



The **Adult Baseball League (ABL)** was established in 2012 to create a fun, mature, trustworthy, and challenging baseball simulation league experience utilizing the OOTP baseball game.

OUR CORE VALUES: We expect a certain culture from the GMs in our league. The following are the traits we take seriously in ensuring we have the most reliable and dedicated GMs participating.

- Commitment (Meet deadlines), Communication (Be active), Caring (Be respectful), Integrity (Don't Game the Game)

COMMUNICATION: Communication is paramount for a successful operating league. The Commissioner takes pride in ensuring that league sim schedules, league deadlines and any other league type activities are communicated in advance. This includes when the Commissioner and/or GM is going to be away for an extended time. The following tools are used to communicate in the ABL:

- ABL Slack: <https://abltalk.slack.com>
- ABL website: <http://usfleagues.net/website/>
- ABL Stats+: <https://statsplus.net/abl/>

OVERVIEW: Each GM manages a Major League team (ABL) and four levels of minor leagues (AAA, AA, A & Rookie). The ABL will draft players from eight feeder leagues: NCAA Division I - USA College, CBL - Canadian Baseball League, SABL – South African Baseball League, IBL – Italy Baseball League, PRBL – Puerto Rico Baseball League, AUBL – Australia Baseball League and FBL – Frontier Baseball League – USA & CAN, in addition to a USA & CAN High School League.

PLAYOFFS FORMAT: Division winners in each league receive R1 byes and Seed #1 & Seed #2 based on their W/L record and any in-game tiebreakers. The next best 4 records in the league receive wild card seeds ranked based on their W/L record including any in-game tiebreakers. R1 playoff matchups: Seed #6 Vs. Seed #3 & Seed #5 vs. Seed #4. R2 playoff matchups are based on the remaining Seed rankings in the league. The winner of each league plays each other for the ABL World Series Championship.

PLAYER CONTRACTS: The following rule is used when offering player contracts:

TEAM OPTIONS: Players may not be offered a contract or extension in which there is a Team Option whose value is greater than 150% of the highest guaranteed salary in the year of the contract. For example, if the highest single year salary in a contract is \$10M, no Team Options in that contract can exceed \$15M. If a contract is signed in violation of this Team Option limit, the Team Option will be converted to a guaranteed year. This applies to all contracts signed after FA is declared after the completion of Season XIV.

BUY-OUTS: Players who are offered team options must also offer at least a 25% buyout of any and every team option year included in the contract. If a buyout is not included or is not at least 25% of the team option' then the buyout will be edited to 50% by the commission as a penalty. For example, if the team option is \$10M, the buyout must be at least \$2.5M. If there are two options years at \$10M apiece, both years must include a \$2.5M buyout. This applies to all contracts signed after FA is declared after the completion of Season XIV.

TEAM OPTION FOLLOWED BY A PLAYER OPTION: A player option after a team option year, must abide by the 150% option rule for this year as well. This must be 150% of the highest guaranteed salary year which does not include the team option year. The team option year must also include an additional 25% buyout to account for the player option. For example, if a 4-year deal is structured like: Year 1: 10M, Year 2: 10M, Year 3: 15M Team Option (Buyout \$2.5M), Year 4: 15M Player Option), \$2.5M must be added to the buyout of the 3rd year making it a \$5M buyout to account for the buyout of the player option year as well. If any contract is in violation of this rule, there will be two different penalties. If a buyout is not included for the player option year, then, the team option year will be converted to a guaranteed year as a penalty. If the player option exceeds 150% of the highest guaranteed year, then, the single highest year salary will be adjusted to match the exceeding Player Option so it is aligned with our 150% rule and the team option will be converted to a guaranteed year. This applies to all contracts signed after FA is declared after the completion of Season XIV.

SUMMARY OF PERMITTED CONTRACT OFFERS INVOLVING OPTIONS:

- TEAM OPTION = maximum 150% of the highest single year contract
- TEAM OPTION BUYOUT = 25% minimum of the TEAM OPTION or 50% if the TEAM OPTION is followed by a PLAYER OPTION
- PLAYER OPTIONS

NOTE: VESTING OPTION CONTRACTS & NO TRADE CLAUSES ARE NOT ALLOWED

PLAYER INCENTIVES LIMITATIONS: SP = maximum 200 IP; MR/CL = maximum 75 IP; BATTER = maximum 600 PA

The penalty for not following the above incentive limits is to add all of the money offered in player incentives to each year of the contract.

