



SKYLINE BASEBALL RULE BOOK

Version 2.5

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1. Game Overview

The Skyline Baseball League, or SKY, is an online fictional league that sims on daily at 7 pm ET. We use Slack as our primary communications platform and are a premium StatsPlus league. The SBL is a fictional take on the real-life MLB, with a few differences. The main difference is that the major league is not split up into 2 distinct leagues, but rather 4 regionally aligned divisions.

Because of this, the playoff format is unique; the best 3 teams in each division make the playoffs. Teams 2 and 3 will play a series while the #1 seeds have a bye. Then the winner will play their division's #1. You must make it through your division before you can face teams from other divisions in the playoffs.

The season is 156 games with 12 games against each member in your division and a 3-game series against every other team. There is a North/Atlantic - Central/Pacific All-star game that will take place in July.

1.1 History of baseball in the world of SKY

In the early years of baseball in the United States, leagues were largely regional and compartmentalized. Prior to 1980, the 4 major leagues were the Northern Baseball League, Atlantic League, Western League, and the Central League. During the 60's and 70's when flight as a method of transportation became more accessible, people began to wonder; why can't Los Angeles play New York?

Beginning in the spring of 1980, the Skyline Baseball League formed as an American super-league, thus combining all 4 regional major leagues under a single umbrella. For the first time in baseball history, teams from the west coast would play teams from the east. Each team would not only play its regularly scheduled 84 games against its own division, but it would also play games against every other team in the new super-league.

The 4 former league presidents decided that it would be best for baseball record keeping if the stats and records of their previous leagues were retired to the historical archives to give way to the new super-league. After all, it wouldn't make sense to compare current players to former players from an era where a team would only play 84 games.

1.2 Roles and Responsibilities

Game Commissioner: The chief responsibility of the commish is to ensure the steady operation of the game. He will maintain the server, forums, slack, contact info, etc. The commish is the primary simmer. The commish also serves as the primary recruiter as activity affects the steady operation of the league.

Draft Czar: The draft czar responsibility is to provide the commish with the correct draft order by keeping track of the draft order through trades, compensation picks, and league standings. This position is vital to the league if it's going to maintain draft pick trading. If the draft czar becomes vacant, we will not trade draft picks

SKY Rules Committee: The rules committee is responsible to ensure that the rulebook stays updated and to develop plans of action for potential changes. Any possible change, will be discussed by the committee first before it goes public. Any league member can propose for something to be discussed by the committee. The rules committee members must be 100% unbiased and will never place their current situation about the health of the league. Committee members must also be extremely accessible and willing to discuss every topic. Currently, the max amount of members is 25% of the league.

Welcoming Party: The welcoming party is responsible for onboarding a new member, if the commish is unable, once they accept the Slack invite. Onboarding includes, welcoming them to the group, pointing them to the getting started page, and assisting the new GM with any questions they may have. Members should have a strong knowledge of league rules and culture as well as the technical skills required to help the new GM with any problems. They will also assist with recruiting.

BLA Positions:

Game Commissioner: Joe Peters

Co-Commissioners: Alberto Luque

Draft Czar: Alberto Luque

Rule Committee: Joe Peters, Joseph Hoffman, Dustin Hulbrock, Stephen Ochs, Joe Gao, Michael Kadis, Justin Helbert, Alberto Luque

Welcoming Party: Michael Kadis, Joe Gao

General Managers: GM's are responsible for the following:

Exports – Exporting for each sim is required. The export tracker shows a historical export percentage. Even if you don't have any changes, export so your history shows that you are an active member. It is ok to miss a few sims, but once you miss 3 consecutive sims or have around a 50% export rate, I will be sending an inquiry.

Read the announcements! – Most of the time, what I post in the #commish_announcements is going to have the same information. But, please check it for additional information every time I post.

Going on vacation – If you're not going to have access to Slack or exports for more than 48 hours, you must either message me or set a Slack status with how long you're going to be away. I cannot assume that you're active if I can't reach you when you don't tell me you're away.

