

Big League General Manager Challenge 2.0 (BGMC)



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League Overview

This is a reboot of the original BGMC league which began with OOTP20. Online League will be modern and begin on OOTP26 when it releases. The league will begin with a draft to allow each GM to choose their team through a random order. The GM picking last will receive 2025 1st and 2nd Round Compensation Draft picks for going last. This document will provide information about the league and rules to help foster competition.

Sim Schedule

All Times are US-Central

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Off	6:30 P.M.	6:30 P.M.	6:30 P.M.	6:30 P.M.	6:30 P.M.	Off

This schedule may be slightly modified in the offseason when there is not a lot to do but any changes will be discussed in Slack. We will live sim all playoff games and use the S+ Desktop for all games.

Playoffs

The playoff format will be the same format as in-real-life:

Round	Format	Breakout
Wild Card	Best-of-3	All at home team's stadium
League Divisional Series	Best-of-5	H2-A2-H
League Championship Series	Best-of-7	H2-A3-H2
World Series	Best-of-7	H2-A3-H2

League Setup

This section will be updated with screenshots when the league file is created

Ratings Scale (Current and Potential) and Ratings (Overall and Potential): 20 to 80

Show Ratings > Max: Yes

Coaching

Use Coaching: Checked

Coach Hiring from Other Teams: No

Include Base Coaches: Yes

Coach Cohesion Impact: Normal

Coaching Contract Extensions: Allowed

Enable Owner Goals: Checked

GM-only users are always in control of lineups: Checked

Player Injury, Fatigue, & Suspensions

Enable Injuries: Checked

Injury Frequency: Low

Delayed Injury Diagnosis: Never

Hide Injury Rating: Unchecked

Position Player Fatigue: Average

Enable Suspensions: Checked

Player Development Settings

Batter Aging Speed: 0.9
Batter Dev. Speed: 1.1
Pitcher Aging Speed: 0.9
Pitcher Dev. Speed: 1.1
Talent Change Randomness 100
Player Development: Enabled

Player Evaluation Settings

Ratings Weight: 30
Current Year Stats Weight: 35
Previous Year Stats Weight: 25
2 Years Ago Stats Weight: 10

Waiver, DFA, and Injured List

Waiver Period Length: 20 Days
DFA Period Length: 21 Days
Batter Injured List Length: 10 Days
Pitcher Injured List Length: 10 Days

Revenue Sharing & Luxury Tax

Revenue Sharing: Luxury Tax
Soft Cap (% of average payroll): 100
Tax above Soft Cap (%): 25
Cash Maximum: 20,000,000

Roster Management

Roster Limits

Active Roster will be the same as in-real-life (26) and will expand to 28 with Roster Expansion. All Minor Leagues will have rosters of 35 players.

Rule 5 Draft

The Rule 5 draft will take place in this league and there are no extra rules like age. Any player with # next to their name is eligible to be selected. This draft will occur in-game through GM-created draft lists.

Amateur Draft

The amateur draft will be run through Statsplus which will be loaded into OOTP when the draft occurs in-game.

Pick Trading

Draft picks can be traded but only the picks for the upcoming draft can be moved.

Player to be Named Later (PTBNL)

PTBNL is not allowed in this league

Finances

Contract Management

Condition	Rule	Notes
Contract Length (MAX)	7 years	
Year-over-Year \$ Value Change	+/- 20%	\$ Value cannot change by more than 20% from year to year. Can go up or down, but change is not to exceed 20% Current contracts the game started with are not subject to this rule.
\$ Value of an Option Year	Option Year \$ Value must be less	Basically, no backloading into Option Years of a contract offer. If violated, the violating

	than or equal to MAX \$ value from guaranteed year(s) of contract	year(s) will be converted to non-option, guaranteed year(s). Current contracts the game started with are not subject to this rule.
Buyout on Team Option (MIN)	20%	Setting applied in-game
Vesting Options	NOT Permitted	Vesting Option year(s) convert to guaranteed year(s).
Player Opt-Out	Permitted	Enabled and can be used in your contract offer – just note the year applied if done in tandem with a Team Option.
Options (Team, Player)	No TO before a PO or Opt-Out	Team option cannot be followed by a Player option or Opt-Out. Violations will result in both of the years being converted to guaranteed years.
Performance Bonuses (Minimum Plate Appearances, Innings Pitches, Individual Awards, All-Star)	Sum of annual bonus value cannot exceed 20% of LOWEST annual guaranteed amt of a contract	Violation will result in the annual bonus being added to EACH annual salary amt, AND the bonuses will remain in effect as well for life of the contract as offered.
Player Extensions while in Arby Years	Permitted after going through Arby ONCE	If a player is offered an extension prior to having gone through two rounds of arbitration, then (1) the extension will be voided with player restored to arbitration status/salary as appropriate, and (2) team will be fined \$2,500,000 as a MISC EXPENSE

These rules have been configured as possible in S+ but not necessarily detecting these rules in 100% of cases. As such, it is a community effort to report any observed violations of these rules on contract offers that are signed by players in-game. If a repeat contract violation occurs, at the discretion of the League Commissioner, the violating organization will be penalized a MISC EXPENSE equal to the maximum dollar value for one season in the contract, to be applied for years equivalent to total term of contract issued (inclusive of option years). For example, if a player signs a deal 5 yrs 13/15/18/25 (PO)/30 (TO), this will see the last two years lose the options AND Misc Expense hit of 30m for the following 5 seasons.

Fines and Rewards

Condition	Rule	Notes
Unexcused Missed Exports	>10	Each unexcused export beyond 10 will be fined \$1m – total fine will be applied to MISC EXPENSES at the START OF THE OFFSEASON (following just concluded season for which missed export tally is computed)
S+ Annual Renewal Contribution	Per \$1 Contributed	Any GM that contributes will receive \$250K per \$1 contributed to the S+ renewal pool. The cycle occurs once per year to collect for renewal, and this reward will be added to the first START OF OFFSEASON to MISC EXPENSES after funds are received by the League Commissioner.
Repeat Contract Violation	Discretion of League Commissioner	MISC EXPENSE will be applied as a PENALTY in the amount of the maximum dollar contract year, and it will be applied per year for the number of years of the term of the contract. EX. player signs a deal 5 yrs 13m/15m/18m/25m (PO)/30m (TO), options will be dropped, AND Misc Expense hit of 30m for the following 5 seasons