CONTRACT EXTENSION RULE: Any player under team control that has completed 4 years of major league service time is eligible for a multi-year ABL contract extension. A one-year contract extension to avoid arbitration may be offered at any time. Note: We do not use the Super 2 arbitration rule. Any player that is given a contract extension not following this rule will be changed back to their league minimum for their non arbitration years. For their arbitration years, they will be given a league salary of \$5.0M per 1.0 WAR achieved in their most recent ABL season. *** This rule only applies to players who either a) were drafted, b) acquired through waivers, c) random created players and/or d) INT Complex Scouting discoveries. Any player you compete to sign either a) INT FA and/or b) FA is excluded.

TRADING: To make an official trade both teams must confirm the trade to the commissioner in writing. To help find players in the game efficiently, each player involved in the trade must be indicated by their full name and current level of organization. Trading is processed during the regular season prior to the trade deadline and then after Free Agency is declared in the offseason. Trades are entered after each SIM has been played. The trade deadline will be approximately the first week in September around the time rosters expand. Trading of draft picks is allowed. Please note that trades made during the draft must be managed by the GMs involved and sent to the commissioner after the draft is complete. Players to be named later (PTBNL) trades are not allowed. Any players traded from the International Complex must be promoted to Rookie Ball. **Note:** Trades between two ABL teams that are operated by the same GM are not permitted.

FREE AGENCY: Free agent offers are frozen from the end of the Regular season, through the Playoffs until Free Agents declare in the off-season. During this time, no Free Agents may be bid on and any signings will be released back to Free Agency.

ANNUAL AMATEUR DRAFT: The Annual Amateur Draft is 20 rounds. Fixed Time slots will be scheduled offline with the results entered Stats+. **Note:** If you miss your fixed time slot pick, a pick will be made for you using your highest rated scout recommendation. Rolling time slots will be scheduled using Stats+ during the following times: 7 pm & midnight EST during the week and Noon to midnight EST on a weekend.

R1 & R2 – Fixed time slots. R3-R5 – 30 min rolling time slots, R6-R10 – 15 min rolling time slots, R11-R15 – 10 min rolling time slots, R16-R20 – 5 min rolling time slots.

ROSTERS: Player roster limitations must be adhered to at all times during the regular seasons at each organization level. Player roster limits in the off-season will be limited to the maximum number of players permitted at all minor league levels (145) regardless of individual level player roster limits.

Regular Season: ABL: 26 max, 40 max at Roster Expansion which is the 1st Sunday in September. AAA: 35 max, AA: 35 max, A: 35 max, Rookie: 40 max

Off-Season: ABL: 40 maximum**, AAA + AA + A + R = 145 maximum, **Note:** Players on the DL are to be included in this count.

Age Limits: AA – 27 & under, A – 24 & under, R – 21 & below

DFA: The use of Designated for Assignment (DFA), to protect players from being released is not permitted in the ABL. Any abuse of this rule will result in a loss of 1 fan interest point per player applied to the ABL team. One warning will be given out each season to that GM before any penalties are applied. Acceptable examples of DFA use: Any players with a Major League contract &/or Players that are about to be traded in the current sim to prevent injury &/or Players that were just acquired in FA/Trade &/or Players that come off a Rehab stint and/or Players that were recently DFA & Waived to make room on the 40-man secondary roster.

WAIVE & DFA: Should only be used for players that you want to keep and/or players that you want to make available to free up money. All other players should be released.

HALTING THE SIM: Players with no remaining DFA time left will be released.

BALLPARK DESIGN & CAPACITY: Min. & Max. ballpark factors allowed for Batting avg, 2B, 3B, HR: 0.80 to 1.20. The maximum seating capacity of an ABL ballpark is 60,000 seats.

COACHES: Before the end of January, any retired player that reaches the age of 45 will be added as a coach if they desire to be one. It is required to have a complete coaching staff for your organization at the START and at the END of the Regular Season. The Penalty will be \$1.0M CASH per missing staff member. The penalty will be applied after the season is over when you have been notified of your new budget.

CREATE A COACH: The World Series Champion is eligible to create either a Hitting or Pitching Coach at the end of the season.

RETIRING PLAYERS: Any player in Free Agency with a potential rating of ½* as per OSA Scouting will be retired in the game no later than the end of January.

