

Work in progress

The MoneyBall Union Constitution

rev 2113.1 5/17/2023

(reason for new version: Modifications made to trading rules)

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League Resources

- StatsPlus League Website
- League Slack
- HTML Reports
- League File (to manually Update)
- Amateur Draft Page
- General Manager Roll
- League Setting

League Officials

- **Commissioner**
 - Current Commissioner is Mark Daniel, Minnesota Lake Monsters GM
 - Email: tmbucommish@gmail.com
 - The Commissioner is responsible for the management and daily operation of the league ensuring all things that make the league go: Simulating the games, maintaining the league file, updating the website, processing trades and being involved in all owner discussions
 - Set up and processing of the Amateur Draft
 - Validating in-game player contracts to ensure they are within the scope of the rule
 - Administrating, interpreting and modifying the rules
 - Commissioner has the power to create, alter or delete rules. Even though he has final say on any of these changes he will make every attempt to involve GMs in the decision process and he may call for votes to ratify changes or to help him to develop these changes
 - The goal is to have an active, competitive and fun league and to involve all GMs in accomplishing that though at times changes need to be made and trying to include everyone in the process can lead to nothing being done. Hence the Commissioner has the ability to do what he ultimately feels is in the best interest of the league.
 - The Commissioner is responsible for looking out for the best interests of the league are protected at all times. He shall also be given the power to assess fines and remove members as need be.
- **Executive Committee (EC)**
 - The EC is comprised of 3 members at large who act as a sounding board for the commissioner when making decisions running the league.
 - The EC is responsible for reviewing any trades referred to them by the Commissioner or a member at large if there is a question of the legitimacy of said trade. They will make a recommendation to the commissioner who will have final authority on whether a trade is legal and in the best interest of the league.
 - EC to intervene if they feel the Commissioner is not acting in the best interest. This can be

at the request of a member at large or on their own accord.

- If the Commissioner feels there is the potential need for any type of discipline needing to be handed out regarding a member's behavior he will hand the situation over to the EC to make a decision of such discipline.

- **Team General Managers (GMs)**

must have access to the current version of OOTP that the league is operating on

- must be a member of the tMBU Slack Channel
- must be registered in StatsPlus
- must respond to communications via slack or email from the Commissioners
- are expected to be active in the league which includes:
 - Exporting on a regular basis
 - If you are not going to be able to export or monitor the Slack for more than a few sims you should contact the Commissioner to let them know your situation
 - Monitoring the activity on the tMBU Slack channel
 - should respond to messages or emails from other league members in a timely manner
 - be active in discussions around the league operation and express concerns when they have them
 - Participate in polls/votes

Expected level of respect and professionalism

- The whole point of the league is to have FUN
- So all members of the league are expected to behave respectfully and civilly towards each other. While it is fine to disagree with other members of the league and the league officials it should be done respectfully and with the understanding that no one is paying to be in the league or being paid to run the league. We are all here to have fun and try to operate in a manner that is fair to everyone.
- If a member has an issue with another member he should contact the Commissioner privately to discuss the matter. If they don't feel comfortable contacting the commissioner then they can contact members of the EC.
- What should not happen is for discussions to become hostile or insulting in Slack or via email.
- Being that playing online OOTP baseball is to many an escape from the real world please avoid discussions in the league slack involving politics and religion. Please leave the outside world's issues out of our fantasy world.

Corrective or Disciplinary Actions

- The Commissioner may at his discretion discipline any member who becomes detrimental to the good of the league. Actions that may lead to some form of penalty may include but are not limited to the following:
 - GMs not actively updating, exporting and managing their organization
 - GMs performing actions in-game or out that are against the rules and the best interest of the league
 - Failing to respond to communications from the Commissioner
 - Disrespectful or abusive behavior directed at any other members of the league.
- Disciplinary actions may include but aren't limited to:
 - In game fines
 - Fan Interest reductions
 - Loss of draft picks
 - Outright dismissal from the league

League Functioning and Rules

- **Sim Schedule**
 - Commissioner will post a sim schedule in Slack for in-season off season activities
 - **Regular season sims**
 - Will be 10/11 days each (so 3 sims per game month) and processed at **11pm ET on Sunday, Tuesday and Thursday.**
 - All exports on the server will be loaded. The deadline for exporting is 11pm though if you need a few minutes you can contact the commissioner and if he can he can delay the start for you.
 - **Playoff Sims**
 - Sims will be conducted at least daily Monday-Friday though if all teams playing games in the next sim post appropriately in Slack that they are ready we could do multiple sims in a day pending commissioner availability.
 - Sims will be processed in groups of games; 1st sim will be first games 1-3 of the current round and each succeeding sim will be 2 games until the round is complete. This will be repeated for each round round of the playoffs.
 - **Off Season Sims**
 - We will follow the schedule the commissioner posts in slack but in general sim from the end of the playoffs to free agency will be 10/11 day sims and then the rest of the off season will be 7 day sims.
 - **Sims will be processed Sunday, Monday, Tuesday, Wednesday and Thursday at 11pm ET.**
- All schedules are subject to change if the Commissioner deems it necessary.