Responding to Slack messages or email – Please make every effort to respond to slack messages in a timely manner. We don't have room for members that don't communicate. If you receive an email from me, it's a last-ditch effort to contact you. Emails must be responded to ASAP. By the time I send an email, I'm already probably at the point where I'm looking for a replacement.

Voting in polls – It is your civic duty to vote in any polls published in slack. These polls are important for the league, so every vote is needed. Voting for end of season awards and the hall of fame is also required. These kinds of things are important for fictional leagues to come alive. You probably shouldn't be in online leagues if you refuse to put the effort into them.

General activity – Come out and talk to people! Online leagues are supposed to be social. This isn't the online league of 5 years ago where we only had message boards to communicate. Slack gives us the opportunity to really make a connection. The league is better when people get to know each other. That won't happen when only a handful of people participate in the #general chat. Participating in conversations obviously is not a requirement, but it goes a long way to show that you are committed to the league.

1.3 Core Game Rules

It's important to keep an open mind and to understand that this is ultimately a fictional league, in a fictional baseball world. It's best to not assume something to be true just because it's a certain way in the MLB. Baseball is still baseball, but things like financials, schedules, and roster rules can be very different than the real-life MLB.

1.4 Game and Sim Schedule

The SKY plays a 156-game schedule. Every team will play 12 games against every other team in their division and then 3 games against every other team in the league.

We sim every day, typically at 7 PM ET which may vary slightly, but will always be posted in the commish announcements channel. During the post season, we sim home stand to home stand. We also will try to sim multiple times in a night as long as the participating playoff teams are exported. The offseason schedule will vary based off of the in-game date. The offseason sim schedule will always be posted in commish announcements.

2. SKY League Structure and Rules

The Skyline Baseball League (SKY) is made up of four divisions, each consisting of 8 teams. Each franchise will maintain a single Triple A (AAA), Double A (AA), Advanced Single A (A+), Single A (A), and U20 Dominican Rookie (U20) affiliate.

Every franchise is also authorized up to 3 short season affiliates which includes Single A Short Season (A-), Rookie Advanced (R+), and Rookie Complex (R) leagues. An organization may not have more than 2 teams at any SS level. See section 4.4 about rules regarding customizing your minor league system.

2.1 Roster Rules of the SKY

The SKY will not use a designated hitter. There are no foreign player restrictions in the BLA. The waiver length is 7 days, DFA period length is 21 days (during the season), and the disabled list is 7 days. There are player options and the right to refuse assignment. Ghost players are not enabled in the SKY

2.1.1 Major League Level

The highest level of each BLA organization is their Major League team. There is no specific age limitation for major league players. Teams at this level may have 25 players on their active roster. Note that these roster limits do not include players on the disabled list. All players on the Major League roster must be on the 40-man roster, though please note that it is not required to keep the 40-man roster full. It is especially important to pay attention to your 40-man roster prior to the first sim of the regular season.

During spring training, non-40-man roster players can be added to the major league roster. If they are left on the final 25-man squad without addition to the larger roster, the commissioner is **unable** to advance the sim.

2.1.2 Triple A through Single A

From AAA through Single A, there is a limit of 25 players per team.

While there are no specific age limits for these levels, every effort should be made to either move prospects up or out. Please don't let a 28-year-old player sit in Single A ball for 4 years.

2.1.3 Single A Short Season (U24)

SS A includes the Northwest and the New York-Penn league and are designated as A-. These leagues are designed for recently drafted college players and former high school draftees from a couple seasons prior that is not yet ready for full season ball.

These leagues also have a limit of 30 players and are for players under 24 years old.

2.1.4 Rookie League Advanced (U22)

Advanced Rookie includes the Pioneer and the Appalachian leagues and are designated as R+. These leagues are designed for second year high school draftees that are not yet ready for full season ball and players that have graduated from the Dominican rookie league.

These leagues have a limit of 30 players and are for players under 22 years old.

2.1.5 Rookie Complex League(U21)

This includes the Arizona and the Gulf Coast Rookie Leagues. These leagues are designed for high school players fresh out of the draft and/or 2nd year draftees that have not received enough playing time the year prior.

