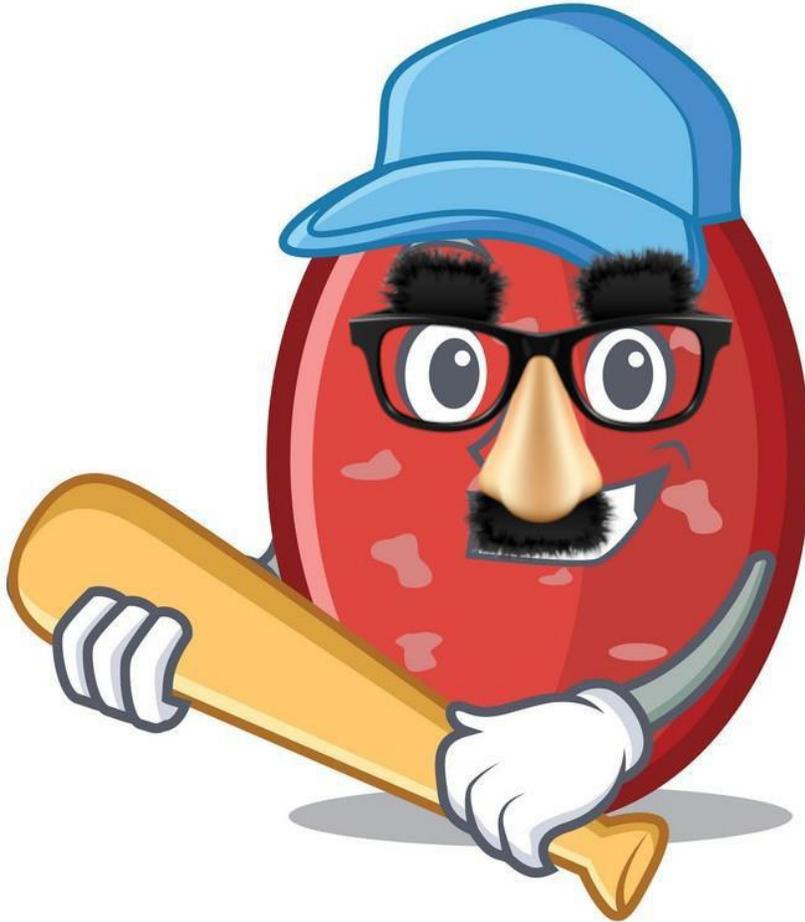


# The Grandest Salami Constitution



**Commissioner** – Chimaera

**League Website** – <https://statsplus.net/tgs/>

**Created** – 2022-02-23

**Updated** – 2024-01-06

The mission of The Grandest Salami is to provide a fun and competitive environment for all participants as they take on the role of virtual baseball general managers. Our aim is to replicate the excitement, strategy, and thrill of real-life baseball management, while upholding the integrity and spirit of the sport.

## 1) Governance

### a) The Commissioner

- i) The commissioner shall oversee organizing and operating the league file. They shall also be the lead executive in deciding league matters.
- ii) The commissioner will maintain clear and open communication with General Managers in The Grandest Salami regarding the simulation schedule, offseason events, export deadlines, first-year player and Rule-5 drafts, and the trade deadline.
- iii) Anything not explicitly prohibited by the rules set forth below will be up to the discretion of the commissioner who will try to balance precedent in TGS and MLB, as well as considering the competitive balance of the league, when making decisions.
- iv) In the event the commissioner wishes to step down from their position, they will ensure the league file will be made available to members of the league who wish to continue with the world.
  - (1) Nominations for a replacement commissioner will be made by members of the league, with a secret ballot being held to determine amongst those nominees the replacement commissioner.

### b) Sim Team

- i) There are currently two additional members of TGS that help with simulation activities throughout the season.

### c) General Managers

- i) All General Managers (GMs) will be treated with dignity and respect by other members of The Grand Salami. Personal attacks, either in public or private Discord channels, will not be tolerated.
  - (1) Targeted harassment, either by a single GM or a group of GMs, against another member of the league will not be tolerated. Three substantiated claims of harassment against a GM will be considered grounds for removal of that GM from the league.
- ii) GMs are expected to maintain clear and open communication with the commissioner.
- iii) GMs are expected to export changes to their team on a consistent basis. Failure by a GM to export for a prolonged period of time, without providing notice to the commissioner, will be considered grounds for removal.
  - (1) This provision should not be construed as requiring GMs to maintain a 100 percent export rate, or that The Grandest Salami is more important than real-life commitments. Adequate communication with the commissioner of a prolonged inability to export is sufficient to maintain league participation through protracted absences.
- iv) GMs that are acting with willful disregard for the health and future of their team will be considered for removal.
- v) GMs should try to act in a way that reflects how real-life baseball general managers operate. The players may be fictional, but the more they are treated like “real” players rather than digital poker chips, the less you will have to worry about running afoul of the rules laid out below.

