



# North American Baseball League

## Official Rules

### **Purpose**

The league is designed to be a fun and non-threatening environment that simulates on a quick basis to take advantage of the promotion / relegation concept and foster an environment that last for many seasons.

Because the league is for fun, improper conduct on the Slack channel will be handled via the commissioner panel and GM's are subject to removal.

### **Structure**

#### **Association Setup**

The league association will comprise of two leagues. The top league (Premier League) will be 20 teams with no divisions or conferences. The bottom league (Relegation League) will consist of 10 teams. Each team will have a total of four minor league levels and an international complex for scouting discoveries.

The league will begin using the OOTP 19 MLB roster set that comes with version 19.7 build 56. All players will be placed in an inaugural fantasy draft done on Stats+ with a 4-hour timer for rounds 1-30. Rounds 31+ will be auto.

## **League Schedule**

Each league will play a balanced 152 game schedule. At the end of the regular season, the top 8 teams in the Premier league will qualify for the post season seeded 1-8 based on regular season record, competing for the Gold Cup. No playoffs will be held in the Relegation League.

Playoff structure is as follows:

- Quarter Finals: Best of 3 with all games held at the higher seed site
- Semi Finals: Best of 5 with format 2-1-2 with higher seed hosting 4 home games
- Gold Cup: Best of 7 with format 2-2-1-1-1 with higher see hosting 4 home games

## **Promotion / Relegation**

After each season, the bottom four teams in the Premier League will be relegated to the Relegation League and the top four teams from the Relegation League will be promoted for the following season.

## **League Governing Body**

The league will be run by a league commissioner, who will be responsible for the following:

- Running the sim on schedule
- Maintaining the Slack board
- Maintaining and updating Stats+
- Oversee the league
- Service on the commissioner panel as an equal vote

The league will also have a panel of seven members initially chosen by the commissioner. Future member replacements will be chosen via vote from the existing members. The commissioner panel is responsible for:

- Evaluating any trade challenges and voting to allow or veto the trade
- Discussing any possible rule changes and voting to bring them to the league for a majority approval vote

## **Sim Schedule**

Regular Season will begin each year on April 1<sup>st</sup> with sims running each weekday. Each sim will be run to bring the new league date to either the 1<sup>st</sup>, 11<sup>th</sup>, or 21<sup>st</sup> of the month (essentially 10 days with a few sims being 11 days).

Off-Season schedule will run as follows:

- Sim 1 – Arbitration offers and contract option years
- Sim 2 – Rule 5 Draft
- Sim 3 – Start of FA (Draft pool published)
- Sim 4+ - Follow normal schedule for FA sims while draft is going on
- Sim to Spring Training and Import Draft
- Spring Training (4 sims of 7 days each)

## **Rules**

### **Scouts**

Each GM is given 500 points to assign to four scouting profile categories to customize their scout to the way they like them to be. Note: Each category must have at least 60 in each category and no more than 200 in any category.

- Scouting Majors
- Scouting Minors
- Scouting Amateurs
- Scouting Internationals

Each GM must also choose a scouting preference for their scout

- Highly favor tools
- Favor tools
- Neutral
- Favor ability
- Highly favor ability

Scouting changes can be made each year during Spring Training

### **Rule 4 Draft**

The rule 4 draft (amateur draft) will begin each year at the end of the playoffs and will be a total of 20 rounds.

The draft will consist of all 32 teams (Premier and Relegation League) with draft order running from lowest win % in Relegation all the way to highest win % in Premier league.

Draft clock in Stats+ will be as follows:

- Round 1 = 12 hours
- Round 2 = 6 hours
- Round 3 = 3 hours
- Round 4 = 1.5 hours
- Round 5 = 1 hour
- Round 6+ = 30 min

No Trading of draft picks. No FA compensation picks

## **Rule 5 Draft**

The rule 5 draft will be run immediately before FA and will be done via in game lists.

## **Trading**

Trading can be done up until July 31<sup>st</sup>.

All trades are processed post sim.

All trades should be posted in Slack and include the full name of all players, their position, and level. Both teams must confirm the trade before it will be processed.

If a GM feels a trade is not in the best interest of the league, they may send a private message to the league commissioner with a reason behind why they feel the trade should be vetoed. If three or more GM's protest a trade, the trade will be brought to the commissioner panel and each of the two teams will be able to read the arguments of the GM's who protested as well as answer any questions the panel has and then the panel will vote on the trade with the information they have.

## **Financials**

Each team will begin with the same media revenue, market size, etc, so each team begins on a level playing field. A Salary cap of \$250 mil in 2021, \$225 mil in 2022, and \$200 mil from 2023 on.

Contract extensions will be done via the game with the following rules:

- No Vesting Options
- Only One team option
- Max contract extension – 5 years
- No All-Star Bonus Allowed
- Team option must include 25% buyout

## **Miscellaneous Settings**

- Coaches – Disabled
- Scouting Accuracy – Low
- Current / Potential rating scale – 20 to 80 (increments of 5)
- Top Prospect List – Annual
- Storylines – Disabled
- Injury Setting – Low (No Delayed Diagnosis / Hide Injury rating)
- DH rule enabled for all leagues
- Active roster size – 27 players