

Rules for MLB Expansion League

OOTP Settings

- **Use Complete Scouting System: Yes**
 - 20-80 Ratings Scale
 - Scouting Accuracy – Normal
- **Player Rating Scales**
 - 20 to 80 Current and Potential. Values 20 to 80.
 - Relative Ratings Enabled
 - Overall Ratings Based on all players
- **Coaching Settings: On**
 - Coach Hiring From Other Teams: Yes
 - Include Base Coaches: yes
 - Coach Cohesion Impact: Normal
 - Coaching Contract Extensions Enabled
- **Owner Goals: Disabled**
- **Storylines Enabled**
- **Injuries: Enabled**
 - Frequency: Low
- **Player personality Settings and Settings**
 - Players - Fictional
 - Use Personality Ratings: yes
 - Show Personality Ratings on Profile page: yes
 - Show and use player moral system: yes
 - Show and use team chemistry system: yes
 - Batter Aging Speed – 1.00
 - Batter Development Speed – 1.00
 - Pitching Aging Speed – 1.00
 - Pitching Development Speed 1.0
 - Talent Change Randomness – 100
 - Evaluation Settings
 - Ratings Weight – 30
 - Current Year States Weight – 50
 - Previous years Stats Weight – 15
 - 2 years ago Stats Weight - 5
- **League Rules**
 - Reliever Minimum Batters faced: 1
 - Active Roster Size – 26
 - Secondary (40-man roster) – 40
 - Expanded Size – 28 – Date is September 1st.
 - International Complex Limit – 50
 - Spring Training Roster Size – 60
 - Waiver Period – 7 days
 - DFA Period – 8 days
 - Batter Injured List – 10 Days

- Pitcher Injured List - 15 Days
- Minor League Option years Enabled
 - Disable right to refuse minor league assignment – Not Enabled
 - Allow incomplete minor league roster s(ghost players – not enabled
- **Rule 5 Draft – Disabled.**
- **DH – Enabled All**
- **Trading – Enabled**
 - Deadline 7/31
 - Trading of recently drafted players – “Next offseason”
 - 10/5 Rule – Disabled
 - Trading of players injured greater than 7 days – enabled
 - Allow Waiver trades after the deadline – Enabled
 - Allow Draft Pick Trading – Enabled
- **Amateur Draft**
 - Date – 6/5
 - Number of Rounds – 25
 - Generate Players for X Rounds – 50
 - Draft High School - 30%
 - Junior College – 30%
 - Amateur Draft Pool revealed- 90 days prior ot draft
 - Advanced Drafted Signee (signing bonus negotiations) – No
- **Financials - Enabled**
 - Attendance Baseline/Game – 30,000
 - Ticket Price Baseline - \$30. Teams may change ticket prices
 - Visiting Teams’ Share - 20%
 - Inflation – 0%
 - Allow Free Agents from Other League s- yes
 - Compensation for lost FA’s – Qualifying offer/Later Round Draft picks
 - Max 1 qualifying offer.
 - Qualifying Offer - \$15 M
 - Opt Outs - Enabled
 - Minimum buyout Amount – 25%
 - Service Time – 6 years for minor league free agents
 - Minimum Days for 1 service year - 172
 - Posting System - OFF
 - National media Baseline – \$35 M
 - National Media Contract Fixed? – no based on market size.
 - Local media Contract baseline - \$40 M
 - Merchandising Baseline - \$20 M
 - Team Owner Controls Budget? Yes (no would make entire revenue available)
 - Revenue Sharing – Luxury Tax
 - Soft Cap 120% of average payroll
 - Tax above soft Cap – 20%
 - Cash Maximum - \$10 M
 - Minimum Salary - \$555,000
 - Maximum contract years – 5

- Contract Extensions – Allowed
- Team Salary Cap – None
- **Options**
 - Automatic evolution of league – Enabled. (things the game can change on its own)
 - Expansion- OFF
 - Active Roster Size - on
 - More/less pitching - on
 - 40-man roster size – on
 - Minor League Roster Size 30 – AAA/AA, 35 in below that.
 - FA minimum Service – on
 - Team Nickname change – on
 - IL Length – on
 - More/less offense – On
 - Team Relocation – off
 - Designated Hitter rule – off
 - Schedule Settings
 - Rain Outs allowed – yes
 - Spring Training – 5 weeks (default)
- **Players**
 - No minimum or maximum age for created players.
 - International Draft Pool Reveal date 2/15
 - A Lot – 128 players per year
 - International Signing Cap - \$5 M
 - International Discoveries Per team – More (32)
 - Generate International Established Free Agents – More (10)
 - Generate Free agents from Independent Leagues – More (12)
 - Player Creation Modifiers – All set to 1.0.
- **Stats and AI** – All set to default.