### d) Sim Schedule

- i) The Grand Salami will sim four times per week during the regular season on Sunday, Tuesday, Wednesday and Thursday.
  - (1) Changes to the sim schedule will be posted in #administration by the commissioner when necessary.
  - (2) During the playoffs and the offseason, the simulation will be held daily, unless otherwise noted.
- ii) The time of the next sim will be posted by the commissioner at the conclusion of the previous sim in #administration.
  - (1) The time of each sim should be considered a rough estimate, and GMs should be mindful of getting their exports in advance of this time. Any deviations more than an hour from this time will be posted in #administration.
- iii) Each sim will be seven days of the season, typically from Monday through the following Sunday.

## 2) Global Settings

### a) Scouting Settings

- i) Scouting is disabled.
- ii) Scouting report updates are set to monthly, with all reports retained.

### b) Rating Scales

- i) Current, Potential, and Other Ratings are set to 20-80
  - ii) Overall and Potential Ratings are set to 20-80.
  - iii) Ratings greater than the max are not shown.
  - iv) All player ratings are shown relative to Major League Baseball.
  - v) Overall and Potential are based on all players, and not relative to the player's listed position.
- c) Player Settings**
- i) Injuries, Fatigue and Suspensions**
    - (1) Injuries are enabled and set to Normal (OOTP Classic).
    - (2) Delayed injury diagnosis is disabled.
    - (3) A player's general injury proneness is shown on the player profile page.
    - (4) Suspensions are enabled and set to Normal frequency.
  - ii) Personality Settings**
    - (1) Player personality ratings are used and shown on the player profile page.
    - (2) The Player Morale and Team Chemistry System are both in use.
- d) Player Development Settings**
- i) The development speed for both pitchers and position players are set to 1.000.
  - ii) The aging speed for both pitchers and position players are set to 1.000.
  - iii) Talent Change Randomness is set to 100.
- e) Misc. Player Settings**
- i) Those players who never reached the majors are deleted from the league.
- f) Feeder Leagues**
- i) There are four feeder leagues in place:
    - (1) NCAA
      - (a) Players are set to be eligible based on their HS/COL Level. Players will gain eligibility in their junior year. If they do not get drafted, or fail to sign, they will return to school for their senior year and be eligible for the draft the following year.
    - (2) High School
      - (a) Players will be eligible their senior year. Players who are not drafted or fail to sign will go to NCAA school and be eligible for a further draft.
    - (3) International Academies
      - (a) Players are eligible when they turn 16 for the draft. If they go undrafted or unsigned, they will go to NCAA and be eligible for a further draft.
- 3) The Grand Salami Structure and Roster Rules**
- a) Major League Baseball**
    - i) Structure**
      - (1) Major League Baseball will consist of two sub leagues of 15 teams each organized in a single division per league.
    - ii) Regular Season**
      - (1) The regular season will consist of 162 games.
      - (2) Teams will play a total of 146 games against teams in their own league. Each team will play every other team in their league between 9 and 12 games per season.
      - (3) Teams will play a total of 16 interleague games against five teams in the opposing league.
    - iii) Playoffs**
      - (1) The playoffs will consist of the top five teams from each league.
      - (2) The three highest seeded teams will receive a bye in the first round of the playoffs.
      - (3) Play-In Series**
        - (a) The fourth and fifth seeded teams will play a three-game series.
        - (b) The fourth seeded team will host all three games in the series.
      - (4) League Quarterfinal Series**
        - (a) The League Quarterfinal Series will be a five-game series.
        - (b) This round will use a format of two home games, two away games, and one home game for the higher seeded team.
        - (c) The winner of the Wild Card round will play the first seeded team, with the second and third seeded teams playing each other.
      - (5) League Championship Series**
        - (a) The League Championship Series will be a seven-game series.