These leagues have a soft limit of 30 players and are for players under 21 years old. A soft limit means that although it's not hard-coded in the game, every effort should be made to keep it as close to 30 as you can.

2.1.6 U20 Dominican Rookie League

The U20 DRL is designed for high school aged Latin American players to hone their skills before being sent away from their homes to a stateside league.

The only roster limit for the U20 league is that they may not be over 19 years and are of Latin American nationality.

2.1.7 International Complex

At the start of every DRL season, all Latin American players in the complex will be automatically assigned to their team's DRL team.

When a player is signed during International Amateur Free Agency or discovered, they are placed in your International Complex. Players at this level are generally around 16 or 17. All IAFAs are automatically assigned to the International Complex initially.

2.2 Postseason Rules and Structure

The SKY postseason will begin at the end of the regular season and take the top 3 teams from each division to compete for the coveted Skyline Cup.

The first two rounds of the post-season will take place within the division. First the #2 and 3 teams in each division will play a best of 3 series for the chance to play the #1 team in a five-game series for the division championship.

Once the 4 champions are decided, the Atlantic champion will face the North champion and the Pacific winner will take on the Central champion in a best of 7 game series. The Skyline series will be a best of 7 featuring the final 2 teams for the rights to the super-league crown.

2.3 Playoff Roster

Players must be on the secondary roster (40-man) prior to roster expansion (Sep 1st) in order to be eligible for the playoffs. Moves are not allowed when a series is in progress.

2.4 Acquiring Players

There are five ways for SKY teams to acquire players – waivers, trades, free agency, SKY amateur draft, and International Amateur Free Agents (IAFAs).

2.4.1 Trades:

See “Trading with Other Teams” section.

2.4.2 Free Agency:

Players become free agents after 5 years of ‘service time’. Players will accumulate a year of service when they accrue 80 days. Players cannot earn more than 80 days of service in any given season.

Additionally, players not on the 40-man roster are eligible for minor league free agency when they reach 6 pro years. Pro years may be found in the player’s contract tab and are different than service years. To prevent a player from entering minor league free agency, they must be placed on the 40-man roster. See the Financials section for additional info.

2.4.3 Waivers:

Players that are waived may be claimed within 8 days. If you select a player from waivers, he must go on your active roster.

2.4.4 Amateur Player Draft:

We utilize Stats+ to conduct our draft which will be imported into the game on the first in-game Monday in June and the amateur draft will be completed. The draft consists of 35 rounds and begins as soon as the pool is revealed during spring training. Do not forget to sign your players or they will re-enter the draft pool and you will lose your draft slot. See section 2.5.4 for specifics. The draft schedule will be posted by the commissioner prior to starting.

The first round will have a timer of 6 hours. Every subsequent round will be 4 hours. There is a night timer from 11pm – 7am ET. If a team's draft timer expires, they will be forced to auto. If a team's total draft time exceeds 16 hours, they will also be put on auto. This time is kept track of in

2.4.5 International Amateur Free Agents (IAFAs):

The IAFA pool is released annually on June 1st. There is \$6 million signing cap. If you go over the cap, there are penalties which is laid out in the IAFA tab. You may find the IAFA tab in a sub-tab under the Free Agents tab. You may also sign international players as a discovery. The user has no control over this though.

2.4.6 Rule 5 Draft

The Rule 5 draft will take place during every offseason, which the commish will put out a schedule for. The draft will utilize the in-game draft feature and the draft order will not change from what the game provides. Player eligibility follows the same rules as laid out in the [OOTP Online Manual](#) with one exception. Players cannot be drafted if they are under 23 years of age at the time of the draft. It is not necessary to protect these players even though they will show up in the draft pool.

2.5 League Financials

2.5.1 General Structure

The SKY runs a unique structure for its league operations that promotes competitiveness and parity. Team budgets are derived from the standard league-wide media at \$85 million per team. Ticket prices are locked at a fixed price of \$25.00, but attendance drives the ability for team budgets to fluctuate upward or downward depending on the team's success at earning attendance.