House Rules

- With the exception of the following house rules the league operates under the rules of the game engine per the league settings

Contract Rules and Extension Eligibility

1. Pre-Arbitration Players and Extension Standards
 1. Extension Eligibility
 1. Players are eligible for an extension only after they have settled arbitration once-either through the arbitration process, or by 'settling' via a one-year extension with no team or player option. Note: A player must be arbitration eligible(Checked via the Salary Arbitration Status under a player's 'Contract & Status' screen) before he can even be offered a one-year contract to 'settle' arbitration(no contract extensions before arbitration eligibility). Any contract offered to an ineligible player will be deleted.
 2. After a player has passed through the first year of arbitration, said player is eligible for a multi-year extension provided the extension meets the general contract restrictions laid out in section 2.
 3. Should a team sign a multi-year extension with a non-eligible player, that multi-year contract extension will be deleted, and the player shall be returned to arbitration status.
 4. Any player in the Free Agent pool, whether released by a former team, or entered as an international free agent, is exempt from the above requirements. The Free Agent pool is considered a different entity from the International Amateur Free Agent pool.
2. Contract Restrictions. All contracts are subject to the following guidelines:
 1. Option Years

1. Vesting Options are not permitted at all. Any contract containing vesting options will have those option years turned into guaranteed years.
 2. No contract can contain both a player option and a team option. A contract may contain one or the other, not both. Any contract containing both a team option and a player option, regardless of order, will have both option years changed to guaranteed years.
 3. All team option years must have a buyout of at least 20% of that year's salary. Team options that fail to have at least a 20% buyout amount will be changed such that those option years will be turned into guaranteed years.
 4. Team options may be no more than the highest guaranteed annual salary. Team options that are greater than the highest guaranteed annual salary will be changed such that those option years will be turned into guaranteed years.
 5. Player options are allowed without restriction. That is, no buyout amount is required for a player option.
 6. Only the final year or final two years of a contract may be option years. If a rule violation turns the last option year into a guaranteed year, any previous option years also become guaranteed.
 7. "Player Opt Outs" (different than Player Options) are allowed but all TOs must come after the Player Opt Out. Any contract with a TO before a Player Opt Out will have that TO made guaranteed.
2. Performance Bonuses
1. Bonuses include minimum plate appearances or innings bonuses as well as award or all-star bonuses.
 2. Bonus target maximum must be reasonable and potentially attainable for the player. IE; setting a 200ip bonus target for a relief pitcher or 800 Abs for a hitter would be unreasonable.
 3. Bonus target minimums must also be set high enough that there is a realistic possibility that the player cannot be the target. IE; setting and 1 AB or IP target for a player is essentially guaranteeing them the bonus so the money should be included in the contract amount.
 1. This minimum limit could be used to circumvent the salary cap but since we've eliminated the cap it should not be an issue but in the event someone figures a way to use it to their advantage I have added it here.
 4. No aggregate annual bonus amount, i.e. incentive amount, shall exceed 20% of the annual salary amount. i.e. a contract that has an average salary of \$10 million per year cannot have bonuses that total more than \$2 million per year.
 5. If an illegal total bonus amount is included in the contract then the full bonus amount for each season will be added to the guaranteed contract amount and the bonuses will be eliminated. So offer too much and you pay it whether the player makes the bonus or not.
3. Enforcement
1. Any free agent contract or contract extension that circumvents any of these rules will be subject to the above stated remedy that corresponds with the violation.
 2. In order to adequately enforce these rules, a Player Contract Committee will be appointed to have the task of reporting any and all potential contract violations for the Commissioner's review. In extraordinary circumstances, the Commissioner and Executive Committee, *not* the Player Contract Committee, reserve the right to allow for alternative remedies it deems appropriate under the circumstances. It is not the job of the Player Contract Committee to determine which contracts are or are not fair, nor to actually implement the remedies when there is a violation. The Player Contract

Committee's sole job is to monitor contracts and report any potential violations to the Commissioner's attention. The Commissioner (and the Executive Committee, if needed) retain final say regarding enforcement of any of these provisions.

