on Roster (DH League): 26, Limit is 26

GENERAL STRATEGIC TENDENCIES

Hook for Starting Pitcher: Default

Hook for Relief Pitcher: Default

Use of Relievers: Extreme

Use of Closers: Very Often

Use of Openers: 2 (Rarely)

Pitcher Stamina: Normal

Pinch Hit for Pitchers: Very Often

Pinch Hit for Position Players: Normal

Defensive Substitutions: Normal

Stealing Bases: Normal

Hit & Run: Normal

Bunting: Normal

Infield Shifts: Normal

Lock league total stats (excludes modifiers & applies to affiliated leagues too)

Automatically adjust league totals modifiers for accuracy

Automatically control in-game engine (only recommended for minors/feeders)

Starting Pitcher Stamina	1.000
Relief Pitcher Stamina	1.000
Groundball Percentage	1.000
Wild Pitches	1.000
Balks	.700
Passed Balls	1.000
Sac Flies	1.000
Sac Bunts	1.000
Stolen Base Attempts	.600
Stolen Base Success %	1.050
Fielding Ground Double-Plays	.800
Fielding Line Drive Double-Plays	.150
Outfield Assists	.300

POSITION MODIFIERS

Position	Range	Errors
Pitcher	1.000	1.000
Catcher	1.000	1.000
First Base	1.000	1.000
Second Base	1.000	1.000
Third Base	1.000	1.000
Shortstop	1.000	1.000
Left Field	1.000	1.000
Center Field	1.000	1.000
Right Field	1.000	1.000

Restore Defaults

CUSTOMIZE PLAYOFFS

Please select the teams which qualify for the playoffs:

American Revolution League

French Revolution League

East Division

West Division

Wildcards

Est Division

Ouest Division

Wildcards

<input checked="" type="checkbox"/> 1st	<input checked="" type="checkbox"/> 1st	<input checked="" type="checkbox"/> 1st	<input checked="" type="checkbox"/> 1st	<input checked="" type="checkbox"/> 1st	<input checked="" type="checkbox"/> 1st
<input checked="" type="checkbox"/> 2nd	<input checked="" type="checkbox"/> 2nd	<input checked="" type="checkbox"/> 2nd	<input checked="" type="checkbox"/> 2nd	<input checked="" type="checkbox"/> 2nd	<input checked="" type="checkbox"/> 2nd
<input type="checkbox"/> 3rd	<input type="checkbox"/> 3rd	<input type="checkbox"/> 3rd	<input type="checkbox"/> 3rd	<input type="checkbox"/> 3rd	<input type="checkbox"/> 3rd
<input type="checkbox"/> 4th	<input type="checkbox"/> 4th	<input type="checkbox"/> 4th	<input type="checkbox"/> 4th	<input type="checkbox"/> 4th	<input type="checkbox"/> 4th
<input type="checkbox"/> 5th	<input type="checkbox"/> 5th	<input type="checkbox"/> 5th	<input type="checkbox"/> 5th	<input type="checkbox"/> 5th	<input type="checkbox"/> 5th
<input type="checkbox"/> 6th	<input type="checkbox"/> 6th	<input type="checkbox"/> 6th	<input type="checkbox"/> 6th	<input type="checkbox"/> 6th	<input type="checkbox"/> 6th
		<input type="checkbox"/> 7th			<input type="checkbox"/> 7th

12 Teams qualify for the playoffs.

Playoff Mode:

Regular



First round matchups determined by:

Position



Wild Card Round

Divisional Championship

League Championship Series

World Series

WC

DS

LCS

WS

Best Of Seven

Best Of Seven

Best Of Seven

Best Of Seven

2 away, 3 home, 2 home

2 home, 3 away, 2 home

2 home, 3 away, 2 home

2 home, 3 away, 2 home

Bye

@

FRL Ouest #1

vs

FRL WC #1

@

FRL Est #2

vs

FRL WC #2

@

FRL Ouest #2

vs

Bye

@

FRL Est #1

Bye

@

ARL West #1

vs

ARL WC #1

@

ARL East #2

vs

ARL WC #2

@

ARL West #2

vs

Bye

@

ARL East #1