

Major League Sim Baseball Rules



GENERAL

GM Activity

- GMs are expected export for each sim. If a GM does not export, or provide a reasonable explanation for the inactivity, for three consecutive sims, they will be warned and fined \$1 million. If a GM does not export for five consecutive sims, the GM may face expulsion from the league.
- **AMENDMENT:** If a GM has previously missed three or more consecutive sims and does so again, they may face expulsion from the league.
- If GM is replaced, the \$1 million fine will be revoked.
- GMs are expected to respond in a timely manner to all other GMs, even if to say only that you are not interested.
- GMs are expected to be respectful on the message boards and in other areas of the league. GMs found in violation will face expulsion from the league.

League Start Date

- The league will start with the beginning of the 2007 season, with pre-existing injuries on. No moves made by major league teams in the 2007 MLB season will be reflected in this league.

Simulation Schedule

- Sims will take place on Monday, Wednesday and Friday of each week. Exports for all sims are due by 7:00 AM EST on the day of the sim.
- Sims will alternate between 7 and 8 days.

SETTINGS

Minor League Options

- Minor league options are enabled.

Scouts/Managers

- Scouts and managers are disabled.

Ratings

- For overall ratings, the star scale will be used.
- Overall ratings will be against a player's position, not all other players.
- For sub-ratings, the 1-10 scale will be used.
- Personality ratings will be used.
- Player morale will be used.
- Under no circumstances will ratings ever be changed.

AI Control

- Should a team become vacant, the AI will not be allowed to make trades or offer contract extensions of any kind.

Player Development and Evaluation

- League aging setting for pitchers and batters is: .800
- League development setting for pitchers and batters is: .880
- Talent Change Randomness is set to 1.
- All talent changes are set to be reported.

Injuries

- Injuries will be set to LOW.
- All career-ending injuries will be changed to 12-month injuries.
- No other injuries, at any time, will be considered for alteration.

Stadiums

- All stadiums will be set to match their real-life counterparts in seating capacity.

ROSTERS

Trading

- All trades must be posted and confirmed by both teams before they are processed.

- All trades will be processed post-sim.
- No trades will be processed during the time period between the league's trading deadline and free agents filing.
- The league's trade deadline will be July 31 of each year.
- Draft picks cannot be traded at any time.
- Cash can be traded in any deal, but deals involving more than \$5 million in cash are subject to approval by the league commissioner.
- Teams may not trade any free agent signed during offseason until June 15 each year. Trades in violation of this rule will not be processed.
- Teams may not trade their first round draft pick until they have been on their roster for AT LEAST one year. Trades in violation of this rule will not be processed.
- All trades should be posted in this format:

Florida sends:
 P Joe Unknown (MLB)
 OF John Doe (AAA)

Boston sends:
 P John Unknown (A)

Waiver Wire

- All waiver wire claims must take place in-game.
- The waiver time frame will be set at 10 days.

Designated for Assignment

- DFA time shall be set at 16 days.
- If a player is not removed from the DFA list after their time is up, they will be released into free agency.

Pitching Rotation

- No starting pitching rotation (excluding the playoffs) shall have fewer than four pitchers.

- Violations of this rule will cost the offending team \$5 million.

AMATEUR DRAFT

Amateur Draft

- The Amateur Draft will be officially be held in June of each year, however, we will do a live draft of the first five rounds by making the draft pool available as early in the season as possible.
- A day and time slot will be assigned for each live pick with times being scheduled from 8:00 AM to 8:00 PM EST to ensure that the draft continues flowing smoothly. You may either submit a list for your pick to the commissioner of the league or enter your selection in the appropriate forum thread when the time comes. Should you not make a selection within the allotted time frame, your selection will be made for you.
- The time slots for draft picks will be posted at least a week prior to the start of the live draft.
- The time slots will be one hour length for the first five rounds.
- The remaining rounds in the amateur draft will be simulated.