GOLDI POINTS - PARTICIPATION PROGRAM: Goldi Points (GP) is an important part of the ABL to allow each GM an opportunity to be rewarded for their involvement & time committed in the league. Each completed category earns the GM 1000 GP.

GOLD KEY REWARD: Complete each PR (Pre & Post Season) & both Votes (HOF * Polls) = +10,000 additional GP. There is no minimum requirement outside of ensuring that each PR is posted to the applicable Slack channel. For each PR & for both HOF/Polls Voting completed, the GM earns one "Random Created Player" as described below for their Rookie Ball team.

RANDOM CREATED PLAYERS: Total Maximum Players to be earned by any GM in the ABL = 3 per season.

Random Quality: Legend, Star, Good, Average, Bench or Scrub, **Age:** 20 years old, **Position:** Random, **Type:** Independent Leaguer, **Nationality:** Random, **Development Stage:** Half-Way (~50%), **Service Time:** None, **Name:** Random Name with nickname added: "RCPXX", whereby XX is the last two digits of the season. **Note:** player name & nickname is not allowed to be changed.

OTHER WAYS TO EARN GPs:

ABL Trivia & Contests: There may be trivia & other forms of contests held throughout the season.

Recruitment: 25,000 GPs are given to the team that recruits a new GM. The 25,000 GP are deposited once the new GM completes three full seasons in the ABL.

Miscellaneous: GPs are not transferrable to another GM. **Note:** Your GP balance can carry-over from season to season

HOW TO REDEEM GPs: GPs are redeemed & implemented by the start of Spring Training in the ABL.

Personality Traits: Applies to players 22 years old & younger as of December 31st.

- Leadership = +1 = 2,500 GP ea., Total is 200 max, each +1 = 50, unless you are closer than that to reach max then it is <50.
- Desire for a Winner = +1 = 500 GP ea., same as above
- Loyalty = +1 = 500 GP ea., same as above
- Financial Ambition = -1 = 2,500 GP ea., same as above
- Work Ethic = +1 = 2,500 GP ea., same as above
- Intelligence = +1 = 2,500 GP ea., same as above
- National Popularity = +1 = 2,500 GP ea., each +1 is a category improvement from: Dislike, Unknown, Insignificant, Fair, Well Known, Popular, Very Popular, Extremely Popular
- Local Popularity = +1 = 2,500 GP ea., same as above

Player Morale: Applies to any player on your ABL roster.

- Motivator Speaker = Reset Morale to 0 based on Player Performance = 5,000 GP
- Team Building Event = Reset Morale to 0 based on Team Performance = 5,000 GP

Coaching Improvements:

- Hitting Coach = Teach Hitting = +1 = 2,500 GP ea., Total is 200 max, each +1 = 50, unless you are closer than that to reach max then it is <50
- Pitching Coach = Teach Pitching = +1 = 2,500 GP ea., same as above

Ballpark Modifications:

- ABL Ballpark = 25,000 GP
- Minor League Ballparks = 10,000 GP ea.
- Additional ABL Ballpark seats = 2,500 GP = 100 seats

City Relocation:

- ABL* = 25,000 GP
- Minor Leagues* = 10,000 GP each.

* New Owners are allowed to change locations for their entire organization within 1 year of joining the ABL at no GP charge.

Cash:

- CASH added = 2,500 GP = \$5,000,000

Player Name Edits:

- Applies to players 22 years old & younger as of December 31st.
- Each Player Name Change = 500 GP ea.
- Each Nickname Change/Addition = 100 GP ea.

Godspeed:

- A miracle pill to revert a CEI to normal health status = 25,000 GP ea.

GM Loyalty Reward:

- 25,000 GP is earned for every 2,000 wins as GM in the ABL

New Owners:

New GMs entering the ABL during the season acquire the existing team GPs and will be given the maximum points for any activities that were previously missed by the replaced GM. In addition, each new GM will be able to cancel one(1) player contract when they start and a 2nd player contract after the 1st ABL season completed. Lastly, each new GM will have their team fan interest reset to 100 upon taking the new job.

ALLSTAR GAME & YEAR END AWARDS: The ASG & Year End Awards will be held by the game engine.

