Sim Baseball 2.0 Basic Agreement

This agreement, effective March 25, 2017, is between the 30 Major League General Managers and the Commissioners of Sim Baseball 2.0 (hereinafter referred to as "general manager" and "commissioner" respectively).

In making this Agreement, the general managers of the league agree to abide by all rules herein and the commissioners of the league agree to follow these rules in all decisions, making decisions based on the best interest of the league.

Sim Baseball 2.0 is run through OOTP 18; the league will stay with OOTP 18 until the new version is released. This will be decided by the commissioners when they feel the time is right. In the case the league moves to an updated version, the league will not reset and the switch from versions will happen after the World Series of the current year the decision was passed was played. Sim Baseball 2.0 will not reset and will continue play as long as the league stays competitive and fun.

When updates come out for OOTP 18 it will be at the discretion of the commissioners when to update the file. The general managers of the league will be asked for their opinion, but in the end a unanimous decision will be made by the league commissioners for what is best for the league.

ARTICLE I – INTENT AND PURPOSE

The intent and purpose of Sim Baseball 2.0 is to bring simulation baseball to a new and competitive level. Sim Baseball 2.0 strives for realism as it relates to Major League Baseball, but also understands that OOTP is a leisure activity and should always be fun and relaxing for the general managers. While Sim Baseball 2.0 holds its members to a high standard, it holds its commissioners to an even higher standard. While the league strives for realism as it relates to Major League Baseball, the league does intend to evolve over time, either due to issues that arise to make the league competitive and fun, or due to majority requests by the general managers of the league. This means that while the league strives for realism, the league will not be exactly like MLB and will have some parts of it that are different.

ARTICLE II – SCHEDULING

Length of Season
During the term of this agreement, each club shall be scheduled to play 162 games during each championship season.

Spring Training
During the term of this agreement, each club shall play 4 weeks of Spring Training.

Post Season Play
Following completion of each championship season, ten Clubs shall qualify for Post-Season play: The three Division Champions in each League and the two other Clubs in each League with the highest percentage of wins in the championship season (Wild Card Clubs). In each Major League, the two Wild Card Clubs shall play a single elimination game. Thereafter, the three Division Champions in each league and the winner of the Wild Card Game in the League shall engage in best of five Division Series. The winners of the Division Series in each League shall then engage in a best of seven League Championship Series, and the winners of the two League Championship Series shall engage in a best of seven World Series.

ARTICLE III – BASIC RULES

Scouting Options
Use Complete Scouting System – OFF

Coaching Staff Options
Use Complete Coaching System – OFF

Financial Modifiers
Financial Coefficient – 1.000

Suspensions, Injury & Fatigue Options
Enable Suspensions – ON - Average
Suspension Frequency – Normal
Enable Drug-Suspensions – ON
Enable Injuries – ON
Injury Frequency – Very Low (OOTP 2.0)
Delayed Injury Diagnosis – Never
Hide Injury Rating – OFF
Position Player Fatigue – Average

Rating Scales
Player Actual Ratings Scale – 1-20
Player Potential Ratings Scale – 1-20
Other Players Ratings Scale – 1-20
Show Ratings > Max – YES
Show Potential < Actual – YES
Overall Potential Rating – Stars
Overall rating based on AI evaluation, not pure ratings – OFF
All player ratings are displayed relative to – OFF
Overall rating based on AI evaluation, not pure ratings – OFF
Overall rating based on all players, not positions – ON
Coach / Scout Ratings Scale – N/A

Report Options
Top Prospect List – Annually
Preseason Predictions – Automatic

Misc. Options
Enable storylines – ON

Player Options
Batter Aging Speed – 0.75
Batter Dev. Speed – 1.000
Pitching Aging Speed – 0.80
Pitcher Dev. Speed – 1.000
Disable Player Development – OFF
Disable Development for draft eligible players – OFF

Show & Use Player Personality Ratings – ON
Show & Use Player Morale System – ON
Keep career L/R splits – Major League Stats Only
Keep career fielding stats – Keep All
Keep career postseason stats – Major League Stats Only

