**BRHLO Rulebook**

*Last updated – March 14, 2019*

Changes are in RED

1. **League Information**
	1. This will be a cash league. Entry Fee is $50 per season. Entry fees are distributed back to GM's for accomplishments.
	2. New GM’s must pay 2 seasons when they join. This is done to ensure we are only getting committed and dedicated GM’s. Should a GM resign (or go AWOL), before their first two seasons are complete, they will NOT be reimbursed.
	3. You MUST be paid for the upcoming season to partake in the entry draft that kicks off our offseason.
	4. You must always have the newest version of OOTP.
	5. This is unlike any other OOTP league. We sim 1 day per day. Each season is a calendar year. Rating progressions will be turned OFF, as will things like international scouting, player dev, dev budgets, draft scouting and other applications not applicable in this style league.
	6. Players get rerated when the new OOTP version comes out. The new (initial) ratings are what your players will be rated. You should be drafting and trading based on what you think a player will do in REAL LIFE as that is how they will be rerated every year. (Timing as we head into each offseason and with new OOTP game will be communicated to the league).
	7. You MUST have the new OOTP game each year when it comes out. We will transition over once it comes out and apply new ratings.
	8. Collusion of ANY sort is strictly forbidden, if it's in the grey area, ask Bryce or Eric D for pre-approval.
	9. This is not a democracy. While we will source opinions as needed, every decision we make is based on the league’s best interests now, and in the future. Our current cash league has been running, without stoppage for well over a decade, we know what we are doing.
	10. If something occurs that isn't explicitly covered in the rules, and needs addressed, the Commishes decisions are FINAL.
2. **GM Expectations**
	1. GMs are expected to be active in the league. Primarily by exporting file regularly, and being in the group chat on Slack. The message board is a tool, and official communication will be posted on it, but being on Slack is not only suggested, it is a REQUIREMENT.
	2. GMs will respond to trade offers, even if it's with a “you've got to be kidding me”.
	3. We obviously allow more smack talk than most leagues, and it creates a better experience in most people's eyes. That being said, use your best judgement, if it's not good enough, we will tell you.
	4. GM's are recommended to be paid ahead by 1 season at all times. This is to ensure a GM is planning on staying around, and isn't decimating his team. If you plan on leaving, and we get sometimes life happens, please talk with Bryce offline to come up with a transition plan. If you are NOT paid for the next season, you will have deals scrutinized more to ensure you’re not decimating a franchise for one last run.
	5. Blatant disregard for intent rules will be dealt with. If you have a superstar who is rated like a superstar, and are playing him in minors to avoid service time. It will be looked at, and a guy may be forced up. This wouldn’t be a Vlad Guerrero Jr. Time who hasn’t played at all yet IRL, but more for someone who is established as a star MLB guy, has star ratings in game, and is being sent down for service time considerations.
	6. We don’t have any specific rules for tanking. Due to the fact it takes 4-5 years often for first round picks to have any impact, there’s clearly less benefit to it than other sports, especially when you factor in the spotty correlation between when a guy is drafted and his future ability.
	7. Any attempt to circumvent the spirit of fair play will be dealt with harshly. If you think you see a loophole, tell us, so we can close it.
3. **League Calendar of Events**
	1. **REAL LIFE – IN GAME**
		1. **January – Offseason – Playoffs (into Feb likely)**
		2. **February – Spring Training – Awards, Payouts, Draft, ZIPS**
		3. **March – Spring Training – New OOTP Game, Transition (Ratings, Retirements, Draft Input)**
		4. **April – Season Begins – Offseason Begins (Arbitration, Options, Extensions)**
		5. **May – Regular Season – Rule 5, Free Agency**
		6. **June – Regular Season – Preseason (Condensed)**
		7. **July – Regular Season – Season Begins**
		8. **August – Regular Season – Regular Season**
		9. **September – Regular Season – Regular Season**
		10. **October – Playoffs – Regular Season (Trade Deadline)**
		11. **November – Offseason – Regular Season**
		12. **December – Offseason – Regular Season**
			1. *Pending slight modifications based on what is required.*
4. **Downloading Files**
	1. [brhl.net/File/leaguefile/brhlo.zip](http://brhl.net/File/leaguefile/brhlo.zip)
		1. Click on the above link
		2. Unzip the file to your OOTP save games folder (most likely Documents-OOTP Developments-OOTP19-Saved Games
		3. It will create a BRHLO.lg folder
	2. **OPEN UP OOTP GAME**
		1. Load League BRHLO
		2. Once open, it will show GM list. Click on your name, enter your password
		3. Close OOTP19 (this is needed to create background files)
	3. **REOPEN UP OOTP GAME**
		1. Load league BRHLO
		2. Click on your name again, login.
		3. \*New GM setup\* Click on the GM Menu (will be your name), click MANAGER OPTIONS
		4. \*New GM setup\* Fill out the details, make sure to click to use password for login, and put in your password.
		5. Now go export. For newbies if you click on the <=> button in bottom right, it's a quick link to rosters and transactions screen.