The following rewards will apply: TML/RCL GM of the Year: +1 Fan Loyalty, MVP/Cy Young/HR Derby Champ – TML/RCL: +5 Fan Interest, Extreme Popularity – Local/National, ROY/SS – TML/RCL: +3 Fan Interest, Extreme Popularity – Local/National, ASG/AS Prospects – TML/RCL: +2 Fan Interest, +1 Popularity – Local/National, RP/SB/GG – TML/RCL: +1 Fan Interest, +1 Popularity – Local/National

DRAFT POOL TALENT BOOST: The ABL World Series Winner is rewarded with the opportunity to create a player to be added to the amateur draft. A template is used for this purpose and the maximum allotted points must be 125.

DRAFT ORDER – LOTTERY: Starting in 2045, a weighted lottery will be held to determine the draft order for the 1st six draft positions in Round 1. All other rounds in the Draft will be slotted by the original draft order given in the game. The last place team will receive 6 chances for the 1st overall pick, the 2nd last placed team will receive 5 chances for the 1st overall pick, the 3rd last placed team will receive 4 chances for the 1st overall pick, the 4th last placed team will receive 3 chances for the 1st overall pick, the 5th last placed team will receive 2 chances for the 1st overall pick and the 6th last place team will receive 1 chance for the 1st overall pick. This lottery draft will be held live in SLACK.

FINANCIAL REVENUE SHARING: Starting in the 2051 season, revenue sharing will be adjusted according to the chart illustrated below by adjusting each team's "Cash" in game at the end of the regular season. Rank #1 = ABL team with the most team revenue while rank #28 = ABL team with the least team revenue.

ABL Team Revenue	Revenue Sharing
Rank #1	(\$25,000,000)
Rank #2	(\$20,000,000)
Rank #3	(\$18,000,000)
Rank #4	(\$16,000,000)
Rank #5	(\$14,000,000)
Rank #6	(\$12,000,000)
Rank #7	(\$10,000,000)
Rank #8	(\$8,000,000)
Rank #9	(\$6,000,000)
Rank #10	(\$4,000,000)
Rank #11	(\$2,000,000)
Rank #12	\$0
Rank #13	\$0
Rank #14	\$0
Rank #15	\$0
Rank #16	\$0
Rank #17	\$0
Rank #18	\$2,000,000
Rank #19	\$4,000,000
Rank #20	\$6,000,000
Rank #21	\$8,000,000
Rank #22	\$10,000,000
Rank #23	\$12,000,000
Rank #24	\$14,000,000
Rank #25	\$16,000,000
Rank #26	\$18,000,000
Rank #27	\$20,000,000
Rank #28	\$25,000,000
Total	\$0

BUDGET RULES: The minimum budget of an ABL team will be no less than 0.5 times the highest budget team in the league in any given year. The ABL Teams will receive 50% of their playoff revenue added to their budget rounded up to the nearest \$2.0M.

2056 Season: The following budget changes will be implemented.

- A) The Average League Budget will be determined using 100% of the Playoff Revenue added.
- B) The Highest allowed Team budget will be set at 1.25 x the value calculated in A)
- C) The Lowest allowed Team budget will be set at the value calculated in A) divided by 1.25.
- D) The values calculated in A) B) and C) are rounded up to the nearest even value for example \$241M will equal \$242M.

FINANCIAL ADJUSTMENTS TO BEGIN EACH SEASON: Cash from Owner will only be credited to an ABL team after a maximum debt of -\$30.0M.

Owner Cash Received > Owner Cash Given: In this scenario, the net difference is paid evenly to all ABL teams that did not receive Owner Cash.

Owner Cash Received < Owner Cash Given: In this scenario, the net difference is paid proportionally by the ABL teams that received Owner Cash.

2054, 2055 & 2056 Seasons: The following modifications will be implemented:

- A) 2054 Season: Maximum Cash for any team is set at \$60M.

- B) 2055 Season: Cash Back will only be distributed to teams that gave Cash Back to their owners, \$0 will no longer qualify.
- C) 2056 Season: Maximum Cash is reduced from \$60M down to \$45M.