Retiring Player Options
Delete those who never reached majors – ON

League Rules
American League Designated Hitter – ENABLED
National League Designated Hitter – NOT ENABLED

Roster Rules
Age Minimum – NONE
Age Maximum – NONE
Active Roster Size – 25 Players
International Complex Six – 75 Players
Spring Training Roster Size – 60 players
Foreign Players Limit – No Limit
Expanded Roster Size – 40 Players
Roster Expansion Date – September 1, 20XX
Post-Season Roster Rules – Enabled
Secondary (40-man) Roster Size – 40 Players
Min. Days of Service for 1 Service Year – 172 days
Waiver Period Length – 7 days
this length will change when Sims last longer than 7 days
DFA Period Length – 10 days
this length will change when Sims last longer than 7 days
Minor League Option Years – Enable Option Years
Disable right to refuse minor league assignment – OFF
Allow incomplete minor league rosters (ghost players) – ON
Rule 5 Draft – Enabled
Rule 5 Draft Date – ~December 1, 20XX (During Winter Meetings)
Disabled List Length – 10 days

Trade Rules
Player Trades – Enabled
Trading Deadline Date – July 31, 20XX [waiver wire trades exist in August]
Trades with other Major Leagues – Disabled
Allow trading of recently drafted players – NO
10/5 Rule (veterans have right to veto trades) - YES
Allow Draft Pick Trading – NO [Except for lottery picks]

Amateur Draft Rules
Amateur Draft – Enabled
Amateur Draft Date – June 6, 20XX
Amateur Draft Number of Rounds – 15
Generate Players for X Rounds – 20

Amateur Draft Pool Reveal Date – 110 days prior to draft
Enable Advanced Draftee Signing (Signing Bonus Negotiations) – Enable
Slot Bonus Baseline - $1,000,000

2012 Collective Bargaining Agreement Rules
Enable 2012 CBA rule changes – Enable

Attendance Settings
Average Attendance per game – 30,500
Average Ticket Price - $25.00
Visiting team's gate share (%) – 20%

Financial & Free Agency Settings
Financial System – Enabled
Enable Reserve-Clause Era Rules – OFF
Minimum Days of Service for 1 Service Year – 172
Minimum Service Years for Free Agency – 6 years
Allow Players to be posted as FA prior to Eligibility – No
Maximum Posting Fee – N/A
Allow Free Agents from other leagues – Enabled
Allow Free Agents to leave league – Enabled
Draft Pick Compensation for lost FA's – Enable Compensation
Service Years Required for Arbitration – 3 years
Minimum Service Years for Minor League FA – 6 years

Team Revenue Settings
Average National Media Contract - $40,000,000
National Media Contract Fixed? Yes
Average Local Media Contract - $25,000,000
Average Merchandising Revenue - $10,000,000
Team Owner controls Budget? Yes, owner decides over budget
Revenue Sharing – Luxury Tax
Soft Cap (% of average payroll) – 130
Tax Above Soft Cap (%) – 45
Cash Maximum – $30,000,000

Team Expenses & Salary Settings

Average Player Dev. Budget - $9,000,000
Average Coach Salary – N/A
Player Salary Cap - $0
Minimum Player Salary - $500,000
Super Star Quality Player typical Salary - $20,000,000
Star Quality Player typical salary - $15,000,000
Good Quality Player typical salary - $11,000,000
Above Avg. Quality Player typical Salary - $6,000,000
Below Avg. Quality Player typical salary - $2,500,000
Fair Quality Player typical salary - $1,000,000
Poor Quality Player typical salary - $750,000

Contract Years Maximum – Default (10 Years)
Contract Extensions – Allowed
Team Salary Cap ($0 = No Cap) - $0

International Players
Generate International Amateur Free Agents – Default (30 per year)
International Amateur FA Signing Cap - $5,000,000
International FA Reveal Date – July 1, 20XX
International Scouting Discoveries (per team) – A Lot (44 per year)
Generate International Established Free Agents – Default (10 per year)
Generate Free Agents from Independent Leagues – Default (6 per year)

Dynamically Evolving League Options
Enable automatic evolution of the league – OFF

Tracked Statistics Detail
Select Stats Detail – Very High Detail

International Free Agency will be reveled July 1, 20XX of each season. Each team has a Hard FA signing cap of $5,000,000 per year.