Budgets are set by using the entire revenue stream and are typically in the range of \$150-200 million total for player salaries, coaching salaries, scouting budgets, international amateur free agent budgets, and development budgets.

Teams are encouraged to spend what they're budgeted, or they will forfeit the excess as the GM is only able to apply a maximum of \$1 million in cash to the budget.

2.5.2 Free Agency Rules

Player become free agents after 5 years of service. 80 days will give credit for 1 full year. If a player is ready for the big leagues, call him up.

Players are eligible for arbitration after 3 years of service. If you decline to offer arbitration, the player becomes a free agent. **Pro tip:** offer a one-year extension over arbitration. You'll get a slight player morale boost. Players don't like going through arbitration.

2.5.3 Contract Rules

GM's may offer a contract without any limitations. The maximum amount of years will be 5.

2.5.4 Amateur Draftee Negotiations

After the draft, some players will require a bonus before they sign with your team. If you fail to sign them before the deadline, they will re-enter the draft at a later date and you lose rights to that player.

If you fail to sign a draft pick from rounds 1-5, you will receive a pick in the following draft's corresponding supplemental round beginning at pick 33. The supplemental pick order will be the same order as the current draft.

2.5.5 Over Budget Rule

All teams must be under budget by the following Opening Day or they will be penalized with escalating actions.

First, the commish will reduce the IAFA budget to \$0.

If still over, the draft budget will be reduced to the recommended draft slot amounts.

If still over, the development budget will be reduced to half the baseline (\$5 Mil).

If still over, the scouting budget will be reduced to half the baseline (\$5 Mil).

If still over, the development budget will be reduced to \$0.

If still over, the scouting budget will be reduced to \$0.

If still over, the draft budget will be reduced to \$0.

If still over, they will forfeit their next two unselected draft picks.

2.6 Tiebreakers

2.6.1 Post-season seeding

There will be no tiebreaker games. Head to head record will be the seeding tie-breaker, with division record being the 2nd tie-breaker.

2.6.2 Draft order

If there are two teams that finish with identical records, the team with the worse record the season prior, will pick first. If the record is still tied, continue to go back a season.

3. Trading with Other Teams

Trades are the lifeblood of our league. You cannot win unless you know how to effectively work the trade block. There are two good ways to announce your intent to trade. Use the trade block located in the OOTP interface or you can announce it in the #tradeblock channel in Slack. The best practice would be to update the trade block and announce that it's updated on Slack.

Another great way to trade is to message GMs directly to offer or inquire about a player. I have found great success using this method. Some of the best deals are for players no one knew was available.

3.1 What can be traded?

Trades may involve any team asset and can be traded for any asset with a couple exceptions. Personnel and 1st round draft picks may not be traded. Also, you may not post a trade that involves more than 5 players and/or 5 draft picks. The game will not allow it. For example, I can select 5 players and 5 picks, but I can't select 6 players and 5 picks.

Teams may elect to retain a percentage of a player's salary to make a deal work, but no more than 50% may be retained.

3.2 Going over budget during a trade

When 2 teams agree on a trade, neither side may go over budget for the year with an exception. Before the trade deadline, there are some conditions where a team can go over budget to complete a trade. The team must be under budget to begin with and the game date has to be at least July 1st. This simulates asking the owner for additional funds for a playoff push. If a team meets the following exceptions, they may go over budget during a trade:

- They have a winning record, or
- They are 10 games or fewer back from the division leader, or
- They are 5 games or fewer back from a playoff seed (#3), or
- They are in 4th place in their division.

These conditions must be met when the trade is processed (post-sim). Trade posts are also allowed in anticipation of meeting these conditions.

Once the trade deadline passes, no more trades can put a team over budget. All teams must be under budget by the following Opening Day. See section 2.5.5 for over budget violations.

3.3 When will trades be processed?

All trades will be processed after the sim. They are processed after the sim to speed up the pre-sim process. If it were to be done before, it would add 10-20 minutes in some cases. After the trades are processed, the file will be uploaded immediately, and the GM will be able to place the players where they choose.