2054 SEASON: COMPETITIVE BALANCE DRAFT PICKS RULE:

- A) Any low budget team that has been adjusted by our current Budget Rule will receive one competitive balance draft pick in the off-season prior to the preseason.
- B) Draft will work as follows: i) Players will be created in the amount totaling the number of eligible teams, ii) Position=Random, iii) Type=Amateur, iv) Nationality=Random, v) Player Age=Teenager (16-17 yrs old), vi) Quality=STAR, vii) Development Stage=Raw, viii) Service Time=None
- C) The eligible players will be created in the FA pool.
- D) The draft order will be based on the initial budget of the team without adjustment from our current Budget Rule, with the team having the lowest budget picking first. Tie-breaker= a) attendance with the lower attendance team picking first.
- E) Any players taken in this draft will have a nickname "Competitive Pick XXXX", XXXX=year and this nickname cannot be changed.

NEW AND/OR CHANGING LEAGUE RULES: In order to change an existing ABL rule; 75% minimum majority vote is required (18 out of 24 GMs); in order to create a brand new rule; 51% minimum majority vote is required (13 out of 24 GMs). From time to time, the commissioner of the ABL reserves the right to add, change, modify, and/or delete a game rule that he feels is in the best interest of the ABL and/or based on his own personal time constraints. **Note:** GMs that do not vote will have their votes cast by the commissioner and GMs can proxy their votes to the commissioner.

INTERNATIONAL COMPLEX - ADD A PITCH RULE:

INT Complex - ADD A PITCH RULE		
1. Any pitcher under 20 years old at the time of Spring Training who is located in the International Complex is eligible		
2. GM must achieve 100% participation in all voting activities in the prior year (HOF & Polls)		
3. The selected pitcher will earn maximum skills for both Loyalty & Work Ethic		
4. The following chart is used to determine which Pitch will be added		
NEW PITCH TYPE	RANDOM ROLL	ODDS
<i>SLIDER</i>	<i>1-10</i>	<i>10%</i>
<i>CHANGEUP</i>	<i>11-20</i>	<i>10%</i>
<i>CIRCLE CHANGE</i>	<i>21-30</i>	<i>10%</i>
<i>CURVEBALL</i>	<i>31-40</i>	<i>10%</i>
<i>FORKBALL</i>	<i>41-50</i>	<i>10%</i>
<i>SPLITTER</i>	<i>51-60</i>	<i>10%</i>
<i>SINKER</i>	<i>61-70</i>	<i>10%</i>
<i>SCREWBALL (LHP), CUTTER (RHP)</i>	<i>71-80</i>	<i>10%</i>
<i>KNUCKLEBALL</i>	<i>81-90</i>	<i>10%</i>
<i>CHOICE</i>	<i>91-100</i>	<i>10%</i>
5. The following chart is used to determine the amount of "Current & Potential Development gained		
Existing Current & Potential Ratings - All Pitches Combined		
<i>Average +50% (rounded up)</i>		
6. This rule may only apply one time during a players stint in the Internaional Complex - Nickname Given XXXX ADD P		
7. The nickname may be changed once the player reaches Rookie Ball using GPs		
8. If the random roll results in an existing pitch, then the maximum Potential rating for that pitch will be applied		
9. A pitcher may either ADD a Pitch one time OR be developed one time but, not both.		

INTERNATIONAL COMPLEX - PITCHER DEVELOPMENT RULE:

INT Complex - PITCHER Development Rule:	
1. Any pitcher under 20 years old at the time of Spring Training who is located in the International Complex is eligible	
2. GM must achieve 100% participation in all voting activities in the prior year (HOF & Polls)	
3. The selected pitcher will earn maximum skills for both Loyalty & Work Ethic	
4. The following chart is used to determine which Pitcher Attribute will be Developed	
Rookie Pitching Coach - Focus	Pitcher Attribute
<i>GROUNDBALLERS</i>	<i>MOVEMENT - 1</i>
<i>FINESSE</i>	<i>CONTROL - 2</i>
<i>POWER</i>	<i>STUFF - 3</i>
<i>NEUTRAL</i>	<i>RANDOM ROLL (1-3)</i>
5. The following chart is used to determine the amount of "Current & Potential Development gained	
Current & Potential Ratings	
<i>+25% (rounded up)</i>	
6. This rule may only apply one time during a players stint in the Internaional Complex - Nickname Given XXXX PD	
7. The nickname may be changed once the player reaches Rookie Ball using GPs	
8. A pitcher may either ADD a Pitch one time OR be developed one time but, not both.	