Our league will use the OOTP 18 system for Draft Pick Compensation for Lost Free Agents.

Expanded rosters begin on September 1. Teams are allowed to bring up to 40 players to their major league roster. Team do not need to fill the full 40 players. Teams may call up as little and as many as they want.

ARTICLE IV – Team Budgets

The financials in Sim Baseball 2.0 are simple. Projected final balance cannot go into the red and 99% of the time the owner of your team won't allow you to make moves that send that # into the red anyway. If your budget is in the red, you are expected to make moves to correct this immediately.

To increase parity between large and small market clubs at the end of the season when the financials roll over, the maximum cash allowed will be based on total expenses for that season. The max cash will be as follows:
- The teams in the top 33% or 1-10 in overall expenses for the season (payroll, dev budget, contracts retained in trades etc..) will be limited to $10,000,000 cash
- The teams in the middle 33% or 11-20 in overall expenses for the season (payroll, dev budget, contracts retained in trades etc..) will be limited to $20,000,000 cash
- The teams in the bottom 33% or 21-30 in overall expenses for the season (payroll, dev budget, contracts retained in trades etc..) will be limited to $30,000,000 cash

ARTICLE V– Injuries

Injuries are a part of Major League Baseball. While unfortunate for the teams and the player himself, injuries are something every team needs to deal with and the best general managers take injuries as they come and make the best of the situation. If a player is injured, in no circumstance (except for when they are involved in a trade that is being processed) will they be reset. This includes career-ending injuries.

ARTICLE VI – SIM Procedures

SIMs will be run by a commissioner at approximately 7:30 EST according to the posted schedule. The Schedule will be posted on the league's Google Calendar. At sim time, the commissioner will collect exports. Exports are due at this time. Depending on the type of SIM the commissioner will run a live sim on our website or tell the people in the chat room what is going on during the SIM. Normal SIMS during Spring Training, the Regular Season & Playoffs will be run via live SIM. Other SIMs where no games are taking place will be ran and the commissioner running the sim will let all general managers know what is taking place. What the commissioner tells the general managers is at the commissioner's discretion.

After the SIM is ran, the Commissioner will first put through any trades that happened since the last SIM. The commissioner will then send out the league wide e-mail through OOTP, and will upload the file. The Commissioner will then update the HTML reports on the leagues main website and update the league utilities. After each step is performed, the commissioner will let people in the SIM know.

**SIM procedures are subject to change depending on who is running the SIM and time constraints. General Managers will be told though if anything is changing before the SIM is run.

Playoffs are a special time for SBC and will be treated as such. Playoff SIMs will be ran slower than regular SIMs to give teams a chance to see better how their teams are doing and to bring some anticipation to each game. Teams will be granted even discretion to make lineup changes, so long that it does not provide an unfair advantage. Ideally, both players in the matchup will be present to ensure fairness. Every team is up to the mercy of OOTP to make it fair and to take the pressure off commissioners encase something were to go wrong with a team's pitching or lineup. Ultimately, the commissioner/co commissioner and/or simmer will not be responsible if something goes wrong. Use lineup changes at your own risk.

ARTICLE VII – First Year Player Draft

The First Year Player Draft will happen on June 6 of the year. Players eligible to be drafted will be reviled 90 days in advance of the draft. The Draft order will be determined by OOTP [except for year 1, the league will be using the current MLB draft order], based on the opposite order of teams' records in the previous year. The draft mode is straight, meaning teams select in a fixed order each round. There will be 20 rounds in the First Year Players Draft. The First Years Player Draft will always be conducted starting on June 6. The Draft rules are as follows.

The draft will be conducted in Stats+, and will go until the completion of the draft, or the draft date, whichever comes first. The end of the live draft lies with the discretion of the commissioner, or anyone whom the commissioner designates.

IF when we get to the draft in the game the draft outside of OOTP is not complete, the remainder of the draft will be simulated by the computer regardless of the place in the draft.