4. Implementation of these rules will be set for the beginning of the Free Agent period during the 2080/81 off-season.
5. Notes on contract/contract rules
 1. Based on our new contract rules you may not offer a 1-year extension to a player until he is arbitration eligible.
 2. When a player is listed as '**Not yet, but possibly after this season**' (on his profile contract page) for "arbitration eligible?" or with a "**(A*)**" on the team salary page he is **not yet arbitration eligible** in regards to our rule and hence is **not eligible for an extension**. Super 2 is not resolved until after the season (not sure at this point if that is the end of the regular season or the playoffs) and said player will not be eligible for an extension until his super 2 status is official.
 3. For those that aren't clear on what "Super 2" is, here is the MLB rule... "In general, players must have accrued at least three years of MLB Service Time (written as Years. Days) before they can be eligible for salary arbitration. While players with 3.000+ years of service are eligible for arbitration, players with between two and three years of service may be eligible if they rank in the top 22% of service time among players with between two and three years of service." So MLB uses top 22% but I don't know if OOTP uses 22% or some fixed number

Injury List Management

1. You may not allow healthy players to remain on the Major League IL From the beginning of Spring Training until the end of the regular season. The game will warn you when you export if you have a player to be activated.
2. This won't be in effect during the playoffs and up until the Rule 5 draft. You may not have anyone on your MLB IL when we reach the Rule 5 draft.
3. If you fail to remove a player from the MLB IL when healthy the commissioner will do so to the best of his ability.
4. Management of the minor league IL is left to the discretion of the GM though it is recommended that you activate players when they are eligible.

Designated for Assignment (DFA) management

- It is up to GMs to manage players on their DFA but if a player runs out of DFA time during a sim the Commissioner shall resolve the issue to the best of his ability which could involve placing the player in the minors, on the 40-man roster or if no other option is available he may release the player.

Trading

1. All trades must be posted and confirmed in StatsPlus so they get auto posted to #trades_completed (This is how we confirm that both teams agree on all details of a trade)
2. At least one team must submit the trade in-game. This alleviates the commissioner having to track down all players involved in the deal and submitting salary retention, moving guys from the IC, etc. Preference is both teams submit in-game but because of the IC issue some can't be submitted in-game by the team receiving the player

1. The team trading the IC player should promote the player to Rookie Ball and then submit in-game
2. The team receiving the player should reply to the #trades_completed post of the trade if they want the player returned to the IC post trade
3. Since including draft picks in in-game trades can be an issue they do not need to be included as part of the trade in-game but must be in StatsPlus
4. If the game will not let you submit in-game for any reason other than receiving an IC player or including a draft pick then the trade cannot be processed.
 1. No Trade Clauses (NTC) are enforced and that will pop up when trying to submit a trade in-game
 2. A trade may not be allowed to be submitted in-game by the game engine due to financial reasons. In the past we forced these trades but that was primarily due to the salary cap.
5. Failure of at least one team submitting a trade in-game will cause the trade to not be processed unless arrangements are made ahead of time by contacting me and letting me know why the trade cannot be submitted in-game.
 1. I **may** allow some exceptions to submitting in-game if for example:
 1. both GMs are away from their computer
 2. maybe around the trade deadline since some trades are made at the deadline and I don't want to delay the sim waiting for the trade to be submitted in-game
6. All trades will continue to be processed pre-sim as we have been doing and GMs can submit instructions as we have been doing
7. Cash may be included in a trade though the team trading the cash must have it on hand to deal, they cannot be negative in cash or go negative due to the trade. Teams may acquire cash putting them over the cash MAX but come the end of the season they will lose anything in excess of the maximum
8. Draft picks in Rounds 1-5 of the next 2 drafts may be included in a trade
9. Retention of salary is allowed in trades up to the full value of the contract. Retention will apply for all remaining years of the contract.
10. There are no conditional or PTBNL trades, all resources in a trade will be processed immediately.
11. The trade deadline is July 31st.
12. All valid and properly confirmed trades will be processed Pre-Sim but after team exports have been loaded.
 1. GMs are encouraged to make as many of the changes as they can via export to avoid possible issues with the Commissioner processing the trade.
 2. GMs may provide instructions to adjust rosters/lineups after the trade is processed. If none are provided any players with major league contracts will be left on the team's DFA list for them to be assigned after the sim by the appropriate GM. Minor league players are generally automatically assigned to the team's lowest level minor league team that they qualify for by OOTP.
 3. Teams may provide instructions on adjustments to their rosters, lineups, and pitching rotations. This can include but are not limited to the following:
 1. If a team acquired a player that was in the previous team's International Complex (IC) they may request that he be placed in their IC.