If a player gets injured for longer than 7 days after the trade has been confirmed, the trade will not be processed that sim. The file will upload, and the two parties will decide if they want to make a change or go through with the trade. This is the only exception where the trade will be processed pre-sim. The two GMs should leave instructions if they want the player placed in a specific spot.

There is an additional exception. If both GM's agree that a trade can be processed pre-sim, include *Pre-Sim* in the post subject, similar to what we do when trading draft picks. Note that if both GM's agree to this, the commish is only going to action the trade. He will not make any corresponding moves or lineup changes.

3.4 Posting a trade

Trades will be posted on the BLA forums in the "Posted Trades" forum and can only involve 2 teams. GM's may trade assets that haven't been acquired yet, as long as that asset is a part of another confirmed trade.

Trade posts must be formatted in such a way in order for the commish to process them in a timely manner. The title will include both teams and if a draft pick is involved, the title must include "(20YY Draft Pick)". If you don't include "20YY draft pick", it will be easy for the commish to miss your trade when creating the draft order. If you fail to include (20YY draft pick) in the subject, you may lose out on the draft pick.

Post subject: Pittsburgh/Havana Trade (Draft Picks)

Pittsburgh Sends:
RP Bill Barrett (ML)
C Justin Lowe (ML)
SP Miguel Flores (U24)
1985 4th Round Pick (#95 overall)
490k

Havana Sends:
RP Tommy Waltz (ML)
C Ken Chaffin (ML)
1985 3rd Round Pick (#50 overall)

The body of the post will include which team is sending what, along with the level the player is at. If a draft pick is involved, the post should specify which pick number is being traded unless the the draft order has not been finalized. If the trade happens before the order is finalized, then post the original owner of the pick. If it's not specified, then the pick being traded is the original pick of the team involved.

Note: Screenshot does not have a properly formatted subject.

3.5 Trade deadline

The deadline for trading players will always be the second Monday in August. Since trades are processed after the sim, once the sim that takes us to the second Monday in August happens, no more trades can be made. The only exception is if there's an injury during that sim and the trade needs reworked. In that case, we can process the trade before the next sim.

3.6 No-trade clauses

In OOTP you may offer players a no-trade clause when extending or signing them in free agency. This can cause you issues if you want to trade him. First, there is no way to find out who he will accept a trade to other than attempting to trade him to that team. This is not a commissioner function. In online leagues, there's just not going to be a way to see if a player will accept a trade to a certain team.

The commish doesn't keep a list of no-trade clauses nor will he check to see if a player has one. The commish will only see the note that a player has exercised his clause. When this happens, the commish will know to not attempt any future trades involving that player.

Bottom line, there is no specific rule that you can't attempt to trade a player with a no-trade clause but attempting to do so is a waste of time. They may go through unnoticed, but that's rare and the commish won't attempt it a second time.

4. League Customization

League customization is a very important tool to increase immersion and reduce GM turnover. The ability to modify your stadium, player details, turn former players into coaches, and changing your logos have all greatly improved our enjoyment of the league and really sets our league apart from the others.

4.1 Stadium Modifications

There are a few ways to turn your baseball cathedral into your own. You can name your stadium and change dimensions. Note that simply changing your dimensions will not affect the simulation. Stadium names can be completed at any time. To submit a mod request, please post in the Commish Actions forum.

Changing capacity and park factors may be an option in the future. It will require a discussion on slack.

4.2 Commissioner Turned Coaches

Commish turned coaches (CTC) generally will have better initial coaching ratings than computer generated coaches so it's important to have some guidelines and awareness of the process. Requesting a CTC does not give you the right to the coach. He may be signed by anyone.

A GM may turn a former player into a coach as long as the player fits certain criteria. All CTC's will be created as position coaches with an option for manager preference if qualified. A GM may not request just any player to be a CTC.

Request a CTC in the "CTC Requests" section in the commish actions forum.

4.2.1 Who is eligible to be turned into a coach?

They must have at least a normal in the rating categories of Intelligence and Work Ethic. For a player to have a manager option, his leadership rating must be high. Hitting and pitching focus will relate to the type of player he was. For example, you can't request a contact focus if the player was a slugger that struck out every other at bat. The requester may suggest a focus to be considered with good reason. Also, personality and management style will not be changed unless the requestor has a good reason to why it should be changed.

