# Deadball Behind the Scenes Rules

## Pre-Season

**Stadium Upkeep**

At the start of the DBL all teams are playing in unnamed, city owned ballparks. By the start of Season 5, all teams are required to be in their own, named stadium. Once a stadium is purchased, they are required to upkeep the stadium at the start of each Season. They must allocate a part of their budget to accomplish this by paying half of its original cost. When a stadium is first built it is considered ‘Sparkling’ and grants +2d6 to their budget. Each year a team is able to upkeep their stadium, they will adjust their level, staying at ‘Sparkling’. Each year a team fails to upkeep their stadium, they will adjust their level, dropping to the next level and adjusting their budget for the next season accordingly.

Level 1: Sparkling

Level 2: Well-Worn

Level 3: Disrepair

Level 4: Decrepit

If the team is unable to upkeep the stadium after falling into ‘Decrepit’, the stadium is condemned by the city and demolished. The team than moves back into a generic ball field and will be placed in debt while the DBL rebuilds their stadium.

**Draft**

At the beginning of each season, 48 new players will be generated from the teams to draft from, along with those still in Free Agency. When it is there turn to draft players, teams will have the ability to select 3 new players from the FA Pool. The order in which teams will select is based on prior season’s performance. Starting with the worst ranked team and ending with the DBL Champion. Should teams share a ranking, the tiebreakers will be as follows:

1. Record from Weeks 1-7
2. Record from Weeks 1-3
3. All-time Team Record

Upon completion of the first round, the teams will have the opportunity to make an additional selection until each has opted out of the draft. Free Agency rules apply throughout the draft; however, players do not need to spend a budget to make a pick.

## Free Agency

The remaining players, after the completion of the DBL draft, will be placed in Reserve for the duration of the next DBL season, during which teams may call them in should the need arise.

Throughout the season, each team is free to further adjust their roster based on the players available in the Reserve. The rules are as follows:

1. Teams may cut players between the ages of 19-35, but it requires 2 Budget.
2. Teams may cut players 36+ for free.
3. Each player picked up requires 1 Budget.

Once a player has been dropped and/or picked up, the team is required to adjust their budget accordingly. Should a team have a negative Budget and/or Payroll, they are no longer able to purchase players.

Only in the event they are unable to field a full team, will they be granted to select a player from Free Agency, at which point the team’s Budget and Salary will be adjusted accordingly.

**Power Ranking**

At the start of a season each team will receive a Power Ranking. This number is determined based on the team’s average batting and pitching metrics. The Power Ranking will simply compare the team’s two numbers to determine a ‘winner’ for the game. If two team’s overall numbers are equal, the Offensive number will be the tiebreaker. The Defensive number will be used if an additional tiebreaker is needed. These Power Rankings will be posted and available for analysis throughout the season.

## Off Season

1. **Financial Roll**: Upon the completion of the season, each team will make a Financial Check roll to determine if there were any outside financial impacts to the club.
2. **Finalize Budget**: Each team will calculate their final budget rolls, including any bonuses or losses during the season or from the Financial Roll.
   1. The following financial bonuses will be applied as follows:
      1. DBL Champion (3d6)
      2. Runner Up (2d6)
      3. Divisional Winners (d6)
      4. Previous Champion (3)
      5. Previous Runner UP (2)
      6. Previous Divisional Winners (1)
      7. 2 to 3 Seasons without a title (0)
      8. 4 to 5 Seasons without a title (-1)
      9. 6 to 7 Seasons without a title (-2)
      10. 8+ Seasons without a title (-3)
      11. Homerun Derby Winner (d6)
      12. Stolen Base Champ (d6)
   2. Stadium Status
      1. Sparkling (2d6)
      2. Well-Worn (0)
      3. Disrepair (-1d6)
      4. Decrepit (-2d6)
3. **Determine Budget**: With the bonuses finalized, each team will determine their budget for the next year.
   1. Any Losses or Bonuses that take effect ‘Next Season’ will take affect AFTER the team’s budget is determined.
4. **Build/Upkeep Stadium**: With their budget finalized for the next season, each team will either build or upkeep their stadium. Failure to do so will result in degradation of the stadium and loss of bonus financials. If a team’s stadium is condemned and torn down, they will be placed into debt and the DBL will rebuild their stadium.
   1. This addendum is to be removed upon the completion of the 5th season in which all teams should have the ability to construct a stadium.
   2. Teams still unable to afford a stadium will be placed into debt and a stadium built for them.
5. **Age Up**: Each team is required to ‘Age Up’ their players. During this process the players’ projected metrics will be determined as well.
   1. After all active players have been aged up the remaining players still active in Free Agency will age up as well.
   2. All players in FA over the age of 35 will be removed prior to the draft.