

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

**SCOUTING SETTINGS**

- Use Complete Scouting System
- Clean Up Scouting Database
- Scouting Report Updates: Frequent
- Scout Report History: Keep all Reports
- OSA Report History: Keep all Reports
- Reports of Retired Players: Delete
- Incorporate Stats in Scouting Reports: No
- Scouting Accuracy: Normal
- Run Full Re-Scouting

**PLAYER RATING SCALES**

- Current Ratings Scale: None displayed
- Potential Ratings Scale: 1 to 100
- Other Ratings Scale: 1 to 100
- Overall Rating: Stars
- Potential Rating: Stars
- Show Ratings > Max: YES
- All player ratings are displayed relative to: the MoneyBall Union (MLB)

If you enable the next setting, then the overall & potential rating of a position player is based on all players instead of just the players of the same primary position.

- Overall ratings based on all players

**COACHING SETTINGS**

- Use Coaching System
- Coach Hiring from Other Teams: Yes
- Include Base Coaches: Yes
- Coach Cohesion Impact: Normal
- Coaching Contract Extensions: Allowed
- Enable Owner Goals
- GM-only users are always in control of lineups and hiring (legacy-mode)

**AUTO-SAVE & LOG SETTINGS**

- Auto-Save: Once a Year
- Save Box Scores from...: Human Organizations
- Generate Game Recaps for...: Human Teams
- Generate WPA Graphs for...: Human Teams
- Delay WPA Graph generation: No
- Save Game Logs from...: Human Teams
- Save Replays from...: Human Teams
- Store replays in pitch by pitch mode: No - One-Pitch Mode
- Generate Highlights for...: Human Teams
- Save 3D Movements from...: Human Teams
- Keep news logs...: From last 2 years
- Keep injury logs...: All
- Keep transaction logs...: All

**REPORT SETTINGS**

- Prospect Rankings: Dynamic
- Preseason Predictions: On Demand

**STORYLINES**

- Enable Storylines

**FINANCIAL SETTINGS**

- Global Financial Coefficient: 1.000
- ADJUST GLOBAL COEFFICIENT
- Currency Symbol: Dollar - \$

The following button will multiply the financial coefficient by 10, but adjust other financial figures in-game to compensate. This may slightly alter player salaries or other financial figures, but can prevent league finances from overflowing. It is recommended to use this once team financial values get close to 1 billion on default settings.

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

**TRADING AI SETTINGS**

- Trading Difficulty: Easy
- Trading Preference: Favor Veterans

**PLAYER EVALUATION AI SETTINGS**

- Ratings Weight: 30 %
- Current Year Stats Weight: 50 %
- 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: Traditional

GLOBAL SETTINGS PLAYERS & FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE DATABASE LEAGUE SETTINGS the MoneyBall Union

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

### LEAGUE RULES

Eastern League Designated Hitter Rule  Enabled  
 Western League Designated Hitter Rule  Enabled  
 SP can remain as DH when removed  Enabled  
 Reliever Minimum Batters Faced 1  
 Modified Extra Innings Spring Games Only  
 Allow Ties No

### ROSTER RULES

Active Roster Size 26 Players  
 Secondary (40-Man) Roster Size 40 Players  
 Expanded Roster Size 40 Players  
 Expanded Initial Rosters  
 Roster Expansion Date 7 May 2113  
 Post-Season Roster Rules 1 September 2112  
 Post-Season Roster Eligibility Enabled  
 International Complex Limit Secondary Roster (40-man roster)  
 Spring Training Roster Size 50 Players  
 Active Roster Player Age Minimum (0 - None) 60 Players  
 Active Roster Player Age Maximum (0 - None) 0  
 Foreign Players on Active Roster Limit No Limit  
 Waiver Period Length 15 Days  
 DFA Period Length 32 Days  
 Batter Injured List Length 10 Days  
 Pitcher Injured List Length 10 Days  
 Expanded Injured List Length 60 Days

### MINOR LEAGUE SETTINGS

Minor League Option Years  Enable Option Years  
 Maximum number of option seasons 3  
 Maximum number of options in a season No Limit  
 Disable right to refuse minor league assignment  
 Allow incomplete minor league rosters (ghost players)  
 Roster AI with incomplete minors Match players to levels based on skill  
 Base Minor League Depth Charts and Pitching Staff on... Potential Ratings