People in the draft will be set to auto draft if they miss their pick. At any point in the draft general managers can set their teams to auto pick. After the draft, the commissioner will enter the results into the game by either exporting the draft results into the game or manually entering them.

The First Year Player Draft order will be determined by the following rounds 1st Round

1st Round – Comp Picks
1st Round – Lottery Picks
2nd Round
2nd Round – Comp Picks
2nd Round – Lottery Picks
3rd Round
……..
20th Round

See comp pick rules and lottery pick rules for further explanation

ARTICLE VIII - Rule 6 Draft Rules

The league will have a competitive balance lottery. The lottery gives organizations with the lowest revenues and smallest markets a chance to obtain extra picks and stay competitive in the league. After the World Series game, the commissioner will go through every team and rank the top 10 lowest teams by revenue according to their financials and top 10 lowest teams by market size (**market size is subjective but the commissioner will do the best job he can. If teams are close, the commissioner will use total revenue as the tiebreaker, meaning the team with the lowest total revenue will be ranked higher than the team with the higher total revenue.

The top 10 teams in both categories will then go into a lottery for the six picks after the first round, and the six picks after the second round. The league will use http://www.draftpicklottery.com/lottery.php to complete the results. Below are the number of balls each team will get based on their ranking as lowest team by revenue and lowest team by market size (% based on 100 balls).

Top 10 Lowest Team by Revenue / Top 10 Lowest Team by Market Size

1st	25 Balls
2nd	20 Balls
3rd	15 Balls
4th	10 Balls
5th	8 Balls
6th	7 Balls
7th	6 Balls
8th	4 Balls
9th	3 Balls
10th	2 Balls

The team names will be entered in along with their number of balls. **Some teams may be entered twice if they make both list.** Once the results come out, the commissioner will post and email the results out to the league. The commissioner will screen shot the results as evidence. The teams in slots 1 -12 will get picks. 1 -6 will get lottery picks in the first round in that order, and 7-12 will get lottery picks in the second round in that order. These picks can then be traded any time before the draft by the team that was awarded them. Once traded though they cannot be traded again. They can only be traded by the team awarded the pick. Lottery picks are the only draft picks that can be traded by teams.

ARTICLE IX – Trading

Please post your trades in this format in Slack.

      TEAM 1 NAME TRADES –

      PLAYER A (FIRST NAME LAST NAME) – POSITION – LEAGUE (MLB/AAA/AA/A/R)
      PLAYER B (FRIST NAME LAST NAME) – POSITION – LEAGUE (MLB/AAA/AA/A/R)

      TEAM 2 NAME TRADES –

      PLAYER C (FIRST NAME LAST NAME) – POSITION – LEAGUE (MLB/AAA/AA/A/R)
      DRAFT PICK – LOTTERY PICK NUMBER
          TEAM 1 NAME ACCEPTS THE ABOVE TRADE.

- Trading of draft picks is not allowed, the only draft picks that can be traded are lottery picks awarded to teams as detailed earlier. Lottery picks can be traded as much as people want.

- Recently drafted players cannot be traded until **after the World Series of that season**. These players can be after the World Series, in line with MLB rules. For Example a player drafted in June of 2014, can become a PTBNL as the end of the World Series that year

- Three or more team trades are allowed and encouraged, as they are always exciting to see get done.

- Teams may trade money along with players in a deal. The retention schedule must be posted by year and amount. **A team may not trade more money than they have in starting cash balance.**

- Players in teams international Complex may be traded, if they are traded the player will be called up to the Rookie league of the trading teams' roster and then traded.

- Injured players may be traded. If a player gets hurt during a SIM when he was a part of a trade that players injury will be reset and the trade will be processed.

- Trades will not be allowed to go through in which one of the teams goes over budget. This is not your cash, rather your "Budget Space Available". When I process a trade, this number cannot go below 0. If the number is below zero, it must either increase, or stay the same. It cannot decrease in any way.

- **Eating contracts:** Teams will be able to eat contracts in a similar fashion to real life. Normally it is one lump sum given to the team receiving the large contract player. We will be handling it a little differently, A team can elect to pay up to 75% of a players contract year to year using the built in "retain" feature unless the amount changes year to year. In this situation what will happen:

      The players actual contract will be lowered to reflect the unpaid portion of the contract year to year and then traded to the gaining team.