Draft Pick Compensation

- Draft pick compensation will be enabled.
- Top 15 picks will be protected in the first round.
- **AMENDMENT:** Beginning with the 2008 offseason, player types will be computed manually using each free agent's two-season average VORP (two most recent seasons played). The top 20 percent of free agents will be Type A, the next 40 percent will be Type B.
- **AMENDMENT:** If unsigned by April 1st of the new year, all free agents who were previously Type A or B will forfeit that designation and may be signed without yielding draft pick compensation.
- Compensation for draft picks will be as follows:

Free Agent Type	Signing Team Description	Compensation
Type A	Top 15 pick	Sandwich pick between rounds 1 and 2 and signing teams 2 nd rounder.
Type A	Non-Top 15 pick	Signing teams 1 st rounder.
Type B	Any	Signing teams 2 nd rounder.

* If a team signs two or more Type A players, the team losing the second player would get the sandwich pick and the next available pick from that team (3rd rounder, 4th rounder, etc.).

* If a team signs two or more Type B players, the team losing the second player would get the next available pick from that team (3rd rounder, 4th rounder, etc.).

FINANCIALS

Team Financials

- Each team will be set to \$10 million for cash the first year.
- **AMENDMENT:** The maximum cash limit each year will be \$40 million.
- **AMENDMENT:** Gate revenue sharing will be changed from 100/0 (home/visitor) to 80/20.
- **AMENDMENT:** Teams with cash surplus may:

Purchase additional seating for their stadium at a rate of 1,000 seats for \$15,000,000 (no more than 3,000 seats may be added in a single offseason and no stadium may exceed 60,000 seats total).

Purchase additional market level point increases at a rate of 1 point for \$15,000,000 (no market level may increase more than 2 points in a given offseason and no market level may exceed a total of 20).

- **AMENDMENT:** A luxury tax will be implemented at the soft cap level of \$115 million dollars in payroll. In 2008, any team exceeding \$115 million in payroll will pay 20 percent per dollar over the \$115 million soft cap into a general funding pool that will be distributed to all teams below the league median in media revenue until (a) the team reaches the median level; or (b) the money runs out. In 2009, the soft cap will be reduced to \$110 million. Any team going over the soft cap for the first time will be charged 20 percent, any team going over the soft cap for a second time will be charged 30 percent and any team going over the soft cap for a third or greater time will be charged 50 percent (**indefinitely, meaning you will always be charged 50 percent after the third time you go over**).

- **AMENDMENT:** The luxury tax will be calculated the day after the World Series and will be based on a team's player expenses.
- **AMENDMENT:** Additionally, a hard cap will be imposed at \$160 million. The previously determined decreases in the hard salary cap will no longer be used.
- **AMENDMENT:** In the 2008 offseason, a penalty scale will be added for being over budget.

Contract Extensions

- No player may be offered a contract extension until they have accrued AT LEAST two years of MLB service time.
- Any team found to have offered a contract extension to a player with less than two years MLB service time will have the extension removed and be warned for the first offense and will have the player released into the free agent pool on each additional offense.
- This rule does not apply to minor league contract extensions.

Contracts

- No contract (including a contract extension) may be greater than seven years in length.
- No contract (including a contract extension) may have any incentive that is greater than \$2 million.
- **AMENDMENT:** The penalty for violating these rules shall be loss of the player and, should the player be a Type A or B, the pick will be forfeited to the team losing the player (the player will lose Type A or B status going forward in this scenario).

Universal Rules

- There exists the possibility that a GM may find and exploit a glitch in the game to undermine the competitive balance these rules are intended to create. Should any GM find such a glitch, we ask that they bring it to the attention of the league prior to using it. If it is determined that a GM acted in such a way as to gain an unfair advantage by exploiting the game, the GM shall face expulsion from the league.
- **AMENDMENT:** By vote of the league, the Commissioners have been giving the right to edit a player should the need arise. Those edits may not include any changes that involve adjusting a player's ratings or contracts.