### RULE 5 DRAFT SETTINGS

Enable Rule 5 Draft  
 Rule 5 Draft Date 25 December 2112

### TRADING RULES

Enable Trading  
 Trading Deadline Date 31 July 2112  
 Allow trades with other Major Leagues  
 Trading of Recently Drafted Players Immediate  
 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 Average  
 Allow trading with AI teams

### AMATEUR DRAFT SETTINGS

Enable Amateur Draft (Can only be changed during preseason)  
 Disable automatic creation of free agents  
 Amateur Draft Date 20 June 2112  
 Amateur Draft Number of Rounds 15  
 Regional Rounds None  
 Generate Players for X Rounds 24  
 Draft HS Target Pct 40%  
 Draft Junior College Target Pct 20%  
 Amateur Draft Pool Reveal Date 150 days prior to draft (January 22nd)  
 Enable Advanced Draftee Signing (Signing Bonus Negotiations)  
 Expansion teams draft first  
 Draft Lottery Choices 3  
 Draft Lottery Teams 14  
 Draft Lottery Reveal Winter Meetings

TEAM	BALLS	ODDS	TEAM	BALLS	ODDS
1*	1650	16.78%	8	390	3.97%
2*	1650	16.78%	9	270	2.75%
3*	1650	16.78%	10	180	1.83%
4	1325	13.48%	11	160	1.42%
5	1000	10.17%	12	110	1.12%
6	750	7.63%	13	90	0.92%
7	550	5.59%	14	75	0.77%

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IMPORT / ADJUST FINANCIAL SETTINGS  
 Select which settings to import Select year...  
 Mass-adjust current financial values Select factor...  
 RESET FINANCIAL FIGURES TO MODERN MLB DEFAULTS

FINANCIAL SETUP SUMMARY & PROJECTIONS

Average Team Revenue	\$110,200,000
Approx. Revenue Range	\$91.2m-\$123.9m
Average Budget	\$119,300,000
Average Player Payroll	\$83,000,000
Average Team Expenses (excl. Players)	\$32,700,000
Average Profit	-\$5,500,000

REFRESH

The numbers are an estimate based on current team market sizes and the current financial settings. If you alter any settings, please hit the 'Refresh' button to see the projected effect. To apply changes to your league, please use the functions below. For best results, please do this at the start of the offseason or preseason!

RE-ASSIGN MEDIA CONTRACTS TO TEAMS  
 ASSIGN FICTIONAL FINANCIALS TO TEAMS  
 ASSIGN FICTIONAL CONTRACTS TO PLAYERS  
 ASSIGN FICTIONAL CONTRACTS TO PERSONNEL

ATTENDANCE SETTINGS

Attendance Baseline per Game	35000
Ticket Price Baseline	\$11.00
Visiting team's gate share (%)	40

Teams may change ticket price  
 Apply Gate Share to season tickets

FINANCIAL & FREE AGENCY SETTINGS

TEAM REVENUE SETTINGS

National Media Contract Baseline	\$37,500,000
National Media Contract fixed?	Yes, same contract for every team
Local Media Contract Baseline	\$7,500,000
Merchandising Revenue Baseline	\$12,000,000
Team Owner controls Budget?	No, entire revenue available
Revenue Sharing	Set Percentage of Income
Shared Percentage of Income:	50
Cash Maximum (0 = None)	\$10,000,000

TEAM EXPENSES & SALARY SETTINGS

Player Dev. Budget Baseline (0 = Disabled)	\$6,000,000
Scouting Budget Baseline	\$9,000,000
Coach Salary Baseline	\$250,000
Super Star Quality Player Typical Salary	\$12,500,000
Star Quality Player Typical Salary	\$10,000,000
Good Quality Player Typical Salary	\$5,000,000
Above Avg Quality Player Typical Salary	\$3,500,000
Average Quality Player Typical Salary	\$2,000,000
Below Avg Quality Player Typical Salary	\$1,000,000
Fair Quality Player Typical Salary	\$500,000
Poor Quality Player Typical Salary	\$300,000
Minimum Player Salary	\$300,000
Contract Years Maximum	5 years
Contract Extensions	Allowed
Team Salary Cap (\$0 = No Cap)	\$0

Note: Changing the following settings does not modify already existing contracts!

Visiting team's gate share (%)  Teams may change ticket price  
 40  
 Apply Gate Share to season tickets

FINANCIAL & FREE AGENCY SETTINGS  
 Changes can only be made in the preseason.