      The amount being "eaten" by the team will be added each season to their miscellaneous player expenses which reflects in the budget of the team.

      As a caveat, if the player is then traded to another team the team trading him will not get the contract savings once they are gone.

ARTICLE X – Awards

Awards are also a special time in SBC and will be treated as such. Awards will be voted on in slack. General Managers will be nominated by their peers in private to league staff as directed by the Commissioner, and will be voted on privately once the top 5 nominees are named. OOTP will name the winners of all other award winners. Stats+ will be utilized in the future to vote manually for these awards.

- AL MVP
- NL MVP
- AL CY YOUNG
- NL CY YOUNG
- AL ROOKIE OF THE YEAR
- NL ROOKIE OF THE YEAR
- AL GOLD GLOVES
- NL GOLD GLOVES
- AL RELIEVER OF THE YEAR
- NL RELIEVER OF THE YEAR
- AL PLATINUM STICK
- NL PLATINUM STICK
- GM OF THE YEAR AWARD

The World Series Champion will get to create a prospect for the upcoming year's draft. This prospect will be a 4 star potential prospect to the tailoring of the Champion's desire. The Commissioner reserves the right to alter the player to keep within the realistic boundaries of the league. This player will enter the following year's draft pool, and can be drafted by anyone.

ARTICLE XI – All Star Game

All-star voting is a time in the year when teams get to celebrate their players who are doing well and honor those players from other teams who are playing at a high level. Like all voting, All-Star voting is mandatory of all general managers. All-star voting will begin in early June and the all-star will be announced a week before the All-Star game. Each player who gets an all-star appearance will be made a baseball card in OOTP by the commissioner and given incentive points, which will be discussed more in depth later.

The roster for each All-Star team shall be 34 players, with 21 position players and 13 pitchers. Pitchers qualify if they have at least 0.5 inning pitcher per team game played in the first half. Hitters qualify if they have at least 3 plate appearances per team game played in the first half.

ARTICLE XII – Hall of Fame

Hall of Fame voting will occur within OOTP. Once the voting begins, general managers will have two weeks to cast their vote and continue discussion in the forums. Once the two weeks are up, voting will close and a commissioner will gather the results and announce the new Hall of Fame inductees at the next SIM. General Managers will be given incentive points for having players get inducted into the Hall of Fame (Team the player goes in the Hall of Fame as). Players need at least 75% of the votes to be elected in the hall of fame. Hall of fame voting is mandatory for all general managers.

ARTICLE XIII – Salary Arbitration

Players who have at least three years, but fewer than six years, of major league service time as of the day after the playoffs end are eligible for salary arbitration. Additionally, players who are in the top 17% of service time among players with at least 2 years of service time are also eligible for salary arbitration. These are known as "Super 2" arbitration cases. They behave exactly like normal arbitration cases.

The "Arbitration Offer Period" lasts from the day after the final playoff game until the Salary Arbitration Hearings. Salary Arbitration Hearings are typically held in November, but of course, this could vary depending on your schedule. As soon as the Arbitration Offer Period begins, a new screen becomes available for general managers in the League Menu, and also on the Manager Portal, called "Salary Arbitration"

This screen lists all players that are available for salary arbitration during this offseason. On this page, general managers submit a one-year contract offer to any player that they wish to take to salary arbitration, by entering a number and clicking the Submit Offer button. If you do not offer salary arbitration to a player before the Salary Arbitration Hearings, they will become free agents, and you will lose them! You can withdraw an offer by clicking the Withdraw button.

During the Arbitration Offer Period, you can negotiate a contract with players who are eligible for salary arbitration. If a player agrees to a new contract, they will no longer be eligible for salary arbitration.

When the Salary Arbitration Hearings are held, arbitrators will rule individually on each arbitration case, deciding between the team's offer and the player's demand. For each case, you will receive individual messages indicating the player's salary for the next year, and whether the team or the player "won" the case:

ARTICLE XIV – Rule 5 Draft

A player is eligible for the Rule 5 draft if he meets the conditions listed below. Follow the links to learn more about some of the terms used below:

1. The player has at least three but fewer than six years of professional service time, and the player was age 19 or older when he first signed a contract.
2. The player is not on the team's secondary roster.