VETERAN PITCHER – ADDING A NEW PITCH RULE:

New Pitch Criteria

1. ABL SP must be 32 years or older the day Spring Training starts, have an OSA stamina of at least 50, have at least 10 GS & 162 IP with a ERA+ under 100 and FIP- over 100 in the previous year
2. New Pitch is added at the start of ABL Spring Training
3. GM must achieve 100% participation in all voting activities in the prior year (HOF & Polls)
4. SP is only eligible to receive one new pitch in his ABL career
5. The cost for adding this new pitch is 15,000 GPs & will include maximum work ethic & loyalty - new for the 2043 season

NEW PITCH TYPE	ABL Pitching Coach - Focus
SLIDER	GROUNDBALLER
SINKER	GROUNDBALLER
KNUCKLEBALL	FINESSE
CURVEBALL	FINESSE
CUTTER	POWER
2-SEAM FB (SCREWBALL)	POWER
CHANGEUP	NEUTRAL
CIRCLE CHANGE	NEUTRAL

New Pitch Determination

1. Using the chart above, the ABL Pitching Coaches Focus determines the new pitch available
2. If the new pitch already exists for that Pitcher, then the GM may select any pitch shown in the table or decide to improve that pitch
3. This new pitch list will be reviewed yearly based on published/available data through sources such as FanGraph

ABL Pitching Coach - Teach Pitching Rating	Cur/Pot Rating
1-25	Avg
26-50	Avg + 10%
51-75	Avg + 15%
76-100	Avg + 20%
101-125	Avg + 25%
126-150	Avg + 30%
151-175	Avg + 35%
176-200	Avg + 40%

New Pitch Current & Potential Rating

1. The ABL Pitching Coaches ability to "Teach Pitching" helps to determine the Current & Potential Ratings of the new pitch as shown in the table
2. Avg = Average OSA rating of the existing pitches
3. The actual Current & OSA Potential rating will be rounded up

INTERNATIONAL COMPLEX – BATTER DEVELOPMENT RULE:

INT Complex - BATTER Development Rule:

1. Any batter under 20 years old at the time of Spring Training who is located in the International Complex is eligible
2. GM must achieve 100% participation in all voting activities in the prior year (HOF & Polls)
3. The selected batter will earn maximum skills for both Loyalty & Work Ethic
4. The following chart is used to determine which Batter Attribute will be Developed

Rookie Hitting Coach - Focus	Batter Attribute
<i>PATIENCE</i>	<i>EYE - 1</i>
<i>CONTACT</i>	<i>CONTACT - 2</i>
<i>POWER</i>	<i>POWER - 3</i>
<i>NEUTRAL</i>	<i>RANDOM ROLL (1-3)</i>

5. The following chart is used to determine the amount of "Current & Potential Development gained

Current & Potential Ratings
<i>+25% (rounded up)</i>

6. This rule may only apply one time during a players stint in the Internaiional Complex - Nickname Given XXXX BD
7. The nickname may be changed once the player reaches Rookie Ball using GPs

HOW TO SETUP THE LEAGUE ON YOUR COMPUTER:

1) To reach our ABL website, visit: <http://usfleagues.net/website/>

2) Download the "League File" ABL.tar.gz (zip file) and extract to your OOTP 25\data>saved games>AdultBaseballLeague.lg folder (if this folder doesn't exist, create it exactly as it is shown)

Note 1: On my hard drive the folder is located as follows:

C:\OOTP Baseball23\data\saved_games\AdultBaseballLeague.lg

Note 2: Please make sure to create this folder with this exact name using the spacing as shown.

Note 3: Using WINZIP to extract the files.

Note 4: If WINZIP and your browser is giving you a file error after you download it then try saving the file by right clicking on the link and selecting "save target as"

3) Ask the commissioner for the password to enter the league - Before you can do this step, I need to create you as an owner in the league.

4) In order to properly export your team file, you will need the proper data files to be extracted into the leagues settings folder. The League Data Files are available from our ABL website: <http://usfleagues.net/website/>

On my computer the folder appears here:

C:\OOTP Baseball 25\data\saved_games\Adult Baseball League.lg\settings

Once you have the league loaded in your game. There is an option on the main home screen to "check for updated league files". You can use that feature from that point on to update the league.

CONSIDERING TO JOIN OUR THE LEAGUE?

- Download the league file from the ABL website: <http://usfleagues.net/website/>
- Download the league settings files from the ABL website <http://usfleagues.net/website/>
- Follow the instructions on how to set up the league on your computer.
- Sign in to the username: GUEST PASS
- Use the password: guestpass