

THE MONEYBALL UNION CONSTITUTION



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COMMISSIONER AND THE EXECUTIVE COMMITTEE

Commissioner

The Commissioner will be responsible for the management and daily operation of the league. He is responsible for ensuring all things that make the league go: Simulating the games, maintaining the league file, updating the home page, and keeping very involved in all owner discussions. He is available to answer questions about the league. He is one of the primary persons responsible for the recruitment and development of new members. The Commissioner shall ensure, either through his own means or through delegation, that the Owner Participations Point forum is maintained and reported to the league in a regular fashion. The Commissioner will ensure the best interests of the league are protected at all times. He shall also be given the power to assess fines and remove members as need be. He is the leader of the league.

Executive Committee (EC)

[This part of the constitution needs to be rewritten to clearly describe the responsibilities of the Commissioner and the EC but below is what was posted in the forums at the time of the change]

Based on some recent issues and the discussions that followed an idea was formed wherein the commissioner (Mark; MIN) would turn the aspects of his job related to rules/disputes/discipline over to a three-member "Executive Committee." Volunteers were sought to fill this committee and roles were assigned to those that stepped up. The three-member "EC" will consist of Darrel (PHO), Will (NO), and Michael (LV) [updated 10/26/18]. The commissioner's role will now consist primarily of the mechanics of running the league. This includes, but is not limited to running the sims, processing trades, uploading the league file, and running drafts. The committee will handle issues such as member discipline, trade disputes, rule interpretations, special requests (e.g., "I forgot to set my Rule 5 roster..."), and new rule proposals/votes. In addition, Keith (ATC) has generously volunteered to be in charge of recruiting. He will monitor the exports and contact GMs that have not exported recently. He will also handle the posts on the OOTP forums seeking new owners. The rest of the league should post in these threads, if possible, to demonstrate the activity level of the league. This seemed to work well last time. Any issues you have can still be directed to the commissioner. They will be forwarded to the EC if the commissioner feels that the issue falls outside the scope of his new duties. Issues may also be brought to the attention of the committee directly. Ray will act as the point-of-contact for the committee. The plan is to begin implementation of this structure immediately unless anyone feels otherwise and expresses those feelings in short order. Finally, the EC members have agreed on an "official" policy to guide our decision-making process. We will defer to the judgement of the GMs on trade matters and to the letter of the law on other issues unless the parties involved can make a compelling case otherwise.

OWNERS

Requirement for League participation:

- Must own/have access to OOTPXX.
- Monitor league activity on message boards.
- Respond to DM's and emails in a timely manner.
- A Slack account.
- A StatsPlus account.

Participation Expectations

Owners are the lifeblood of the league and are the very reason for its existence. Owners are encouraged to make suggestions and voice concerns.

Owners are also expected to:

- Stay active on the message boards
- Export for each SIM
- Promptly respond to communication by others especially from the commissioner
- Make suggestions and voice concerns. tMBU welcomes new ideas and fresh perspectives to make the league more enjoyable for everyone.
- Participate in all Mandatory Votes.
- Communicate via Slack.
- Use StatsPlus when needed/required (i.e. drafting).

Procedure for Missing Exports

- Owners must post a message in the 'Owner Availability' forum.
- Explain why you are missing.
- Express the period of time you will be missing.
- If missing for more than 1/3 of season, find another GM to assist with exports.

Expected Levels of Professionalism

- Owners are expected to behave civilly towards other owners.
- Owners are expected to show respect towards league officials.

Procedures for Intra-League Issues

If an issue arises between members of the league which cannot be resolved in private owners should:

- Inform the Commissioner.
- Work with the Commissioner peaceably and respectfully towards a resolution of the issue(s).
- Do NOT fan the flames on the message boards.

DISCIPLINARY ACTIONS

The Commissioner may at his discretion discipline any owner who becomes detrimental to the good of the game and the league. The infractions that will draw the attention of the commissioner include, but are not limited to:

- No longer actively exporting
- No longer in communication with the commissioner
- Missing more than 1/3 of the season
- Actions between participants that are detrimental to the league
- Non-participation in mandatory voting (EOY Awards, All-Star Ballots, and other League Mandated votes)
- Abusive or repeated disrespectful behavior directed at the Commissioner or other league members.

