

****DRAFT** 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 – Enabled
 - 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 – 20
 - Generate Players for X Rounds – 40
 - Draft High School % - 40%
 - Junior College – 20%
 - Amateur Draft Pool revealed- 90 days prior ot draft
 - Advanced Drafted Signee (signing bonus negotiations) – yes
 - Slot Bonus baseline \$3.5 M
 - Number of Draft Rounds to Negotiate – 5
 - Allow major league deals – disabled
- **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 7/2
 - Default – 15 players per year
 - International Signing Cap - \$5 M
 - International Discoveries Per team – Set to 16 (more)
 - Generate International Established Free Agents – Set to 10 (more)
 - Generate Free agents from Independent Leagues – Set to 6 (more)
 - Player Creation Modifiers – All set to 1.0.
- **Stats and AI** – All set to default.

League History

2020 was our inaugural season. MLBE started with real-life rosters for all 30 teams. In the 2020-2021 off-season, MLBE added the Portland Pioneers and Montreal Expos as our 2 newest expansion teams. An expansion draft was held (30 players selected by each team with 3 max losses per existing team setup) and teams were established. As a result of expansion, the league went through division realignment and now has 4 divisions in each league with 4 teams per division.

Background Info and Conduct

MLB Expansion is created and run as a computer simulation expansion of Major League Baseball, or as close as we can get. By joining MLB Expansion and choosing to run an MLB Organization as the General Manager, you have agreed to follow this league constitution and make decisions that do not go against MLB Expansion. All the decisions made by the League Office (MLBEXP Comish, AL Comish, NL Comish) will be made with consideration to these factors:

Realism

The League will intend to give each GM a Major League Baseball experience as a GM in an expanded version of the MLB. Thus, the rules for the league will try to promote things that will resemble the real MLB as close as possible.

The OOTP Game Engine

The game is limited in certain aspects of what it can do. This has led to the creation of some rules that will try to make such that the game engine limits are limited as much as possible.

Detriment to the League

The pros and cons of the decision and how it will affect the MLB Expansion will be considered. The MLBEXP is meant to be fun but trying to give an authentic experience and as competitive of a league as possible. The competitiveness of it will create emotions and feelings that could take away from the experience, and while it is encouraged to be exciting, there should be nothing that should be viewed as egregious. This means that any egregious acts including but not limited to gaining an advantage and making any 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 make is exploiting the limitations of OOTP, or unrealistic, ask the commissioner.

Non-Internal OOTP Rules

- **Transactions**
- **Contract Extensions (existing players):** The permitted lengths of player contract extensions is based upon the service time of each player on the “secondary roster” as noted in the Contracts screen of the player in OOTP (The number of years completed can be found by rounding down the year count) as follows (see also, limits on team/player options below):
 - **No Time on the Secondary Roster:** May only receive this exact extension, whether or not the player accepts or asks for different terms does not matter, they must accept this EXACT extension or nothing else. The OOTP Game Engine does not handle these contracts well but we wanted to give you ONE option to do (as this can be done in the MLB) so if you do, please know the risk. The contract is the contract that was given to Luis Robert and will be used to be able to offer a prospect: 8 Years 88 Mil [YR1 1.5 MIL, YR2 3.5 MIL, YR3 6 MIL, YR4 9.5 MIL, YR5 12.5 MIL, YR6 15 MIL, YR7 20 MIL, YR8 (Team Option) 20 MIL]
 - **Less Than 3 Full Years:** may sign an extension UP TO 4 years in length.
 - **Completed 3 Full Years or More:** may sign an extension UP TO 5 years in length.
- **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, Player, Vesting) OR opt-out (either or, not both).
 - **4 or more years:** will be allowed to have UP TO 2 options (Team, Player, Vesting) OR one option and an opt-out
 - **Team Options:** allowed only at the end of contract (if two team options on a 4+ year deal then must be final 2 years).
 - Vesting Options – Not Allowed

- **Free Agent Contracts:** You may offer any type of 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 highest value year of the contract
- **Trades**
 - All trades must be posted to Slack and Exported by both teams 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.
 - Trade Rejection: The commissioner reserves the right to reject any trade believed not to be in the best interest of the league. Commissioner will review any trade that (i) receives 10 or more thumbs down once posted and/or (ii) in which the OOTP AI claims is severely one-sided (by both trading AI GMs). Although Commissioner will review such trades, it is highly unlikely that a 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
 - 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 a period that expires will be demoted if system allows it, released if not.