4.2.2 Rights to requesting a coach.

More than one GM may hold CTC request rights providing the player meets the criteria for both GM's. A GM has CTC rights if he or his current team originally drafted, signed as an IFA, or was the first BLA organization of the player. A GM may also have CTC rights if the player spent at least 4 seasons in the GM's previous or current organization.

4.2.3 When will coaches be processed?

CTC's will be processed at the start of the BLA Post-season and will be announced in #commish_announcements.

4.3 Player Detail Changes

GM's may change the cosmetic details of players in order to improve immersion by adding family, friends, and etc.

Changes may include name, HT/WT, face, number, anything in the history, and birthday (within 365 days). College players cannot be edited to a HS age. The commish has the right to deny any change for various reasons like silly names, for example.

Players may be changed at any time, but once a player has been promoted to the ML, they are ineligible to be changed, with some exceptions. Ask the commish if you want an exception.

To request a change, post in the commish actions forum.

4.4 Relocation and Logo Changes

Relocation and team name changes for the ML will almost always be denied. You'd have to find a realistic ML city as well as have a new skyline logo created by Txranger on the ootp forum. It probably won't happen, but the option is available.

Minor leagues on the other hand may be changed, but only under certain conditions.

Each ML team is required to maintain a single AAA, AA, A+, and A team. In addition to the DRL, every franchise is authorized up to 3 short season affiliates which includes Single A Short Season (A-), Rookie Advanced (R+), and Rookie Complex (R) leagues. An organization may not have more than 2 teams at any SS level.

In order to relocate, add a team, or subtract a team, it has to make sense for the league. For example, you can't move a Pioneer League team to Florida or a Gulf Coast League team to California. You also can't negatively affect the schedule of that league.

Best thing to do is to just ask the commish if you want to make a change.

5. Sim Violations and Missed Exports

The SKY has a strict policy regarding roster violations and exports. Roster violations halt the sim, and the simmer has to take an action in order to advance the sim. Exporting with violations is inexcusable since the game will literally tell you that you have a violation when exporting.

Frequent exporting is also required because inactive teams lose games. And that affects the competitive integrity of the league.

5.1 Missing Exports

Missing an occasional export is not a big deal. But since each sim covers 7 days, missing multiple exports in a row can have a devastating effect on the season.

Missing 4 consecutive exports is grounds for an AI re-organization. I won't do it just to do it, but if your organization gets out of whack due to missing an in-game months' worth of exports, I may have to. Note: Only applies during spring training and the regular season.

5.2 Actions during Sim Violations

The action that the commish will take if a sim is halted will depend on the circumstance and it's not feasible to list every instance. We will list some common violations

5.2.1 Over the roster/age limit:

Commish will demote, promote, or DFA a player of his choosing to get the roster below the limit. The commish will pick a player with limited value but shouldn't spend more than a few seconds doing this. No changes to the lineups will be made.

It should be noted that this fix will only be done if there's just a couple players over. If there appears to be neglect, usually by not exporting on opening day, then a full AI re-org will be done.

5.2.2 DFA time expired:

When a player is put on the DFA list, the team has 21 days before the time expires. Once the time is expired, at pre-sim, the player will be released, and the team will suffer any costs or penalties as if they were the ones to release him. This will only apply during the season.

Drafted players that receive bonuses will always go into DFA. You need to check your DFA list every sim.

During the offseason, the DFA time will be extended to 60 days and all DFA expires will be moved to AAA or the ML roster if on an ML contract. If there's not room on the 40-man roster, the player gets released. Please, please, please don't put me in a position where I have to release a big time free agent signing because you never moved him to your 40-man roster and there's no room.

5.3 Replacing an Inactive Member

Bottom line up front, if you're going to miss a few exports, or are too busy to export, let someone know. When a team misses 4 consecutive exports, they will usually get an email from a commish or president about their status. It is reasonable to expect a reply within 24-48 hours. If the member is not heard from for 24-48 hours, then it can be assumed that the GM has "ghosted" on us.

