

Major League Sim Baseball Rules (Updated for the 2036 Season)

GENERAL

GM Activity

- GMs are expected to export for all sims. While there are certainly reasons for not exporting or being able to export, we expect each GM to care enough about the league to participate via export and on the boards as well, as much as they possibly can.
- GMs are expected to respond in a timely manner to all other GMs, even if to say only that you are not interested.
- GMs are expected to be respectful on the message boards and in other areas of the league. GMs found in violation will face expulsion from the league.

League Start Date

- The league will start with the beginning of the 2007 season, with pre-existing injuries on. No moves made by major league teams in the 2007 MLB season will be reflected in this league.

Simulation Schedule

- Sims will take place on Monday, Wednesday and Friday of each week. Exports for all sims are due no later than 8:00 AM EST on the day of the sim.
- **AMENDMENT:** As of the 2036 season, all sims will be seven days in length.
- Off-Season sims shall occur on a daily basis (excluding weekends), with exports due no later than 8:00 AM EST on the day of the sim. A sim schedule will be posted in advance of the off-season's start.

SETTINGS

Minor League Options

- Minor league options are enabled.

Scouts/Managers

- Scouts and managers are disabled.

Stadium/Park Factors

- Beginning with the 2026 season, a team may request an alteration of park factors no more than once every three seasons. The park factors used must be a pre-set of the game, or otherwise reputable source.

Ratings

- For overall ratings, the star scale will be used.
- Overall ratings will be against a player's position, not all other players.
- For sub-ratings, the 1-10 scale will be used.
- Personality ratings will be used.
- Player morale will be used.
- For the draft pool, any pitcher that has only two pitches, at least a 4 stamina rating and potential sub ratings adding up to at least 18 will be given a third pitch equivalent to a 3 or 4-rated change-up (or other, if the pitcher already has a change-up). No position players (as determined by the game) will be given pitches, regardless of whether or not they meet the criteria outlined above.
- Aside from the above, no other ratings will ever be changed.

AI Control

- Should a team become vacant, the AI will not be allowed to make trades or offer contract extensions of any kind.

Player Development and Evaluation

- League aging setting for pitchers and batters is: .800
- League development setting for pitchers and batters is: 1.000
- **AMENDMENT:** Talent Change Randomness is set to 35 as of the 2036 off-season.
- All talent changes are set to be reported.

Injuries

- Injuries will be set to LOW.
- Any player under the age of 32-years-old shall have that injury reset to 12 months. Any player age 32 or older suffering a career-ending injury will be retired.

- No other injuries, at any time, will be considered for alteration.

ROSTERS

Trading

- All trades must be posted and confirmed by both teams before they are processed. The confirming team must quote the original post in his confirmation post.
- All trades will be processed post-sim, except for trades consummated at the trade deadline.
- No trades featuring a player who will become a free agent will be processed during the time period between the league's trading deadline and free agents filing.
- The league's trade deadline will be August 15 of each year.
- Beginning with the 2031 season, draft pick trading is allowed. Teams may trade any selections in rounds 1-5 of the coming draft at any time. Once the draft pool has been displayed in-game, teams will then have the ability to trade not only the picks they have in the current draft, but those in rounds 2-5 of the next year's draft as well.
- Cash can be traded in any deal, but deals involving more than \$5 million in cash are subject to approval by the league commissioner.
- Teams may not trade any free agent signed prior to June 15 (in the off-season or regular season) until that date in-game. Trades in violation of this rule will not be processed. This includes any players offered arbitration that failed to sign with another team.
- Teams may not trade any free-agent signed after June 15 until the player has been on the team for at least one month.
- **AMENDMENT:** Injured players may be traded, but the trade will only be processed if the team receiving the player agrees in their posting that they understand the player is injured and accept the trade as is. Trades in which a player is injured during the sim will not be processed until the team receiving the player acknowledges acceptance.
- Any trade involving a player that is below AA should include the player's team name or league name in the posting format below.

- All trades should be posted in this format:

Florida sends:
P Joe Unknown (MLB)
OF John Doe (AAA)

Boston sends:
P John Unknown (A – League Name)

Waiver Wire

- Waivers are done on the boards. If a GM is interested in claiming a player, they must send a PM to the board name MLSBWaiverWire to let us know they wish to put in a claim. At the end of each sim, the commissioners will access the board name and announce which team will receive the player.

Waiver priority will be given first to teams in the same league with the claiming team with the worst record receiving the player, and, if no team from the same league has put in a claim, the player will be offered to the opposite league.

- The waiver time frame will be set at 12 days.

Designated for Assignment

- DFA time shall be set at 21 days.

Pitching Rotation

- No starting pitching rotation (excluding the playoffs) shall have fewer than four pitchers.
- Violations of this rule will cost the offending team \$5 million.
- Any pitcher, regardless of stamina, shall be allowed to be a starting pitcher at any level.

Designated Hitter

- Beginning with the 2032 season, the National League will also have the DH.

AMATEUR DRAFT

Amateur Draft

- The Amateur Draft will be officially be held in June of each year, however, we will do a live draft of the first five rounds by making the draft pool available as early in the season as possible.
- The first round of the Amateur Draft will give each team a one-hour time slot to make their selection. Teams will have until the end of their time slot to make their pick, regardless of when the team ahead of them picks.
- Beginning with the Sandwich Round and continuing with all subsequent rounds, draft selections will be made in waves of five picks. Fifteen picks will be made each day, with five coming at 10:00 AM EST, the next five coming at 1:00 PM EST and the last five coming at 4:00 PM EST.
- Teams will be eligible to gain draft pick compensation for players lost in free agency. If a team loses a player (or players) and that player (or those players) go on to achieve certain WAR benchmarks the following season, the team losing the player would be eligible to receive a compensatory pick according to the schedule below. No team could receive more than one compensatory pick and compensatory picks are not eligible to be traded. The benchmarks would be as follows:
 - Total WAR is 8.0 or higher = End of First Round Selection
 - Total WAR is 4.0-7.9 = End of Second Round Selection
 - Total WAR is 2.0-3.9 = End of Third Round Selection
- In order to count toward your total, the player you are losing must have been on your team for the entire previous season (i.e., you can't trade for a guy at the deadline and get compensation for him) AND cannot have been released from their contract (voided team options or declined arbitration are okay).
- A player lost that has a negative WAR would count in the sum of the other players.