The Disciplinary Actions the Commissioner may take but are not limited to:

- Fines
- Fan interest point deductions
- Loss of participation points
- Outright dismissal from the league

SIM SCHEDULE

Regular Season Sims

- Sims will be conducted three times a week: Monday, Wednesday, and Friday.
- Each SIM will cover 1/3rd of a month (10 days). If there are 31 days in the month the 3rd sim will be 11 days.
- The deadline for exports will be 12:01AM ET for each sim.
- All exports received before the Export Deadline will be imported. Exports received after this time MAY be imported depending on where in the process of the sim being run they arrive.
- Trades must be posted and confirmed by the Export Deadline to be included in the current sim.

Post Season Sims

- Sims will be conducted daily or more often if all teams involved give the OK and commissioner can accommodate it.
- They will be done in groups; 1st sim 3 games then each succeeding sim 2 games until the series is complete.

Off Season Sims

- Schedule TBD and posted after the league champion is crowned.

LEAGUE FINANCES

- In-Game managed finances will be used
- Owner Budgets are off, all revenue is available
- Salary cap is \$85,000,000 for PLAYER payroll
- Max Cash (cash cap) is \$35,000,000

Salary Cap Management

- Owners are responsible for tracking player payroll when trading or promoting players
- If trades or other transactions during the regular or post season put a team over the salary cap the team will have one sim to correct the situation. Failure to correct will result in the following actions
- Team will be fined \$1,000,000 per simulation over the cap after the first sim
- The Team's TOP PAID player will be suspended for each sim after the first sim
- Teams may exceed the salary cap during the off-season without penalty but must be at or below the cap by opening day.
- The Commissioner has authority to step in if he feels there is cap abuse during the offseason.

Revenue Sharing/Owner Cash Infusions

- We have revenue sharing based on team revenue
 - Revenue sharing percentage is 30%

CONTRACT RULES AND EXTENSION ELIGIBILITY

1. Pre-Arbitration Players and Extension Standards

a. Extension Eligibility

- i. Players are eligible for an extension only after they have settled arbitration once - either through the arbitration process, or by 'settling' via a one-year extension with no team or player option. Note: A player must be arbitration eligible (Checked via the Salary Arbitration Status under a player's 'Contract & Status' screen) before he can even be offered a one-year contract to 'settle' arbitration (no contract extensions before arbitration eligibility). Any contract offered to an ineligible player will be deleted.
- ii. After a player has passed through the first year of arbitration, said player is eligible for a multi-year extension provided the extension meets the general contract restrictions laid out in section 2.
- iii. Should a team sign a multi-year extension with a non-eligible player, that multi-year contract extension will be deleted, and the player shall be returned to arbitration status.
- iv. Any player in the Free Agent pool, whether released by a former team, or entered as an international free agent, is exempt from the above requirements. The Free Agent pool is considered a different entity from the International Amateur Free Agent pool.

2. Contract Restrictions. All contracts are subject to the following guidelines:

a. Option Years

- i. Vesting Options are not permitted at all. Any contract containing vesting options will have those option years *turned into guaranteed years*. MAY
- ii. No contract can contain both a player option and a team option. A contract ~~must~~ contain one or the other, not both. Any contract containing both a team option and a player option, regardless of order, will have both option years *changed to guaranteed years*.
- iii. All team option years must have a buyout of at least 20% of that year's salary. Team options that fail to have at least a 20% buyout amount will be changed such that those option years will be turned into guaranteed years.
- iv. Team options may be no more than the highest guaranteed annual salary. Team options that are greater than the highest guaranteed annual salary will be changed such that those option years will be turned into guaranteed years.
- v. Player options are allowed without restriction. That is, no buyout amount is required for a player option.
- vi. Only the final year or final two years of a contract may be option years. If a rule violation turns the last option year into a guaranteed year, any previous option years also become guaranteed.
- vii. "Player Opt Outs" (different than Player Options) are allowed but all TOs must come **after** the Player Opt Out. Any contract with a TO before a Player Opt Out will have that TO made guaranteed.

b. Performance Bonuses

- i. Bonuses include minimum plate appearances or innings bonuses as well as award or all-star bonuses.