		6. Click the Actions drop down on the right. Click EXPORT TEAM VIA FTP
			1. *It should notify you that your file has been uploaded. If you get a connection error, let us know. (you have to be connected to internet to do this).*
	4. **GETTING NEW FILE AFTER INITIAL FIRST DOWNLOAD** (For the newbies)
		1. For future use, you don't have to do all these steps. When we notify you a new file is up, you simply go to FILE - ONLINE LEAGUE - DOWNLOAD LATEST LEAGUE FILE
5. **Game Settings**
	1. Ratings Scale 1-20
	2. Scouting Discoveries and Coaches – OFF
	3. 4 levels of play - Pro team, AAA, AA, A
	4. 10/5 Rights are turned off
	5. Entry Draft will be done LIVE on draft day.
	6. Injury frequency – LOW
	7. Contracts will be negotiated in game. We will add restrictions if a few bugs remain from prior versions
	8. League History and Player Stats are on BRHLO history only.
	9. Draft Budgets/Player Development should be left at 0. Players drafted are put on A roster. There is no in game development
	10. Morale is RESET to begin every offseason
	11. Injuries are RESET to begin every offseason.
	12. MLB injuries are not incorporated with our new season. You start the year with a fully healthy roster.
6. **Franchise Info**
	1. The following are how things were to start the league in 2018. As we move forward if a new GM comes in and their team is lower than the defaults, they may be manually adjusted at the Commishes discretion.
		1. *Fan Loyalty 5/10*
		2. *Market Size 6/20*
		3. *Stadium Size - 40k*
		4. *Opening Cash - 5m*
		5. *Budget - 150m*
		6. *National Media - 40m*
		7. *Local Media - 40m*
		8. *Last Year Merchandising - 20m*
	2. Your market, cash, budget, media and merchandising will change as your franchise ebbs and flows. If things get way out of whack with new game versions and financial modeling, we will adjust as needed.
7. **Roster Information**
	1. 25 players max at MLB-AAA-AA and 50 at A
	2. You must abide by your team’s internal budget
	3. Players who retired in game in last season will be unretired if they didn’t retire in MLB
	4. Players who have retired in MLB will not be in our next game. If they aren’t going to play in 2019 IRL, they won’t in the BRHLO. Their contract will be wiped off the book if they retire.
		1. *Some points of contention were voiced with this. The rational is simply, we are emulating the forecasted upcoming season, that’s what the ratings are largely based off. Those players won’t be playing IRL in that season, so they won’t in our league.*
	5. Players 22 and younger may NOT be signed as free agents. For simplicity sake, we use birth years to determine this.
		1. *2019 – 1997-98-99-00-01-02 bdays may not be signed as Free Agents, may be taken in draft (if they meet criteria)*
		2. *2020 – 1998 and younger bdays may not be signed as Free Agents, may be taken in draft (if they meet criteria)*
		3. *Etc. etc. etc.*
	6. Punishment for signing invalid young FA will start with a 1 time warning. After that you will be fined starting at 500k, and increasing by 500k each increment.
	7. All players signed illegally will be released. Your team will pay any costs to release them, in addition to your fines.
	8. Players who are not affiliated with a MLB team when the new game comes out will not be included in our new ratings.
		1. They go on the BRHLO Retainage page. Should they become active again, you would maintain their rights. Examples of reasons why they wouldn’t be in game include
			1. Playing pro in Japan, Mexico, etc.
			2. Did not sign after being drafted
			3. Hasn’t played in years
			4. Was released
			5. Retired
			6. Misc. – Don’t always know why they aren’t in game. Rest assured they will be added if they are on future rosters
8. **Draft – *Eligibility & Timing***
	1. Draft is 10 rounds long.
	2. Beginning for the 2019 season, our draft will actually occur after the year, as the first thing on our calendar. So likely late January, early February IRL.
	3. Draft classes will be published in regards to who is eligible before the draft. You may not go off board. If you want someone added (who is eligible), notify Bryce before the draft and they will be discreetly added to the pre-draft pool, and Bryce will not select anyone added late. This is a way for him to verify eligibility ahead of time.
	4. There are no draft signing bonuses. If a player is drafted, they will be placed on your roster.
	5. If a team is open, they will draft the highest drafted player from most recent MLB draft (except in an extraordinary situation like death, or they quit to play football lol)
	6. Draft classes will consist of the following.
		1. Those drafted in MLB that season (less any who were drafted in previous years, and re-entered draft IRL).
		2. Players who are under the age threshold to be signed as UFA, but who are legit prospects IRL.
			1. *May include previously drafted players IRL, IFA signings from current or prior years.*
			2. *May NOT include players who are projected to be IFA in upcoming season. In other words, their rights MUST be owned at time of our draft.*
9. **Offseason Calendar of Events**
	1. Our offseason will begin in April when the new game comes out. This is due to needing updating ratings before we progress into our offseason for arbitration/extension reasons.
		1. **Entry Draft**
			1. Teams must be paid up for upcoming season to partake in the draft. It is the first official event in our offseason calendar. This is done before we get new OOTP game so it can be input as soon as we get it.