Financial System Enable Financial System

Yearly Inflation 0% 0%

If there are no historical financial values to import, then all league settings for financial figures will be increased by some factor in this range. Please Note: financial amounts rising too high might cause overflow issues. Please use the "Adjust Global Coefficient" option in Global settings.

Enable Reserve-Clause Era Rules

Minimum Days of Service for 1 Service Year (Press Enter to confirm) 172

Minimum Service Years for Free Agency 6 Years

Service Years Required for Arbitration 3 Years

Super 2 Deadline Top 22%

Non-escalating Arbitration (KBO/NPB Style)  Enabled

Minimum Service Years for Minor League FA 6 Years

Compensation for lost FA's No Compensation

Max 1 career Qualifying Offer

Qualifying Offer Value \$12,500,000

Allow Players to be posted as FA prior to Eligibility No, Posting System disabled

Maximum Posting Fee \$0

Allow Free Agents from other Leagues  Enabled

Allow Free Agents to leave League  Enabled

Reset Service Time for FAs signed from other Leagues  Enabled

Foreign players become FA on contract end  Enabled

Allow Players to be purchased by other Leagues for:

Allow Contract Opt-Outs 40  Enabled

Minimum buyout amount 20%

Cash Maximum (0 = None) \$10,000,000

TEAM EXPENSES & SALARY SETTINGS

Player Dev. Budget Baseline (0 = Disabled)	\$6,000,000
Scouting Budget Baseline	\$9,000,000
Coach Salary Baseline	\$250,000
Super Star Quality Player Typical Salary	\$12,500,000
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Fair Quality Player Typical Salary	\$500,000
Poor Quality Player Typical Salary	\$300,000
Minimum Player Salary	\$300,000
Contract Years Maximum	5 years
Contract Extensions	Allowed
Team Salary Cap (\$0 = No Cap)	\$0

Note: Changing the following settings does not modify already existing contracts!

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

**DYNAMICALLY EVOLVING LEAGUE**  
 Enable automatic evolution of the league

**PROGRESSING SETTINGS**  
 Historical Year: 2112  
Historical Year is used for routines like auto-import of strategy, modifiers or financials.

Settings below apply when year is pre-2021  
 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:  DB Path not found - using O:\OOTP23\23.9.102\data\stats

**AWARD NAMES**  
 MVP Award Name: Most Valuable Player  Pitchers may win  
 Pitcher Award Name: Pitcher of the Year  Reliever may win  
 Reliever Award Name: Fireman of the Year Award  
 Rookie Award Name: Rookie of the Year  Foreigners may win  
 Custom Award Name  
 Offense by Position Award Name: Platinum Stick Award  
 Defense Award Name: Gold Glove  
 Allow AI voting

**HALL OF FAME SETTINGS**  
 Enable Manual HoF Voting  
 Enable AI HoF Voting  
 HoF Reveal Date: 27 February 2112  
 Force reveal on certain day of week: None  
 Voting Period Length: 120 Days  
 Waiting Period prior to Induction: None  
 Years on Ballot: 10 years  
 Minimum Service Years: 5 years  
 Induction Threshold Percent: 75%

**SCHEDULE SETTINGS**  
**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 2112  
 Force Start on Certain Weekday  
 Auto adjust date if matching XML schedule found  
 Game Times: Default  
 Select Typical Series Length: 3 Games  
 Schedule Balance:  Use Balanced Schedule Format  
 Interleague Play:  Enabled  
 Allow Rainouts  
 Schedule loaded from file: ILY\_BGN\_G162\_S11\_D1\_T6\_D2\_T7\_SL2\_D1\_T6\_D2\_T7\_KIRBY.Isdl  
The Schedule can only be changed in the offseason or preseason!