- ii. No aggregate annual bonus amount, i.e. incentive amount, shall exceed 20% of the annual salary amount. i.e. a contract that has an average salary of \$10 million per year cannot have bonuses that total more than \$2 million per year.
- iii. If an illegal total bonus amount is included in the contract then the full bonus amount for each season will be added to the guaranteed contract amount and the bonuses will be eliminated. So offer too much and you pay it whether the player makes the bonus or not.

3. Enforcement

- a. Any free agent contract or contract extension that circumvents any of these rules will be subject to the above stated remedy that corresponds with the violation.
- b. In order to adequately enforce these rules, a Player Contract Committee will be appointed to have the task of reporting any and all potential contract violations for the Commissioner's review. In extraordinary circumstances, the Commissioner and Executive Committee, *not* the Player Contract Committee, reserve the right to allow for alternative remedies it deems appropriate under the circumstances. It is not the job of the Player Contract Committee to determine which contracts are or are not fair, nor to actually implement the remedies when there is a violation. The Player Contract Committee's sole job is to monitor contracts and report any potential violations to the Commissioner's attention. The Commissioner (and the Executive Committee, if needed) retain final say regarding enforcement of any of these provisions.

- 4. Implementation of these rules will be set for the beginning of the Free Agent period during the 2080/81 off-season.

Based on our new contract rules you may not offer a 1-year extension to a player until he is arbitration eligible.

When a player is listed as **'Not yet, but possibly after this season'** (on his profile contract page) for "arbitration eligible?" or with a **"(A*)"** on the team salary page he is **not yet arbitration eligible** in regards to our rule and hence is **not eligible for an extension**. Super 2 is not resolved until after the season (not sure at this point if that is the end of the regular season or the playoffs) and said player will not be eligible for an extension until his super 2 status is official.

For those that aren't clear on what "Super 2" is, here is the MLB rule...

"In general, players must have accrued at least three years of MLB Service Time (written as Years.Days) before they can be eligible for salary arbitration. While players with 3.000+ years of service are eligible for arbitration, players with between two and three years of service may be eligible if they rank in the top 22% of service time among players with between two and three years of service."

So MLB uses top 22% but I don't know if OOTP uses 22% or some fixed number.

DISABLED LIST

There are two disabled lists for players on the 40-man roster

- 10 day (would be adjusted to the length of one sim is the sims change)
- 60 day (removes player from 40-man roster)

The minor leagues have only one disabled list.

Expectation:

Healthy Players and the DL: Our constitution doesn't specifically cover when a player can/cannot be on the DL. But I believe it is not in the spirit of the game to leave healthy players on the DL for extended periods of time. The problem with enforcing that is that it would have to be done **manually**. I've posted a suggestion in OOTP Beta to handle it but that won't happen before v21, if even then.

So, I am asking everyone to not allow their healthy players to remain on the DL beyond a reasonable time, maybe a sim or possibly 2 if you aren't exporting for a particular sim.

The concern isn't so much with the minor league DL but the MLB DL. Stashing players can be used to avoid using options on players and to hold onto Rule 5 players as well. There may be other reasons but those are the big ones. So please activate your healthy players.

WAIVERS, DFAs or RELEASES

- All waivers and releases are done in-game.
- The waiver period is 12 days (one sim plus a day, will be changed during the off-season for longer sims).
 - o Players MAY be traded while they are on waivers AND their waiver time has not expired before the deal is consummated. Teams may need to do pre-sim trade to accomplish this.
- DFA period is 32 days (two sims plus a day, will be changed during the off-season for longer sims).
 - o Players MAY be traded while they are on DFA AND their DFA time has not expired before the deal is consummated. Teams may need to do pre-sim trade to accomplish this.
 - o If a players' DFA time expires before the end of the next sim the player will be placed in your minor leagues. If he refuses assignment to the minors he will be released. If the player has a major league contract an is required to be on your 40-man roster, he will be released (the Commish will not automatically add a player to your 40-man roster).
- Players may be released at any time with the following consequences.
 - o ALL remaining money owed will be handled by the game engine and could either be all at once or spread over the remaining length of the contract. A popup in game will tell you how it will be done. If he has a player option on the contract he is paid that money. If he has a team option on his contract it is treated as not being picked up.