- (b) This round will use a format of two home games, three away games, and two home games for the higher seeded team.

**(6) World Series**

- (a) The World Series will use the same format as the League Championship Series.
- (b) The team with the highest winning percentage in the regular season will receive home-field advantage.

**iv) General Rules**

**(1) Roster Rules**

- (a) The Designated Hitter rule will be in effect for both leagues.
- (b) The active roster will be limited to 26 players.
- (c) The secondary roster will be limited to 40 players.
- (d) Roster expansion will occur around September 1<sup>st</sup> – coinciding with sim dates – each season, which will allow teams to have 28 players on their active roster.
  - (i) Roster expansion also serves as the date players must have players on their secondary roster for playoff roster eligibility.
- (e) The International Complex is limited to 50 players.
- (f) Spring Training rosters are limited to 60 players.
- (g) The Injured List duration is seven days.

**(2) Waiver and DFA Length**

- (a) The waiver period will last 14 days between the start of Spring Training and the end of the playoffs. Between the end of the playoffs and the start of Spring Training, waivers will be 21 days.
- (b) The designated assignment period will last for 21 days between the start of Spring Training and the end of the playoffs. Between the end of the playoffs and the start of Spring Training, waivers will be 28 days.
  - (i) The Commissioner Tool's Automator will attempt to demote players that will run out of time during a sim. If this is not possible, the Automator will release the player.
- (c) Players placed on waivers will not be removed from waivers by the commissioner outside of exigent circumstances.
- (d) GMs can notify the commissioner of the following situation and a player will be made a free agent by the commissioner. If a player is claimed on waivers by a team, and immediately waived again, without spending a complete simulation period on the team's active roster. This is to help curb excessive waiver claims by teams hoping to stash players for depth by passing them through waivers.

**v) Run Environment**

- (1) The league is set to try and mimic the 2016 MLB season.
  - (a) At Bats: 165,560
  - (b) Hits: 42,275
  - (c) Triples: 875
  - (d) Home Runs: 5,610
  - (e) Walks: 15,090
  - (f) Hit by Pitch: 1,650
  - (g) Strikeouts: 38,982
  - (h) BABIP: .300
- (2) The game engine will automatically make adjustments each season on Opening Day.

**vi) Minor Leagues**

**(1) Structure and General Rules**

- (a) Each major league team will have a full complement of minor league clubs: one each of AAA, AA, A+, A-, R+, R- and WL teams.
- (b) The designated hitter will be active in all minor league levels.

**(2) Roster Rules**

- (a) **AAA and AA levels**
  - (i) No limits on professional service time.
  - (ii) Active roster limited to 32 players.
- (b) **A+ Level**
  - (i) Players must be 27-years-old or under at the start of the offseason.
  - (ii) Active roster limited to 35 players.

- (c) **A- Level**
    - (i) Players must be 25-years-old or under at the start of the offseason.
    - (ii) Active roster limited to 35 players.
  - (d) **High Rookie Level**
    - (i) Players must be 23-years-old or under at the start of the offseason.
    - (ii) Active roster limited to 40 players.
  - (e) **Low Rookie Level**
    - (i) Players must be 21-years-old or under at the start of the offseason.
    - (ii) Active roster limited to 40 players.
  - (f) **Winter League Level**
    - (i) Players must be 19-years-old or under at the start of the offseason.
    - (ii) Active roster limited to 40 players.
- b) Japanese Professional Baseball Organization**
- i) Structure**
    - (1) The JPBO will be organized in two sub-leagues of six teams each.
    - (2) Each JPBO team will have a reserve team. Players must be Japanese and must be 27-years-old or younger.
  - ii) Regular Season**
    - (1) The regular season will consist of 144 games.
  - iii) Playoffs**
    - (1) The playoffs will consist of the top three teams from each league.
    - (2) The three highest seeded teams will receive a bye in the first round of the playoffs.
    - (3) League Quarterfinal Series**
      - (a) The League Quarterfinal Series will be a five-game series played by the second and third seed from each league.
      - (b) This round will use a format of two home games, two away games, and one home game for the higher seeded team.
    - (4) League Championship Series**
      - (a) The League Championship Series will be a seven-game series.
      - (b) This round will use a format of two home games, three away games, and two home games for the higher seeded team.
    - (5) Maru Plate**
      - (a) The Maru Plate will use the same format as the League Championship Series.
      - (b) The team with the highest winning percentage in the regular season will receive home-field advantage.
  - iv) General Rules**
    - (1) Roster Rules**
      - (a) The Designated Hitter rule will be in effect for both leagues.
      - (b) The active roster will be limited to 29 players.
      - (c) The secondary roster is disabled.
      - (d) Spring Training rosters are limited to 60 players.
      - (e) The Injured List duration is seven days.
      - (f) Teams are limited to six foreign players.
      - (g) Options are disabled.
    - (2) Contract Rules**
      - (a) Japanese players are limited to four-year contracts.
      - (b) Foreign players are limited to one-year contracts.
      - (c) Japanese players are limited to four-years of initial team control.
      - (d) Contract extensions are prohibited.
  - v) Run Environment**
    - (1) The league is set to try and mimic the 2005 NPB season.
      - (a) At Bats: 58,658
      - (b) Hits: 15,732
      - (c) Doubles: 2,700
      - (d) Triples: 215
      - (e) Home Runs: 1,765