**SPRING TRAINING OPTIONS**  
 The Spring Training settings cannot be changed during Spring Training.

**ALL-STAR GAME SETTINGS**  
 Hold All-Star Game  
 Automatically Schedule All-Star Game  
 All-Star Game Location: Auto-Select  
 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: Low  
 All-Star Game Roster Size: 30  
 Force all teams to be represented at the All-Star Game  
 Force use of DH in All-Star Game  
 Hold All-Star Prospects Game  
 All-Star Prospects Game Date: 1 day before ASG  
 All-Star Prospects Game Format: By Sub-league  
 Hold All-Star HR Challenge  
 Run Full HR Challenge Sim  
 All-Star HR Challenge Date: 1 day before ASG

**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.

**MILESTONE SETTINGS**

Milestone Career Hits	2000
Milestone Single Season Home Runs	50
Milestone Career Home Runs	300
Milestone Single Season RBI	150
Milestone Career RBI	1000
Milestone Career Runs	1000
Milestone Single Season Stolen Bases	50
Milestone Career Stolen Bases	300
Milestone Single Season Wins	20
Milestone Career Wins	200
Milestone Career K's	2000
Milestone Career Saves	300

All-Star Prospects Game Format: By Sub-league  
 Hold All-Star HR Challenge  
 Run Full HR Challenge Sim  
 All-Star HR Challenge Date: 1 day before ASG

**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  
**CUSTOMIZE PLAYOFFS**  
 Stagger series start dates between Sub Leagues: No, same series start date  
 Fixed series start dates: No, base on previous series lengths

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


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#### FICTIONAL PLAYER SETTINGS

Created Players Age Minimum (0 = Default)

Created Players Age Maximum (0 = Default)

Please set both age values! Otherwise they will be ignored. The TMBU currently has no age limits set in it.

Default Player Origin    
35.0% from random origin

Amateur Draft Pool Origin    
0.0% from random origin

Generate International Amateur Free Agents

International Amateur FA Reveal Date

International Amateur FA Signing Cap (0 = none)   
 Use Hard Intl. Amateur FA Cap

International Scouting Discoveries (per Team)

International Origin   
100.0 from random origin

Generate International Established Free Agents

Intl. Established FA Origin   
100.0 from random origin

Generate Free Agents from Independent Leagues

#### TRADITIONAL OOTP PLAYER CREATION MODIFIERS (1.000 EQUALS DEFAULT)

Automatically import historical player-creation modifiers

Batting Contact	<input type="text" value="1.150"/>
Batting Gap Power	<input type="text" value="1.150"/>
Batting Power	<input type="text" value="1.150"/>
Batting Eye	<input type="text" value="1.150"/>
Batting Avoid K's	<input type="text" value="1.150"/>
Pitching Stuff	<input type="text" value="1.250"/>
Pitching Movement	<input type="text" value="1.250"/>
Pitching Control	<input type="text" value="1.250"/>
Pitching Stamina	<input type="text" value="1.250"/>
Running Speed	<input type="text" value="1.000"/>
Fielding Ratings	<input type="text" value="1.000"/>

#### SABERMETRIC PLAYER CREATION MODIFIERS

Batting Average	<input type="text" value="1.000"/>
Extra-Base Hits	<input type="text" value="1.000"/>
Home Runs	<input type="text" value="1.000"/>
Walks	<input type="text" value="1.000"/>
Strikeouts	<input type="text" value="1.000"/>

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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: 2112  
Historical Year is used for routines like auto-import of strategy, modifiers or financials.

**IMPORT SETTINGS**  
 Select which settings to import: Select Year  
 Automatically adjust league strategy when advancing to next season

**GENERAL AI ROSTER SETTINGS**  
 Typical Starting Rotation Size: 5 Man Rotation  
 Starting Rotation Mode: Default  
 Default Starters in Relief: No  
 Number of Relievers (non-DH League): 6  
 Number of Position Players (no-DH League): 15  
 Total Players on Roster (no-DH League): 26, Limit is 26  
 Number of Relievers (DH League): 6  
 Number of Position Players (DH League): 15  
 Total Players on Roster (DH League): 26, Limit is 26  
 Allow two-way players

**GENERAL STRATEGIC TENDENCIES**  
 Hook for Starting Pitcher: Default  
 Hook for Relief Pitcher: -5 (Very Quick)  
 Use of Relievers: Normal  
 Use of Closers: Sometimes  
 Use of Openers: 2 (Rarely)  
 Pitcher Stamina: Low  
 Pinch Hit for Pitchers: Normal  
 Pinch Hit for Position Players: Normal  
 Defensive Substitutions: Normal  
 Stealing Bases: Normal  
 Hit & Run: Normal  
 Bunting: Often  
 Ban Infield Shifts: No  
 Infield Shifts: Normal  
 Catcher Framing Impact: 5 (Average)

**LEAGUE TOTALS**  
 The league totals and modifiers determine the stats output of the simulation engine. If you want to change the default stats output, please enter your desired simulated league total stats (or select real-life major league totals from a specific year from the dropdown) and click on the 'Auto-calc modifiers' button.