TRADES

- All trades must be confirmed by both teams in the trade forum thread by the sim deadline or the trade will not be processed
- If a trade is altered for any reason after being confirmed it must be re- confirmed by both teams.
- Draft picks in rounds 1-5 maybe traded up to one year in advance.
- GMs may also trade cash
- Team must have cash on hand to trade it
- A team cannot go over the cash maximum due to a trade
- There are no conditional or PTBNL trades.

EC Ruling on when the non-waiver trade prohibition ends*; Have discussed this with the EC and it has been decided to stay with how I have been doing things and not allow non-waiver trades until the beginning of the off-season and the waiver trade period ends at the end of the regular season. Therefore, the trade posted by MC/LV is not legal and will not be processed. Therefore:

- Non-waiver trades may be made from the 1st day of the off-season until the trade deadline on July 31st,
- Waiver Trades may be made from August 1-End of the regular season,
- No trades may be made during the playoffs
- All trades are processed pre-sim, there will be no post-sim processing.

Processing of Trades (Adopted 7/27/2015)

Summary: All valid and properly confirmed trades will be processed ***Pre-Sim*** but after team exports have been loaded.

Purpose: This will allow for players to be assigned to their new teams without missing playing time pending proper roster/lineup instructions are provided by the teams involved in the deal.

Roster Instructions: Teams are encouraged to make as many of the changes as they can via export to avoid possible issues with the Commissioner processing the trade.

Providing instructions is optional and if none are provided any players with major league contracts will be left on the team's DFA list for them to be assigned after the sim by the appropriate GM. Minor league players are generally automatically assigned to the team's lowest level minor league team by OOTP.

Teams may provide instructions on adjustments to their rosters, lineups, and pitching rotations. This can include but are not limited to the following:

Teams may provide instructions on adjustments to their rosters, lineups, and pitching rotations. This can include but are not limited to the following:

- Placing players on the active and/or 40-man roster (recalling from the minors or assigning from DFA).
- Demoting players from the active/40-man roster (simple demotions or waive/DFA transactions)
- Placing players on or activating players from the DL
- Adjusting lineups and depth charts at the major league level
- Adjusting pitching staff roles at the major league level
- Placing a minor league player on the 40-man roster to protect them from the Rule 5 draft

The following will NOT be done by the Commissioner:

- No adjustments to team or individual player strategies and pitch counts.
- No changes or adjustments to any minor league teams other than demoting a player to the minors or recalling them to the majors.
- Minor league players acquired in the deal will not be assigned by the Commissioner unless they are to be placed on the active and/or 40-man roster, the software generally assigns such players to the team's lowest level minor league team.

Instructions must be thorough, clear and precise. The Commissioner will NOT 'guess' or assume what you might want done. Examples of some things that must be explicitly stated:

- If there is not a place on the active roster or instructions on how to create a space, then an acquired player will be left on the team's DFA for the sim.
- If the GM wants to demote a player and he is out of options, the GM needs to explicitly instruct the Commissioner to waive/DFA said player if that is what they want.

AMATEUR DRAFT

- The amateur draft order is determined in-game with the exception that the team that won the championship the previous year drafts last and the team that lost in the championship series drafts next to last.
- The draft order may also be changed based on trades
- The draft is 15 rounds.
- All players for the draft are supplied by the College and High school feeder leagues.
- Rounds 1-5 of the draft will be done utilizing a utility program if one is available. If one is not available rounds 1-5 will be conducted on the forums with the rules explained there. Rounds 6-15 will be conducted in-game using your scout and in-game drafts lists if you choose to use them.