Note: Players who were age 18 or younger when they entered the league are eligible if they have at least four, but fewer than seven years of professional service time. In other words, young players get an extra year before they become eligible for the Rule 5 draft.

A player not on a team's secondary roster is eligible for the Rule 5 draft if the player was age 18 or younger when he first signed a contract and this is the fourth Rule 5 draft since he signed, OR if he was age 19 or older when he first signed a contract and this is the third Rule 5 draft since he signed.

Players who are eligible for the Rule 5 draft are designated by a pound sign (#) on the Transactions page:

You can also see a player's Rule 5 eligibility on the Contract and Status sub-screen:

In addition to the players on the 40-man roster, the game automatically protects players on the MLB DL. Players on the minor league DL are not automatically protected. Accordingly, to prevent an abuse of this automatic protection by GMs in online leagues it is suggested that all uninjured players on the MLB DL whose time on the DL is up are assigned prior to the Rule 5 draft. For players on the minor league DL GMs will need to check their Rule 5 eligibility status on the player's contract & status page because they will not appear on the transaction screen.

The rule 5 draft will work the following way in SBC:

1. The draft pool for the rule 5 draft will be announced.
2. Teams have until the Sim prior to the Rule 5 draft, as noted in the schedule posted for the league in Slack to protect players.
3. Teams will create a list in game of selections. Please be aware, that selections if not available, will simply pass onto the next one on your list. If you have nothing on your list, you will not pick an eligible player. If you do not have room on your 40 man, you might be passed if you have a list.
4. If you draft a player and you are over your limit (OOTP Error) you will be given a choice, but a player must be released to ensure compliance with the 40 man roster limit.

Once the draft is completed the following rules must be followed.

- Players drafted in the rule 5 draft cannot be traded or be used as PTBNL until the end of the following season
- A player selected in the Rule 5 draft must spend 90 days on the active roster. This rule prevents teams from picking players and then dumping them on the disabled list for an entire season to avoid using an active roster spot.
- IF the player does not remain on the selecting team's active roster or disabled list for the entire season, the player will be given back to the team he was drafted from.

ARTICLE XV – Exports

A league cannot function without teams making their exports and staying active. The league understands that people have lives and have other priorities outside of OOTP and we aren't asking you to share your reasons, as we respect your privacy. However, we cannot allow the teams to go abandoned for long periods of time. Missing the occasional export is not a problem, but when a team begins to miss multiple exports without letting a commissioner know they will be missing some exports, then the following actions will be taken.

- Teams missing multiple exports or mandatory votes will be given a warning and will be contacted to see what is going on and see if they are still in the league
- Teams who contact back will be ok, but if teams continually need to be warned then that general manager could face the possibility of losing his spot in the league.
- Teams who do not contact back in a week after the commissioner issues a final warning will face the possibility of losing his spot in the league. General Managers with more time in the league will be given more time than new general managers. Patience is earned by time in the league.

The league does not want to kick general managers out. The league will do everything it can to contact general managers and get things straightened out, but the league also has to look into the best interest of the team. The commissioners also put a lot of time into the league and deserve people to put the little effort asked of them, which is to export on a regular basis and make the mandatory votes as requested by the league.

ARTICLE XVI– General Manager Behavior

OOTP is a game and something for people to do as a hobby away from the real world. We expect people in the league to hold themselves to a high standard. Showing poor sportsmanship will not be tolerated. If anyone begins to become a problem for the league they will be asked to leave. If anyone has any complaints about anyone in the league, please let a commissioner know. We do not want to kick people out. We expect people to govern themselves accordingly but hurting the league because of your behavior will not be tolerated. We are all adults and can have some fun and can trash talk in good nature, but there are adult ways to handle situations and non-adult ways. Violation of this will result in potential removal of the league if it persists.

