



*** Changes for the 2061 Season in Red Text ***

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 three feeder leagues: NCAA Division I - USA College, CBL - Canadian Baseball League and 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.

BUY-OUTS: Players who are offered team options must also offer at least a 25% buyout for any 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.

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.

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 cancelled.** This rule only applies to players who either a) were drafted, b) acquired through waivers and/or c) INT Complex Scouting discoveries. Any player you compete to sign either a) INT FA and/or b) Free Agency is excluded.

TRADING: To make an official trade both teams must confirm the trade to the commissioner in writing using the appropriate slack channel. To help find players in the game efficiently, each player involved in the trade must be indicated by their full name, **position** 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. Players to be named later (PTBNL) trades are not allowed. Any players traded from the International Complex must be promoted to Rookie Ball.

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 maximum, 40 maximum at Roster Expansion in September. **Triple AAA: 40 maximum, Double AA: 40 maximum, Single A: 40 maximum, Rookie Ball: 40 maximum. Each minor league organization requires a minimum of 10 total pitchers per level.**

Off-Season: ABL + Triple AAA + Double AA + Single A + Rookie Ball= 160 maximum. Players on the DL are included.

Age Limits: Triple AAA – None, Double AA - 27 & under, Single A – 24 & under, Rookie Ball – 21 & below

DFA: The use of Designated for Assignment (DFA), to protect players from being released is not permitted in the ABL. 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. **Any players that run out of DFA time, will be released by the Commissioner. The DFA Period Length is 35 days.**

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.

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/SCOUT/TRAINER: It is recommended to hire a complete coaching staff for your organization by the start of the Regular Season. It is also recommended to have a full coaching staff at the end of the Regular Season and throughout the Playoffs.

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 start of Spring Training.**

COMMITMENT PROGRAM: Goldi Points (GP) is earned by each GM by completing league activity-based tasks.

PRE-SEASON: Spring Training – Regular Season Starts Public Relations (PR) Slack Post: 2,500 GPs

POST SEASON: FA Declare – Spring Training Public Relations (PR) Slack Post: 2,500 GPs

HOF VOTING – Posted in Slack: 2,500 GPs

Complete all three categories in any given year: 2,500 GPs Bonus Applied

Total Available GPs in any given year: 10,000

Notes: GPs may not be traded and may accumulated year over year

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

Personality Traits: The following adjustments are handled in game and in increments of 50 and only apply to players 21 years old & younger as of December 31st. The maximum number of increments possible is 4 assuming the player is below 50 rating in game. An example; player rating in game is 49. +1 = 99, +2 = 149, +3 = 199, +4 = 200 = maximum.

- Leadership = +1 = 1,250 GP ea.,
- Desire for a Winner = +1 = 1,250 GP ea.
- Loyalty = +1 = 1,250 GP ea.
- Financial Ambition/Greed = -1 = 1,250 GP ea.
- Work Ethic = +1 = 1,250 GP ea.
- Intelligence = +1 = 1,250 GP ea.

Coaching Improvements:

- Hitting Coach = Teach Hitting = +1 = 1,250 GP ea.
- Pitching Coach = Teach Pitching = +1 = 1,250 GP ea.

Ballpark Modifications*:

- ABL Ballpark = 25,000 GP
- Any Minor League Ballparks = 10,000 GP ea.
- Additional ABL Ballpark seats = 1,250 GP = 100 seats

Cities Relocation*:

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

* New GMs are allowed to change any or all locations for their organization and modify any or all of their ballparks within 1 year of joining the ABL at no GPs charge.

Cash:

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

Player Name Edits:

- Applies to players 21 years old & younger as of December 31st.
- Each Player Name or Nickname Change = 100 GP ea.

Godspeed:

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

GM Loyalty Reward:

- 10,000 GPs is earned for 1,000 wins as GM in the ABL
- 25,000 GPs is earned for 2,500 wins as GM in the ABL

NEW GMS RULES:

New GMs entering the ABL during the season acquire the existing team GPs and will be given the maximum GPs for any activities that were previously missed. In addition, each new GM will be able to cancel one player contract when they start and a 2nd player contract after the 1st ABL season completed. Players with cancelled contracts will be Free Agents and any Financial burden to the Team will be refunded. Each new GM will have their team's Fan Interest reset to 100 upon taking the new job.

R1 DRAFT ORDER – LOTTERY:

A weighted lottery will be held in Slack to determine the draft order for the 1st six draft positions in Round 1 of the next Amateur Draft. All remaining rounds in the Amateur 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.

FINANCIAL REVENUE SHARING:

The chart illustrated below details the adjustment to 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 any ABL team will be no less than 0.5 times the highest budget team in the league in any given year. ABL Playoff Teams will receive 50% of their playoff revenue added to their budget rounded up to the nearest \$2.0M.

The following Budget Rules are 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.

The following Financial Rules are implemented:

- A) Cash Back will only be distributed to teams that gave Cash Back to their owners
- B) Maximum Cash is \$45M.

NEW AND/OR CHANGING LEAGUE RULES:

In order to change an existing ABL rule; 75% minimum majority vote is required (21 out of 28 GMs); in order to create a new rule; 51% minimum majority vote is required (15 out of 28 GMs). From time to time, the ABL Commissioner 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. GMs that do not vote will have their votes cast by the commissioner. In addition, GMs can proxy their votes to the ABL Commissioner.

REGULAR SEASON EXPORT BONUS:

The ABL StatsPlus "Export History" function will be used. GMs will be eligible to receive this bonus by achieving a certain level of exporting Pct during the Regular Season. Those GMs that qualify will be able to add a pitch to one of their International Complex Pitchers as detailed below in the chart.

Platinum GMs:

Achieve a perfect 90-100% Pct, GM automatically receive "CHOICE" for the new Pitch Type or Maximize a current Pitch

Gold GMs:

Achieve between 80 to 90% Pct, GM is eligible to participate using the chart below

Any results below 80% is not eligible to receive a bonus.

International Complex – Add a Pitch Chart:

1. Any pitcher 20 years old or younger in your International Complex by Spring Training is eligible.
2. GMs qualify by achieving Platinum or Gold level exporting Pct during the Regular Season.
3. The selected Pitcher will receive maximum Loyalty & Work Ethic.
4. The selected Pitcher will receive maximum Greed.

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

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>sav
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 Baseball25\data\sav_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\sav_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