- (f) Walks: 4,894
- (g) Hit by Pitch: 637
- (h) Strikeouts: 11,867
- (i) BABIP: .310

(2) The game engine will automatically make adjustments each season on Opening Day.

vi) **Amateur Draft**

- vii) The JPBO Amateur Draft will occur each offseason and consist of five rounds.
- viii) Teams will be required to submit a list of up to 12 players for the first round in order of preference.
- ix) All team's first preferences will be revealed, and any player chosen by more than one team will be awarded based on a random selection.
- x) Any team(s) not awarded the player will then wait until all team's first preferences are awarded, and then their second preferences will be considered, etc... until all teams have selected a player.
- xi) Rounds 2-5 will be held on S+ with 30 minutes per pick.
- xii) Advanced Draftee Signing is disabled.

**4) Player Acquisition Rules**

i) **Contract Rules**

- (1) No player with less than three years of Major League service time will receive a multi-year contract extension.
  - (a) Players who were obtained through free agency (not Amateur Free Agents) are exempt from this rule.
- (2) Vesting options are prohibited.
- (3) All team options must include a buyout equal to at least 25 percent of the value of the salary offered in the optional year.
- (4) The total value of any bonuses offered may not exceed 25 percent of the annual average value of the contract.
- (5) No single year's salary may deviate more than 25 percent of the annual average value of the contract.
- (6) Players that were traded after Opening Day and are eligible for free agency at the end of the season are prohibited from signing contract extensions.
  - (a) There is no prohibition on the team offering the player a contract during free agency.
- (7) Players that have signed an extension cannot be traded, waived, or released until after the extension becomes an active contract. Further may still apply as outlined in the rules elsewhere.

ii) **Trades**

- (1) The trade deadline will be on or around July 31<sup>st</sup> each year, moving to coincide with the simulation schedule. The deadline each season will be communicated through #administration.
- (2) Recently drafted players are ineligible to be traded until the following offseason.
- (3) **Restrictions**
  - (a) Players that can veto a trade can exercise this right. The commissioner will not override a trade a player has vetoed.
  - (b) The commissioner will not track trades involving Players to be Named Later (PTBNL). Any such trade that involves a PTBNL is entered into at the sole discretion of both parties. If one party refuses to trade a PTBNL, the commissioner will not force the trade through.
  - (c) A player that signed a contract extension, or signed as a free agent, is ineligible to be traded until the first-year player draft has occurred in the year in which the contract took effect.
    - (i) Example – A player that signed a contract extension in 2021, but that extension does not take effect until 2022 is ineligible to be traded until the draft in 2022.
    - (ii) Players on minor league contracts are exempt from this rule.
    - (iii) Players that were subject to arbitration are exempt from this rule, unless:
      - 1. A player that is subject to arbitration, and already has agreed to a single year contract extension prior to the World Series, cannot be traded until the conclusion of the season.
  - (d) After Opening Day, a player may only be traded once until the following off-season. There is no restriction during the off-season.
  - (e) The maximum number of players involved in a trade per team is capped at five.
    - (i) Teams may submit multiple trades at the same time, but each trade has to stand-on its own merits (competitive balance wise), and be severable from any other deal. If one trade fails to be processed for any reason, the other trade(s) will not be voided.
- (4) **Salary Retention and Salary Retention**
  - (a) Due to how OOTP handles retention for Option years, retention will only be allowed for contracts

in which a player has guaranteed years remaining on their contract.

