

THE BASEBALL CLASSIC RULE BOOK

Version 2.1



OCTOBER 5, 2017

1. Game Overview	4
1.1 History of baseball in the world of TBC.....	4
1.2 Roles and Responsibilities.....	5
1.3 Core Game Rules	5
1.4 Game and Sim Schedule	6
2. TBC League Structure and Rules	7
2.1 Roster Rules of the TBC	7
2.1.1 Major League Level	7
2.1.2 TBC Reserve League	7
2.1.3 U27 League.....	8
2.1.4 U24	8
2.1.5 U22	8
2.1.6 U20	8
2.1.7 International Complex.....	8
2.2 Postseason Rules and Structure	8
2.3 Playoff Roster.....	9
2.4 Acquiring Players.....	9
2.4.1 Trades:.....	9
2.4.2 Free Agency:.....	9
2.4.3 TBC Amateur Player Draft:	9
2.4.4 ABA Player Purchases:.....	9
2.4.5 International Amateur Free Agents (IAFAs):	9
2.5 TBC League Financials.....	10
2.5.1 General Structure	10
2.5.2 Salary Cap	10
2.5.3 The Blue Rule.....	11
3.CEB League Structure and Rules	13
3.1 Roster rules of the CEB and affiliates.....	13
3.2 Acquiring Players.....	14
3.2.1 Trades:.....	14
3.2.2 Free Agency:.....	14
3.2.3 TBC Player Purchases:	14
3.2.4 ABA Player Purchases:.....	14
3.2.5 International Amateur Free Agents (IAFAs):	14
3.3 Budget/Finances	15
4. Trading with Other Teams.....	16
4.1 What can be traded?	16
4.2 When will trades be processed?.....	16
4.3 Posting a trade	17
4.4 Trade deadline	17
4.5 TBC – CEB trades	17

5. ABA Player Purchases	18
5.1 Who is eligible for purchase?	18
5.2 When and how to bid	18
6. Personnel Extensions	20
7. Player Loans	21
7.1 Loan Terms	21
7.2 Loan Rules.....	21
7.3 How to loan a player	21
8. League Customization	23
8.1 Stadium Modifications.....	23
8.1.1 Stadium Capacity.....	23
8.1.2 Park Factors.....	23
8.2 Commissioner Turned Coaches	24
8.2.1 Who is eligible to be turned into a coach?.....	24
8.2.2 Rights to requesting a coach.	24
8.2.3 When will coaches be processed?	25
8.3 Player Detail Changes	25
8.4 Relocation and Logo Changes.....	25
8.4.1 What are some examples of the Iconic look?	25
8.4.2 Requesting a change.	25
9. Sim Violations and Missed Exports.....	26
9.1 Missing Exports	26
9.2 Actions during Sim Violations	26
9.2.1 Over roster limit:	26
9.2.2 DFA time expired:.....	26
9.3 Replacing an Inactive Member.....	27
10. GM Activity Rewards	28
10.1 How to earn rewards	28
10.1.1 Writing Articles.....	28
10.1.2 Podcasts	28
10.2.3 Others.....	28
10.2 What is the Reward?	28
10.3 Activity Grand Prize	29
11. New Members	30
11.1 Getting the game files.....	30
11.2 Getting the graphics files	30
11.3 Important league sites	30
11.3.1 Slack.....	30
11.3.2 TBClassic Forum	31
11.3.3 StatsLab	31
11.3.4 StatsPlus	31
11.3.5 League HTML Reports	31
11.3.6 Export Tracker	31
11.3.7 Twitch Broadcast Feed	32

1. Game Overview

The Baseball Classic, or TBC, has a couple different meanings. It's important to understand how the different leagues came into the world so you know why the TBC has different meanings and what it should mean to you.

First, we need to establish a couple key terms. When referring to a league, we are referring to the actual league itself, like the TBC or the CEB. The game is the encompassing baseball world. The game contains all the leagues of the world and also includes all the game files. Most of the OOTP community uses the word league instead of game so there can be some confusion.

The first human ran league was called TBC. It made sense for our site, game file, and slack group to be called TBC. This was perfectly fine until we decided that we wanted to legitimize the CEB to make it a fully functioning human-ran league. We wanted two human leagues in one connecting baseball world. We talked about renaming our league or game to something else, but nothing felt right. We decided to keep the league as the TBC and also have the game remain to be called TBC. The TBC league is a part of the TBC game, and the CEB league is a part of the TBC game.

1.1 History of baseball in the world of TBC

In the early years of baseball in the United States, leagues were largely regional and did not play teams in leagues elsewhere. Some of the stronger leagues were the Keystone Baseball league, which was based out of Pennsylvania, and the Independent League of Texas. The first nation-wide league was the Independent League of America, which began in the 50's, but was largely unpopular since fans held allegiance to their own regional league. The ILA folded operations after the 1969 season.

Rumors of a new, major baseball league had been swirling for years. The Baseball Classic was formed in 1970 with the intention of consolidating the nation's talent into the USA's first true Major League. They accomplished this by buying rights to the ILA players and by purchasing the entire Independent League of Texas, among the other smaller regional leagues. The KBL was the last hold out, but they eventually succumbed to the TBC by the demands of the players which were promised much bigger contracts and exposure. The KBL has since survived with a new league structure and is now a part of the American Baseball Association.