ARTICLE XVII – Free Agent Contracts & Extensions

As with trading, it is not the leagues desire to tell people how to run their teams. A league best ran is a league in where the general managers of the league can govern themselves appropriately. The problem though is that this idea is not always possible, and sometimes general managers' use OOTPs flawed logic to game the system. The following rules to Free Agent Contracts & Extensions are meant to be as easy to remember and follow and will keep the league from issues that could hurt the competiveness. Each rule comes with a penalty if it is not followed.

- When offering a free agent contract or extension teams can use as many **player** options as they would like and can place them anywhere in the contract
- When offering a free agent contract or extension teams are only allowed to use 1 **team** option and the **team** option may only be at the end of the contract. The **team** option must have a buyout at least 20% of the **team** option year is the **team** option is between $500,000 and $20 million, at least 25% if the **team** option year is between $20 million and $25 million, and no **team** options may be over $25 million.

  - If a team breaks this rule every team option will become a guaranteed year

- When offering a free agent contract or extension every year must stay within 10% of the prior year (excluding the last year of the prior deal).

  - If a team breaks this rule the year the contract goes below the previous year will be changed to 1M + the previous year and the remaining contract will stay the same as long as it doesn't break the rule again in which case the year that breaks the rule will be changed to 1M + the previous year.

- Players under the age of 27 cannot be offered MLB extensions until they have been given one season of arbitration. This is to promote strategic financial sense as well as help with league Parity. Prior versions of SBC suffered from a complete lack of any players of value in Free Agency and led to the lower ranking teams being unable to become competitive. As an individual GM this rule won't be enjoyed but for the league as a whole it will help the longevity of the league

  - If this rule is broken the contract will be null in void

- After signing a free agent, they may not be traded until after **2 months after the first regular season game played** after the player was signed or until the regular season ends, whichever comes first. Players who are signed as a free agent can be put through waivers at any time though. This rule does not apply to players signed before opening day 2014.

- After giving an extension, no player can be traded until **after 2 months after they signed the extension**. Players who signed an extension can be put through waivers at any time though. GMs who offer incentives must follow the following simple rules
  - Incentives cannot exceed 25% of the lowest annual contract offered to the player
  - Amount of at bats for hitters must be 550 or less
  - Innings pitched for pitchers with an endurance rating greater than or equal to 12 must be at least 180 innings.
  - Innings pitched for pitchers with an endurance rating less than 12 must be 80 innings pitchers or lower
  - Cy Young Award bonuses may not be offered to players with an endurance rating less than 12
  - Cy Young Award bonuses may only be given to Pitchers and MVP awards may only be given to hitters

ARTICLE XVIII – Making changes to the rules

Rules are meant to change and evolve. Leagues only get better when the general managers in the league make it their own. While that being said, there are proper ways to make changes and wrong ways. Below is the correct way to make changes in our league.

- A rules thread will be on the forums, it is expected that people use it when wanting to make changes to the league. To make a change to the league it is as easy as posting a poll with the change. The general manager must include the current rule and the proposed change. The poll must be posted with two options, the first option being to keep the rule as is and second to change to the proposed new rule.
- Rules can be discussed at any point in the season, but changes won't go into effect until the day after the World Series unless the commissioners feel like the rule change will have a major impact if not addressed right away.
- A commissioner will email the league about the proposed change and encourage league members to vote
- Once over 66% of the league votes to change the rule the rule will change.
- It is important people stay constructive with their arguments and people respectively converse about the change. This league is made for the general managers and we want people to keep trying to make it better. The only way to do that is to have people bring up new ideas.

By joining Sim Baseball 2.0, the general manager is accepting all of the above rules. If at any point the general manager does not want to follow the above rules they can leave the league. Sim Baseball 2.0 does not force anyone to be in it and the commissioners only run the league because they enjoy it. We wish everyone good luck and we hope people enjoy Sim Baseball 2.0.

Please note that the above rules are extensive, but they do not cover everything. If someone has a question they should post it on the forums. Once a question is raised the commissioners will answer it the best they can. If the question can be answered from the above rules that will be used, if the question is something new the commissioners will come together on a decision and email the league about it. They will also update the rules to include it. Then if that rule should be changed it will need to follow the normal rule procedures.