Totals from year: Select Year

	MODIFIERS
At Bats	<span style="border: 1px solid gray; padding: 2px;">Auto-Calc Modifiers</span>
Hits	<span style="border: 1px solid gray; padding: 2px;">.946</span>
Doubles	<span style="border: 1px solid gray; padding: 2px;">.840</span>
Triples	<span style="border: 1px solid gray; padding: 2px;">.596</span>
Home Runs	<span style="border: 1px solid gray; padding: 2px;">1.152</span>
Bases On Balls	<span style="border: 1px solid gray; padding: 2px;">1.374</span>
Hit by Pitches	<span style="border: 1px solid gray; padding: 2px;">.891</span>
Strikeouts	<span style="border: 1px solid gray; padding: 2px;">.811</span>
BABIP	<span style="border: 1px solid gray; padding: 2px;">.296</span>
<b>Lg Avg: 2.61 / .334 / .417</b>	
<input type="checkbox"/> Lock league total stats (excludes modifiers & applies to affiliated leagues too)	
<input checked="" type="checkbox"/> Automatically adjust league totals modifiers for accuracy	
<input type="checkbox"/> Automatically control in-game engine (only recommended for minors/feeders)	
Starting Pitcher Stamina	<span style="border: 1px solid gray; padding: 2px;">.896</span>
Relief Pitcher Stamina	<span style="border: 1px solid gray; padding: 2px;">.850</span>
Groundball Percentage	<span style="border: 1px solid gray; padding: 2px;">.833</span>
Wild Pitches	<span style="border: 1px solid gray; padding: 2px;">1.309</span>
Balks	<span style="border: 1px solid gray; padding: 2px;">.623</span>
Passed Balls	<span style="border: 1px solid gray; padding: 2px;">1.237</span>
Sac Flies	<span style="border: 1px solid gray; padding: 2px;">1.040</span>
Sac Bunts	<span style="border: 1px solid gray; padding: 2px;">.184</span>
Stolen Base Attempts	<span style="border: 1px solid gray; padding: 2px;">.381</span>
Stolen Base Success %	<span style="border: 1px solid gray; padding: 2px;">1.341</span>
Baserunning XB% (20 - 80)	<span style="border: 1px solid gray; padding: 2px;">.35</span>
Fielding Ground Double-Plays	<span style="border: 1px solid gray; padding: 2px;">.736</span>
Fielding Line Drive Double-Plays	<span style="border: 1px solid gray; padding: 2px;">.005</span>
Outfield Assists	<span style="border: 1px solid gray; padding: 2px;">.229</span>
Framing Balance	<span style="border: 1px solid gray; padding: 2px;">1.046</span>

**POSITION MODIFIERS**

	Range	Errors
Pitcher	<span style="border: 1px solid gray; padding: 2px;">1.050</span>	<span style="border: 1px solid gray; padding: 2px;">1.124</span>
Catcher	<span style="border: 1px solid gray; padding: 2px;">1.050</span>	<span style="border: 1px solid gray; padding: 2px;">.968</span>
First Base	<span style="border: 1px solid gray; padding: 2px;">.960</span>	<span style="border: 1px solid gray; padding: 2px;">.804</span>
Second Base	<span style="border: 1px solid gray; padding: 2px;">1.017</span>	<span style="border: 1px solid gray; padding: 2px;">1.182</span>
Third Base	<span style="border: 1px solid gray; padding: 2px;">.961</span>	<span style="border: 1px solid gray; padding: 2px;">1.239</span>
Shortstop	<span style="border: 1px solid gray; padding: 2px;">1.013</span>	<span style="border: 1px solid gray; padding: 2px;">1.314</span>
Left Field	<span style="border: 1px solid gray; padding: 2px;">.950</span>	<span style="border: 1px solid gray; padding: 2px;">1.500</span>
Center Field	<span style="border: 1px solid gray; padding: 2px;">.991</span>	<span style="border: 1px solid gray; padding: 2px;">1.433</span>
Right Field	<span style="border: 1px solid gray; padding: 2px;">.956</span>	<span style="border: 1px solid gray; padding: 2px;">1.436</span>

Restore Defaults

**POSITION MODIFIERS**

	Range	Errors
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Restore Defaults