

How Bout This Baseball Constitution

Exports are due 9:00 PM (MT) Tuesday, Thursday, and Sunday.

1. **Game Settings**

Scouting Accuracy: Normal

Coaches: On

Player Actual Rating Scale: 20 to 80

Player Potential Rating Scale: 20 to 80

Other Player Rating Scale: 20 to 80

Overall / Potential Rating Scale: 20 to 80

Show Ratings > Max: No, Cut Off

Show Potential < Actual: YES

Injury Frequency: Normal (OOTP Classic)

Hide Injury Rating: YES

Position Player Fatigue: Normal

Batter Aging Speed: .750

Batter Dev. Speed: 1.000

Pitcher Aging Speed: .750

Pitcher Dev. Speed: 1.000

Talent Randomness: 125

Owner Controls Team Budget? YES

Cash Maximum: \$25,000,000

Profit Sharing: 25%

Managers will be used with legacy mode on.

2. **Trading**

Trades are subject to review by the commissioner in order to ensure reasonable value has been exchanged.

Managers may protest trades by messaging the commissioner.

Cash considerations (player for cash) has no minimum or maximum. Team sending cash must have cash on hand to complete deal.

Teams may pay a player's salary in full or partial but not to exceed the remaining guaranteed value of the contract. The salary payment is carried with the player should he be traded or waived.

If a team is retaining money in every year of the contract, they must agree on a percentage in 5% increments to fit the in-game system

After the World Series and before Free Agency, players without a contract for the following season cannot be traded.

Veteran players may exercise their 10/5 right to veto trades.

Trades are processed in-game pre-sim. Roster changes will be made by commissioner if instructions are given.

Traded players automatically go to "Designated for Assignment" status and must be assigned to a team

within 14 days or they will be released.

Teams are not permitted to trade a newly signed free agent until after June 15 of the following season.

Draft picks in rounds 1-5 of the upcoming draft are allowed to be traded

It is the GM's responsibility to make sure their picks are correct come draft time.

International complex players must be promoted to the minor leagues in order for a trade to be processed.

3. Contracts

Teams may not offer a multi-year contract extension to any player who has not yet had his first arbitration hearing. One year extensions are permitted once the player has qualified for arbitration in the offseason.

Teams may not offer contracts to free agents during the period from the end of the World Series until the beginning of free agency.

Team Options are permitted but they must include a 25% Buyout of the highest salaried year, regardless if the player specifically asks for something different.

Contracts that circumvent this rule will have the Team Option year converted to guaranteed.

Player Options and Vesting Option can only come before a team option, never after. The contract will be void if a player is signed with a team option before either.

Opt outs are allowed but cannot be slated for the same season as any other option.

A player may only receive a QO once during his career.

Incentives are permitted but they must not exceed the following:

Batters

Plate Appearance: 550

Games Played: 150

Starting Pitchers

Games Started: 25

IP: 200

Games Finished: 5

Relief Pitchers

Games Started: 0

IP: 75

Games Finished: 50

Vesting Options are permitted but they must not exceed the following:

Batters

Plate Appearance: 550

Games Played: 150

Starting Pitchers

Games Started: 25

IP: 200

Relief Pitchers

IP: 75

Games Finished: 50