Note: We have moved the feeder league schedules up to early January and the Amateur draft will start in StatsLab just after opening day.

Current Draft Process.

- We are using StatsPlus to run the draft
- We start the draft at 8am ET on opening day and the clock runs from 8am-8pm ET 7 days a week
- We do rounds 1-5 in StatsPlus and the 6-15 will be done in-game when we reach the draft in-game
- Teams have a **fixed 1-hour time slot, the time does not change during the draft.** You may pick early if everyone before you have picked
- If you fail to make your pick by the end of your time slot and you do not have a list in StatsPlus (or list is empty) you will be auto picked by StatsPlus.
- **If you are auto'd and not happy with the pick you can request that the pick be changed BUT this will only happen if no other pick has been made when the person who modifies the pick is ready and available to make the change. So, it isn't when you request the change but when the actual physical change is to be made**
- Any other changes to picks will be looked at in a case by case basis and will generally only be allowed if there is an issue with StatsPlus.
- It is highly recommended that you make a list in StatsPlus before the draft starts and make sure you have plenty of names on the list. Lists empty faster than you think so always put more on the list than you think you need to.

RULE 5 DRAFT

We have moved to running the **Rule 5 draft in-game** so that the commissioner does not have to manually run the draft.

- The draft order will be determined in-game.
- The draft is scheduled automatically in-game is held on or about December 1st or 11th.
- Players eligible for the Rule V draft may be protected by placing them on your 40-man roster.
- The League will sim up to the day of the draft (before the draft) and the file will be posted with the preliminary draft pool listed.
- Teams can then create lists in-game for the Rule 5 draft.
 - Please note that teams can still protect players at this point, we cannot prevent this, so take that into account when creating your lists. If you really want to draft players, then make sure you have plenty on your lists.
 - If a player is in the draft pool, he is eligible to be drafted and if drafted the pick will not be undone. You can protect players well before this sim in which the draft is run. There are usually at least 2 or 3 off-season sims before the draft, and you can add players before that during the playoffs.
 - You must have an open slot on your 40-man roster for each player you wish to draft, if your 40-man is full you will not draft any(more) players.
- Each player must spend the full season on the team's active roster unless they are injured in which case they may be placed on the DL.
 - **(Note publicized on 8/15/19)** When a player on the DL is healthy, he should be activated or at minimum sent on a rehab assignment. It is against the spirit of the game to stash players on the DL to protect them from the rules of the game. So please do not allow healthy players to remain on the DL.
- You may trade or waive a Rule 5 drafted player and any team that acquires the player is under the same roster restrictions as the original drafting team
- You may release the player and he will be returned to his original team (we ask that you let the team know the player is coming back so they know to look for him and move him off the DFA list).
- There was/is an issue in-game where if a rule 5 player is traded/claimed on waivers then released he is returned to the team that traded/waived him instead of the team he was drafted from. The Commissioner will return the player to his original team as soon as he is made aware of the issue.

PARTICIPATION POINTS

The Participation Point system was implemented to encourage owner involvement in the league. Not only to potentially assist in running the league but to also encourage doing things that add to the immersion of the league such as writing articles.

Earning Participation Points (PP):

Written Articles. Owners are encouraged to create articles that benefit the league as a whole. The commissioner has the discretion to not allow the points rewarded if an article is of unsuitable quality.

- Team News Articles = 2 PP
- League Wide Articles = 4PP
- Recurring Stat Features = 3 PP
- Interesting/Relevant Polls = 1 PP
- Creating Hall of Fame Jerseys = 3 PP
- Tracking league PPs = 16 PP
- Running League Sims = 45 PP
- Running the Amateur Draft = 12 PP

Points can be accumulated for contributing financially to the league at a rate of 1.5 PP for each \$1.00 contributed. Contact Will Kelly to make arrangements to contribute financially.