(i) Example: A player is dealt mid-season and has a guaranteed contract for the following year. Retention would be allowed.

(ii) Example: A player is dealt mid-season and has a team option for the following year. Retention would not be allowed.

(b) Cash may be included as part of the deal, but will be limited up to the amount of money remaining (guaranteed + player option + team buy outs) on contracts being traded by the team including cash.

(c) Teams not including players as part of a trade are limited to including up to \$750,000 per player as part of a trade.

(d) Examples:

(i) A team is trading a player that has a total of \$15 million in guaranteed money remaining on their contract. The team may include up to \$15 million in cash as part of their trade proposal.

(ii) A team is trading FOR a player, and is either not including anyone in their proposal, or players are only on minor league contracts. The team would be limited to \$750,000 as part of their proposal.

#### **(5) Trade Processing**

(a) All trades must be agreed to using the Stats+ Trade Tool, if possible. Once agreed to by both parties, S+ will post the trade to #completed-trades. One, or both, of the managers should also submit the trade through the OOTP client as part of their normal team export.

(i) While discouraged, a trade may still be submitted manually to that channel, with the other party replying to the message with confirmation.

(b) If a trade violates the budget parameters of one team, the trade will not be processed unless there are other trades by that team which may fix the budget situation.

(c) All trades will be processed at the conclusion of the sim.

(d) In the event a player is injured during the sim, the trade will be postponed allowing the party receiving the injured player to void the deal if they so choose.

(i) To avoid such a situation, managers are encouraged to DFA/Waive any player in a trade with their team export. While this might incur a temporary morale hit, it's a surefire way to avoid a playing injury.

#### **iii) Amateur Draft**

(1) The amateur draft will be conducted through Stats+ and will consist of 30 rounds.

(2) The draft will occur in game on or around June 5<sup>th</sup> each year, to coincide with the simulation schedule. The draft will start on Stats+ on or around May 1<sup>st</sup> each year.

(3) The draft pool will be uploaded around 120 game days prior to the draft occurring in game.

(a) Given the time GMs must scout and construct draft lists on S+, there will be no pick switching if their pick is autoed on S+.

(4) Advanced draftee signing is on. GMs will have to negotiate with their drafted players to sign them a contract following the draft.

(5) Draft picks cannot be traded.

(6) Once drafted, there is no restriction on when a player can be traded.

#### **(7) Supplemental Rounds**

(a) There will be three supplemental rounds – as needed – after the first three normal draft rounds each season.

(b) If a team fails to sign a drafted player in the first three rounds, that team will receive a compensation pick at the end of any supplemental round that follows the round in which that player was chosen in the next amateur draft.

#### **(8) Draft Time Limits**

(a) The draft clock will begin at 10:00 EST and stop at 01:00 EST each day.

(b) Each GM will have 360 minutes in the first round, 120 minutes in rounds two through five, and 30 minutes from rounds six through 40 to make their picks.

(c) If an owner fails to make a pick in the allotted timeframe, Stats+ will turn on AutoPick for that owner.

#### **iv) Rule 5 Draft**

(1) The Rule 5 Draft will be held on or around December 15<sup>th</sup> each season.

(2) No team shall select more than three players in the draft. Any player selected past the third will be returned to their original team.

(3) If a team is returning a player taken in the Rule 5 draft, it is a common courtesy to post the release in #completed-trades. This is due to OOTP's implementation of Rule 5 offer backs not working correctly

in online leagues.

**v) Independent League Players**

- (1) Any player in the Atlantic League, or American Association, may have their contract purchased for \$250,000 – cash, not available budget room – at any point of the season. When purchased, they are added to the purchasing team’s minor league system, and treated as any other player on a minor league contract.
- (2) To purchase a player, post their name, team, and league in the #completed\_trades channel indicating you are purchasing their contract.
- (3) These will be processed at the end of each simulation period in the same manner as trades.
- (4) Contract purchases will be treated on a first-come, first-served basis.

**5) Park Factors**

- a) Teams may change their park factors once every five seasons starting at the conclusion of the 2024 World Series.
- b) The cost to change park factors is set at \$100 million, which will initially be spread in equal \$20 million payments across the next five seasons.
- c) A team may pay-down any future year’s payments with cash reserves up to the point it would put them over budget in the current season.