		2. **Extensions**
			1. Done during month of April IRL. New game will be out, so we have new ratings to base things off.
			2. All contracts must follow rules established under section 10 - Player Contracts
		3. **Salary Arbitration**
			1. You set your arbitration figures, this is also where you may submit qualifying offers for pending big ticket FA. If they don’t sign, and sign elsewhere as a FA, you get a pick in the compensatory first round.
			2. On the date in game, the player will be awarded either what you ask, or what they submitted.
		4. **Rule 5 Draft**
			1. Will occur 1 day after Free Agency opens. You will need to protect any players necessary or they will be available. Players that need protecting have a # by their name in game while in the minors. They MUST go on your 40 man roster to be protected.
		5. **Free Agency**
			1. All contracts must follow rules established under section 10b - Player Contracts
			2. If you sign a guy who is eligible to comp, you will lose your 1st round pick (if selecting 16-30), or your 2nd round pick (if picking in top 15).
			3. If you sign more than 1 comp, you lose each corresponding pick.
10. **Player Contracts – *Extension Eligibility & Permissible Structure***
	1. **ELIGIBILITY**
		1. *Players are not able to sign any extensions through any pre-arbitration eligible years.*
		2. *When a player becomes arbitration eligible (either via the standard three or more years of service time accrual or via 'super-2' eligibility), the player is ONLY eligible to sign a one-year extension; no multi-year extensions are allowed. Otherwise, the player must pass through one year of arbitration.*
		3. *Once a player has passed through one year of arbitration OR has signed a one-year extension during what would have been his first year of arbitration, said player is eligible to sign a multi-year extension.*
		4. *Should a team sign a multi-year extension with a player who has neither gone through arbitration once nor has signed a one-year contract during his first year of arbitration, the multi-year contract extension will be deleted and the player shall return to arbitration status.*
		5. *If a player is released by an organization prior to reaching arbitration eligibility, no such multi-year contract extension restrictions apply and the player is free to sign a contract spanning multiple years.*
	2. **CONTRACTS**
		1. All contracts, whether they are extensions or free agent signings, must meet the following guidelines:
			1. *No annual salary amount can be more than double any other.*
			2. *Only the last year of a contract can have a player option or team option. In other words, no more than one option is allowed in a contract.*
			3. *All team option years must have a buyout of at least 25% of that year's salary.*
			4. *Vesting Options are not permitted.*
			5. *No aggregate annual bonus amount, i.e. incentive amount, shall exceed 25% of the annual salary amount (i.e.  a contract that has an average salary of $10 million/yr cannot have bonuses that total more than $2.5 million/yr)*
			6. *Player OPT OUT clauses are allowed at any time in the contract. Contracts that have a player opt out clause can also contain a team option or a player option.*
		2. Any free agent contract that circumvents these rules will be deleted and the player will return to free agency. Any extension given out that doesn't have the proper buyout will have the Option removed and the final year will become guaranteed.  In extraordinary circumstances, the Commishes office reserves the right to allow for alternative remedies it deems appropriate under the circumstances.
	3. GM’s will have a window at the completion of our regular season to sign extensions. This will occur typically during April IRL, and November in game when new game comes out. This is the ONLY window open for extensions as a GM.
		1. We don’t allow extensions after that because we want to avoid the guys having great years in real life out of nowhere (hello 2018 Max Muncy), and being able to resign them in our game based on still being a plug.
	4. When doing retention in game, it only assumes that any retention is the same each year. If a player has a 5-year deal, but a team only covers retention one year, or two, or different percentages; the game can't handle it properly as it sets a flat percentage; of course, there is a manual work around.
		1. On the team receiving the player we simply edit their contract to show what that team is on the hook for.
		2. On the team trading the player we have to modify future misc. player expenses. Additional years are easy as it’s a full amount; current year we have to prorate them.
11. **Payouts**
	1. Total Pool (given normal year) - $1500
		1. Team Accomplishments - $1000
			1. AAA Champ - $10
			2. AA Champ - $10
			3. A Champ - $10
			4. Wild Card Loss - $10 (x2)
			5. Wild Card Win - $15 (x2)
			6. Division Winners - $45 (x6)
			7. Divisional Round Loss; $12.50 (x4)
			8. LCS Loser - $50 (x2)
			9. WS Loser - $100
			10. WS Winner - $400
		2. Individual Awards - $400
			1. Rookie of The Year - $25 (x2)
			2. Cy Young - $25 (x2)
			3. MVP - $25 (x2)
			4. Silver Slugger - $5 each (x20)
			5. Gold Glove - $5 each (x18)
			6. Top 10 Prospect (from prospect list at MLB.com comes out late January) - $5 each (x10)
			7. TOP Prospect - $5 (on top of $5 for top 10 spec)
			8. Top System - $5 (As of WS end, from prospect list at MLB.com)
		3. GM Awards - $100
			1. GM of the Year - $75
			2. Commish Award (to the GM who helped out the most) - $25