League History

2020 was our inaugural season. TQFFBL was started with fictional rosters for 15 teams. Since then, we have expanded from one league with 5-team divisions to two leagues, 16 teams, and 2 divisions in each league.

Detriment to the League

The pros and cons of the decision and how it will affect the TQFFBL will be considered. The TQFFBL MLBEXP is meant to be fun but is trying to give an authentic experience and be as competitive of a league as possible. Its competitiveness will create emotions and feelings that could take away from the experience, and while it is encouraged to be exciting, nothing should be viewed as egregious. This means that any egregious acts, including but not limited to gaining an advantage and making comments that stray from a friendly rivalry, will not be tolerated and will lead to removal from the league. Egregious acts to gain an advantage include, but are not limited to, exploiting the limitations of the OOTP Game Engine (some of which will be addressed later in the constitution) and lying (in trade negotiations, game strategy, etc.). If you are unsure if an action you are about to take exploits the limitations of OOTP or is unrealistic, ask the commissioner.

Non-Internal OOTP Rules

- **Budget** – For league parity purposes, we have a Budget floor of \$200,000,000 and a ceiling of \$300,000,000. Budgets are updated for compliance with this the first day of the off-season and the first

day of the Pre-season.

- **Transactions**

- **Contract Length** - Max contract length will be 5 years. This limitation will take effect for free agents on the opening day of the 2039 Season for current free agents. No contracts are allowed for more than 1 year until a player has 4-years of service time.

- **Player Options**

- The availability of a GM to use team/player options or opt outs in a contract are restricted based on the length of the contract being signed as follows, provided, however, that *team options* are only allowed in the final year(s) of a contract:
 - **1-3 Years:** will be limited to no more than 1 option (Team or Vesting) OR opt-out (either or, not both).
 - **4 or more years:** will be allowed to have UP TO 2 options (Team or Player Vesting) OR one option and an opt-out
 - **Team Options** are allowed only at the end of the contract (if there are two team options on a 4+ year deal, the final two years must be allowed).
- Vesting Options – Not Allowed

- **Free Agent Contracts:** You may offer any contract to a Free Agent, provided, however that:

- No Vesting Options
- Team Options: Team options are allowed, provided, however, that the amount of the buyout must be equal to no less than 25% of the annual value in the highest value year of the contract
- No more than Five Years in length

- **Trades**

- Both teams must post all trades to Slack and Exported via OOTP.
- Trades will be processed after the day's simulation.
- Players Taken in the amateur draft must wait to the off-season to be traded.
- Cash in increments of \$100,00 may be traded
- Draft Picks may be traded.
- Retention – Up to 50% of a player's contract may be retained. Players in last year of contract may be retained to 100%.
- Trade Rejection: The commissioner reserves the right to reject any trade believed not to be in the league's best interest. The commissioner will review any trade that (i) receives 10 or more thumbs down once posted and (ii) in which the OOTP AI claims is severely one-sided (by both trading AI GMs). Although the Commissioner will review such trades, it is doubtful that trade will ever be rejected, even if one-sided, as GMs should be free to make the moves they desire, and "fairness" is too subjective to govern.

- GM Responsibilities
 - Regular Exports unless noted on vacation. Failure to export consistently will be grounds for removal.
 - Mandatory Export Dates
 - Day before Spring Training Begins
 - Opening Day
 - Arbitration Filing Day
 - Update to the Next Version of OOTP
 - Rosters: Must be Kept within Size limits
 - DFA—Players should not be left on DFA if the number of days left in their DFA allocation will be exceeded in the next SIM. Players left in DFA for an expiration period will be demoted if the system allows it and released if not.