It cannot be emphasized enough that since Slack is the primary communications platform, that is where the reply is expected. You may get an email, but it's usually when the decision has already been made to find a replacement.

The commish will use his own judgement when deciding whether or not to replace them. The commish will take into account past activity and overall league standing.

6. New Members

Welcome to the Skyline Baseball League! I'm Joe, the founder and commish. I hope you enjoy your time here and please contact me if there's anything you're unsure of. I also understand that certain leagues are not for everyone. I've joined leagues in the past and realized after a week that it wasn't for me. I encourage you to be up front about anything.

6.1 Getting the game files

Detailed instructions can be found on the league forum. The file that is linked in the instructions is the exact same file that uploaded after I sim. The update file doesn't include the accountsdata_gms.dat file, which has the info needed to download league updates and to export. That file will be sent by the commish, or it can be requested from any league member.

6.2 Getting the graphics files

The graphics files are the pride of the SKY. If you don't properly install the graphics (logos and uniforms), then you won't get to enjoy the Skyline logos as it's intended.

It is highly recommended to install graphics before you open the SKY for the first time.

6.3 Important league sites

There are a few different sites that you will need access to. I will detail each below.

6.3.1 Slack

Slack is our primary means of communication. I do not use email to send out announcements or day to day communicating. We don't use forums for general conversation. Slack replaces all that. It is required for membership, and you would struggle in this game without it.

Check your spam folder if you didn't receive your invite. The Slack team name is skylinebaseball.slack.com. Your email has to be the same email I sent the invite to. When signing up, please add your real first and last name if it's not already there. I track everyone by real names and I won't remember Miami is starboy7364, for example. **Your display name should be city - name, like Miami - Joe. This allows you to be easily identified and me to associate you to the correct team in S+.** You also need your team logo as your avatar, which I will send.

6.3.2 Skyline Forum

The forums can be found at <https://statsplus.net/skylinebaseball/forum/index.php>. The forum hosts league rules, commish action requests, transaction posts, and league articles. You will need to register to post on the forum. When registering, it may ask for a spam bot password, which is baseball.

Your username again should be city - name, though it's not as big of a deal as the slack username.

6.3.3 StatsPlus

StatsPlus is the latest and greatest 3rd party OOTP online league application. S+ allows us to draft mobile while using our own scout's ratings.

Signing in for the first time is tricky, because you won't know if you did it right until I associate your account. To register, go to <https://statsplus.net/skylinebaseball/>, sign in with slack, and message me so I can go in there and associate you as the user for your team.

6.3.4 League HTML Reports

League reports are the standard OOTP HTML reports. They are very useful for checking out the league on the road. They are still worth checking out from time to time. No sign-in is needed and they can be [viewed here](#).

6.3.5 Export Tracker

When you send an export in game, the game doesn't necessarily know that the file reached the server. To verify, you must go to the export tracker. The tracker is a feature of StatsLab, but you don't have to be signed in to verify. It's recommended to check this after you export, or at the very least when you have an important export.

<https://statsplus.net/skylinebaseball/exports>

The Tracker simply checks to see if there's an export file on the server that was created after the league file was created. It cannot check the game date. The exported game date must match the simmer's game date, or the export will not take.

6.3.6 Twitch Broadcast Feed

During important sims, like the postseason or all-star game, I will often broadcast over Twitch. My Twitch channel is <http://twitch.tv/jcp1417>. I will always announce when I broadcast in Twitch.

7. Hall of Fame

Beginning in 2010, we will open up the Skyline Hall of Fame to celebrate 30 seasons of the unified super-league. Players must have at least 10 years of service. Service time prior to 1980 may count, however stats will not.

Players will remain on the ballot for 20 years post retirement and will change to 10 years beginning in 2020. A player cannot be on the ballot if he had ML time from the season prior.

80% of votes is required and players with less than 5% will be dropped from consideration. This will be a human-only ballot. Each ballot will have a max of 10 votes and a minimum of 0.