The Commissioner has the discretion of rewarding PP for things not listed here

Spending Participation Point

- Increase Fan Interest = 20 PP for 5 FI points
- Add \$1,000,000 cash (up to Cash Maximum) = 25 PP
- Stadium Alterations (only in the Off-Season)
 - 10 points of ratings adjustments = 40PP + \$2.5 mil
 - Change of dimensions: 25 PP + \$1M + \$50k/foot (change in wall height/distances)
 - Gambo Spreadsheet to be used to calculate Park Factors (will make spreadsheet available)
 - Stadium Expansion (+5000 seats to max of 50,000)= 55 PP + \$4.0 mil
 - Stadium Constructions (write up required) = 100 PP + \$12 mil (paid over 3 seasons)

- +20 Fan Interest (max 85)
- Capacity +5000 of current stadium (max 50,000)
- Team Relocation = 150PP and \$25 mil (paid over 5 seasons)
 - Proposal must be presented to and approved by the Commissioner specifying Detail location, mascot/logo, stadium specs, reason for move.
- Fan Interest to 70 (or +5 to max of 85)
- Loyalty increased one spot (max: Good)
- Market Size increased one spot (Max: Good)
- New Stadium (+5000 of current to max of 50,000)
- Change Team Name/Logo = 45 PP and \$2 mil o Fan Interest +5 (max 85)
- Fan Loyalty increase one level (max Very Good)
- Increase Market Size (max: Rather Big) = 100 PP and \$5 mil
- **Defensive Upgrades - 20 PP to add 10 points** (on a 250 point scale) to the following defensive ratings (only players with zero major league experience are eligible) to a maximum value of 80”

[Commissioner interpretation 2/10/2014: 2 PPTs adds 1 point (on the 1-250 scale) to defensive ratings taking it to a maximum of 200 (on 1-250 scale) which is the same as 80 on 1-100 scale.]

- Players cannot have played in the Major Leagues.
- The Following Player ratings can be improved:
 - Infield range
 - Infield Error
 - Infield Arm
 - Outfield Range
 - Catcher Arm
 - Catcher Ability
 - Outfield Error
 - Outfield Arm
 - Turn Double Plays

RULE CHANGE AND VOTING PROCEEDURES

August 22, 2013

Proposing a Rule Change: Any GM may post a rule proposal in the “[Proposals](#)” forum for discussion.

Proposal going to Committee: After discussion of any proposal for a minimum of **5** days in the “[Proposal](#)” forum any GM may call for it to go to the Rules Committee.

Rules Committee: The Rules Committee will be comprised of the GM who proposed the rule plus two ad hoc volunteer GMs. If there are not at least 2 GMs who volunteer for the Rules Committee then the proposal dies at this point. If there are more than 2 volunteers the Commissioner shall appoint 2 of the volunteers to the committee.

Vote Options: All official votes will have three options; Yes, No, and Abstain.

Rules Committee Responsibility: The Rules Committee shall take the rule proposal and form a plainly written, well thought out, rule proposal to be voted on. Once a majority of the rules committee are satisfied with the wording they will submit the proposal to the Commissioner who will review it and either post it in the “[Official Rule Voting](#)” forum for an official vote or return it to the committee for further refinement. If the committee cannot agree on a plainly written proposal, then the proposal dies in committee.

Notification of ongoing Vote: In addition to the vote being posted in the “[Voting Booth](#)” forum the Commissioner will send out at least one email to every GM announcing the vote.

Official Vote: Once the proposed change is posted in the “[Voting Booth](#)” forum it will remain open for vote for **7** days or until all GMs have voted, whichever comes first.

Quorum: A quorum is a majority of all human GMs in the league at the time of the vote.

For a Vote to be considered: A quorum is needed for a vote to be considered. This is calculated on the total number of all votes cast (Yes, No, Abstain).

For a Vote to be Adopted: Two-thirds (rounded up) of Non-Abstaining votes (Yes and No votes) are needed to adopt the proposal.

GM’s Responsibility: All GMs are required to vote on all official rule change proposals (Yes, No or Abstain). The only exception being if a GM has posted in the “[Owner Availability](#)” forum that he will be away for the full extent of the voting period.

Penalty for Failure to vote: The Commissioner will handle disciplinary action as specified in the Constitution.