FINANCIALS

Team Financials

- Each team will be set to \$10 million for cash the first year.
- The maximum cash limit each year will be \$40 million.
- Gate revenue sharing will be changed from 100/0 (home/visitor) to 80/20.

- Beginning with the 2032 season, all teams will receive equal National Media Revenue payments. Local Media Revenue will remain on a team-by-team basis.
- A luxury tax will be implemented at the soft cap level of \$115 million. Any team going over the soft cap for the first time will be charged 20 percent, any team going over the soft cap for a second time will be charged 30 percent and any team going over the soft cap for a third or greater time will be charged 50 percent.
- For any team that was previously assessed a 30 or 50 percent luxury tax, for every two consecutive years they are not charged a luxury tax, they will go down one notch in percentage. (For instance: If Team A is being charged 50 percent for luxury tax, if they avoid the luxury tax for two years, they would be reduced to being charged just 30 percent for the next time they are charged the luxury tax. If they avoid being charged the luxury tax for four years, they will go back down to 20 percent for the next time they are charged the luxury tax.)
- The luxury tax will be calculated the day after the World Series and will be based on a team's player expenses.
- Additionally, a hard cap will be imposed at \$160 million. The previously determined decreases in the hard salary cap will no longer be used. The penalty for exceeding the hard cap shall be loss of your second round draft choice.
- All luxury tax monies will be pooled to form the Revenue Sharing fund for that season. This money will be shared amongst the teams earning less than the average media contract. For more information on how we determine how much each team will receive, please ask the league commissioner.
- If at the end of the season (beginning with the end of next season) a team is in the red for at least \$10 million, they will be placed on a probation list, meaning that should they not start working to reduce their debt, they may be subject to penalties at the end of the next season.

If at the end of their second consecutive season in debt they are between \$10 and \$20 million in the red (in debt), they will be placed on a Tier II restricted list that will prevent them from doing any of the following:

- A. Sign any free agent to a contract other than a minor league contract.
- B. Make a trade in which they are receiving \$5 million or more in salary than they are giving away.

If at the end of their second consecutive season in debt a team is more than \$20 million in the red (in debt), they will be placed on a Tier I restricted list that will prevent them from doing any of the following:

- A. Sign any free agent to a contract other than a minor league contract.

- B. Exercise contract options.
 - C. Make a trade in which they are receiving more in salary than they are giving away.
 - D. Offer player extensions other than minor league contract extensions.
- Any team that is slated for the penalty that has made at least \$15 million the previous year will remain on probation instead of in the penalty.

Contracts

- **AMENDMENT:** The maximum contract extension length for any player with less than three years of MLB service time shall be three years. For any player with three years or more of MLB service time, the maximum contract length shall be seven years.
- No contract (including a contract extension) may have any single incentive that is greater than \$2 million.
- Beginning with the 2032 season, there is no limit to the size of a team or vesting option year, however, all team option years must be accompanied by a buyout of at least 50 percent of the total amount for a given year. Failure to comply will result in the entire contract becoming guaranteed.
- Beginning with the 2029 season, no contract shall have a variance in total money between the highest and lowest guaranteed contract years of greater than \$10 million.
- **AMENDMENT:** The penalty for violating these rules will be the contract will be voided and the offending team will be fined \$2 million.

Foreign Free Agents

- Each year, a number of foreign free agents will attempt to enter the MLSB using the league's posting process. Each team will have the right to bid for the rights to sign the foreign free agent to a contract.
- Posting bids should be sent in a PM to MLSBPostingBids on the forum.
- Only cash currently on-hand (after the cash max has been implemented) can be used to bid. This includes any monies acquired via trade.
- Should there be a tie for the posting fee, all teams that are tied will have the right to offer the player a contract in-game, with the player choosing which team he wants to play for.

- Should any team that has not won the rights to bid on a particular foreign free agent submit a bid, this will result in the contract offer being withdrawn and the team will not be allowed to offer a posting bid the following year for any foreign free agent.
- Any team that wins the right to negotiate with a foreign free agent will automatically forfeit the posting fee at the time the winners have been announced. Regardless of whether or not they sign the player, the posting fee will be paid. This goes for any teams tying at the max bid of \$40 million as well as any other team winning at a lower amount.
- Should a foreign free agent remain unsigned at the beginning of Spring Training, the player will be removed from the pool and will not be eligible to be signed by any team. The team(s) having won the posting rights will not have their bid refunded.

Universal Rules

- There exists the possibility that a GM may find and exploit a glitch in the game to undermine the competitive balance these rules are intended to create. Should any GM find such a glitch, we ask that they bring it to the attention of the league prior to using it. If it is determined that a GM acted in such a way as to gain an unfair advantage by exploiting the game, the GM shall face expulsion from the league.
- If you are at all unsure of whether or not something is against the rules or have any concerns, please contact the league commissioner for clarification.
- By vote of the league, the Commissioners have been giving the right to edit a player should the need arise. Those edits may not include any changes that involve adjusting a player's ratings or contracts.