2. Placing players on the active and/or 40-man roster (recalling from the minors or assigning from DFA).
3. Demoting players from the active/40-man roster (simple demotions or waive/DFA transactions)
4. Placing players on or activating players from the IL
5. Adjusting lineups and depth charts at the major league level
6. Adjusting pitching staff roles at the major league level
7. Placing a minor league player on the 40-man roster to protect them from the Rule 5 draft
8. The following will NOT be done by the Commissioner:
 1. No adjustments to team or individual player strategies and pitch counts.
 2. No changes or adjustments to any minor league teams other than demoting a player to the minors or recalling them to the majors.
 3. Minor league players acquired in the deal will not be assigned by the Commissioner unless they are to be placed on the active and/or 40-man roster, the software generally assigns such players to the team's lowest level minor league team.
9. Instructions must be thorough, clear and precise. The Commissioner will NOT 'guess' or assume what you might want done. Examples of some things that must be explicitly stated:
 1. If there is not a place on the active roster or instructions on how to create a space, then an acquired player will be left on the team's DFA for the sim.
 2. If the GM wants to demote a player and he is out of options, the GM needs to explicitly instruct the Commissioner to waive/DFA said player if that is what they want.

Amateur Draft

1. The draft order is determined in-game
2. There will be a draft lottery for the top 3 picks in the draft. The 14 non-playoff teams will be in the lottery. Results of the lottery will be published during the in-game winter meetings.
3. All 15 rounds of the draft will be run in StatsPlus
4. Draft Process
 1. We start the draft at 8am ET on opening day and the clock runs from 8am-8pm ET 7 days a week
 2. We do rounds 1-5 in StatsPlus and the 6-15 will be done in-game when we reach the draft in- game
 3. Teams have a fixed 1-hour time slot, the time does not change during the draft. You may pick early if everyone before you have picked
 4. If you fail to make your pick by the end of your time slot and you do not have a list in StatsPlus (or list is empty) you will be auto picked by StatsPlus.
 5. If you are auto'd and not happy with the pick you can request that the pick be changed BUT this will only happen if no other pick has been made when the person who modifies the pick is ready and available to make the change. So, it isn't when you request the change but when the actual physical change is to be made
 6. Any other changes to picks will be looked at in a case by case basis and will generally only be allowed if there is an issue with StatsPlus.
 7. It is highly recommended that you make a list in StatsPlus before the draft starts and make sure you have plenty of names on the list. Lists empty faster than you think so always put more on the list than you think you need to.

Rule 5 Draft will be processed in-game

Participation Points

1. We have eliminated the PPT system though teams will have until the end of the 2113 season to spend points that they have on the books.
2. Spending Ppts
 1. Currently we are still posting spending of point in the forums but teams should also post in the slack channel #participation_spending a link the the forum post
 2. What you do with your points:
 1. Increase Fan Interest = 20 PP for 5 FI points
 2. Add \$1,000,000 cash (up to Cash Maximum) = 25 PP
 3. Stadium Alterations (only in the Off-Season)
 1. 10 points of ratings adjustments = 40PP + \$2.5 mil
 2. Change of dimensions: 25 PP + \$1M + \$50k/foot (change in wall height/distances)
 3. Gambo Spreadsheet to be used to calculate Park Factors (will make spreadsheet available)
 4. Stadium Expansion (+5000 seats to max of 50,000)= 55 PP + \$4.0 mil
 5. Stadium Constructions (write up required) = 100 PP + \$12 mil (paid over 3 seasons) +20 Fan Interest (max 85)
 6. Capacity +5000 of current stadium (max 50,000)
 4. Team Relocation = 150PP and \$25 mil (paid over 5 seasons)
 1. Proposal must be presented to and approved by the Commissioner specifying Detail location, mascot/logo, stadium specs, reason for move.
 2. Fan Interest to 70 (or +5 to max of 85)
 3. Loyalty increased one spot (max: Good)
 4. Market Size increased one spot (Max: Good)
 3. Defensive Upgrades - 20 PP to add 10 points (on a 250 point scale) to the following defensive ratings (only players with zero major league experience are eligible) to a maximum value of internal value of 200
 1. Players cannot have played in the Major Leagues.
 2. The Following Player ratings can be improved:
 1. Infield range
 2. Infield Error
 3. Infield Arm
 4. Outfield Range
 5. Catcher Arm
 6. Catcher Ability
 7. Outfield Error
 8. Outfield Arm
 9. Turn Double Plays