History of international baseball will be added at a later time.

1.2 Roles and Responsibilities

Game Commissioner: The chief responsibility of the commish is to ensure the steady operation of the game. He will maintain the server, forums, slack, contact info, etc. The commish is the primary simmer. The commish also serves as the primary recruiter as activity affects the steady operation of the league. He is also responsible for staffing the league president roles.

League Office: Currently we have three members of the league office. League office can help with questions, issues, or concerns. It's the league office's job to ensure that rules are being followed and will interface with the league on potentially new rules. It is advised for each president to appoint a couple vice presidents to help with league matters. Contact them if you have any questions regarding their roles and responsibilities.

Game Commissioners: Mike Wolfe and Joe Woodring
TBC League Office: Aaron Blue, Nate Royce, Kevin Borkowski

1.3 Core Game Rules

The TBC/CEB is one of the more unique online leagues that you will find. It's important to keep an open mind and to understand that this is a fictional league, in a fictional baseball world. It's best to not assume something to be true just because it's a certain way in the MLB. The baseball is still baseball, but things like financials, schedules, and roster rules can be very different than the real-life MLB.

One of the biggest aspects of the league is that we don't allow players to be extended. To re-sign a player, you must "re-sign" him in free agency. It's turned out to be a very fun way to play and has undoubtedly created a positive culture in the league. A more detailed reason why can be found in the financials section.

In the TBC, we also play with a salary cap and relatively equal finances. This ensures a balanced and competitive league. It means that there are no "rich" teams or small market teams. Every GM has control over their own fate.

Our scouting is on low with no overall rating or stars and the scale is 2-8. There is also no designated hitter.

1.4 Game and Sim Schedule

The TBC and CEB each play 88 game schedules. Every team will play 2 4-game series against every other team in their league. They will play each other more often due to having only 6 teams.

After every 4-game series, there is a day off which makes the season length 112 days. That's important to remember because 98 service days counts for a year, which is explained more in the financial section.

We sim every day at a time to be determined, which will always be posted in the commish announcements channel. During the regular season, we move forward one series at a time (5 days). During the post season, we sim home stand to home stand. We also will try to sim multiple times in a night as long as the participating playoff teams are exported. The offseason schedule will vary based off of the in-game date. The offseason sim schedule will always be posted in commish announcements.

2. TBC League Structure and Rules

The Baseball Classic (TBC) is made up of two sub-leagues, the Junior Circuit and the Senior Circuit, each consisting of 12 teams. Though subject to the same financial and roster rules, the two leagues play strictly within their division, with no inter-league matchups in the regular season.

Below the TBC are 5 levels of single division minor leagues, with various roster and age limitations. The levels are the TBC Reserve League, U27, U24, U22, and U20. Each organization also has an International Complex. No games are played at the International Complex, so development is minimal. Other than the complex, TBC and all its affiliates play an 88-game schedule.

2.1 Roster Rules of the TBC

The TBC does not use a designated hitter. There are no foreign player restrictions in the TBC. The waiver length is 5 days, DFA period length is 15 days (during the season), and the disabled list is 7 days. There are no player options or rights to refuse assignment. Ghost players are not enabled in the TBC

2.1.1 Major League Level

The highest level of each TBC organization is their Major League team. There is no specific age limitation for major league players. Teams at this level may have 25 players on their active roster. That number expands to 30 each September 7th. Note that these roster limits do not include players on the disabled list. All players on the Major League roster must be on the 40-man roster, though please note that it is not required to keep the 40-man roster full. It is especially important to pay attention to your 40-man roster prior to the first sim of the regular season.

During spring training, non-40-man roster players can be added to the major league roster. If they are left on the final 25-man squad without addition to the larger roster, the commissioner is unable to advance the sim. For the same reason, all playoff teams must verify that their team is back down to 25 players before any advancement can be made in the playoffs.

2.1.2 TBC Reserve League

The Reserve League is the highest level of minor league play. The rosters consist of 26 players and can be of any age or experience level. Typically, this level consists of a mix of aging former TBC players, prospects, and so-called AAAA players (Players who are very good at the highest levels of the minors, but not quite good enough to be consistently productive at the major league level). Most teams keep the players from their 40-man roster who are not part of their active TBC roster here, though there is no specific requirement to do so.

2.1.3 U27 League

The U27 League is the second highest level of minor league play in the TBC universe. The U27 designation signifies that players must be Under 27 to be eligible for the league. Thus, all U27 players must be 26 or younger on opening day. If a player turns 27 during the season, they may remain on the roster, but if they are promoted at any point, they will not be able to return to the U27 roster. The same idea applies to players acquired through free agency or from other organizations in-season. If they are 27 or older at the time of acquisition, they are not eligible for the U27 league. The roster size for U27 is 26 players.

2.1.4 U24

The U24 League is the third highest level of minor league play. U24 teams carry a roster size of 26 players. The U24 designation is the same concept as the U27 in that all players must be under 24, (i.e. 23 or younger) on opening day. The aforementioned rules regarding in-season acquisitions and turning 24 in-season apply. This league is generally a mix of prospects and newly-drafted college players.

2.1.5 U22

The U22 League is the second lowest level of minor league play. Teams at this designation are named after American colleges. Roster size is 35 players. All previously mentioned rules regarding the 'under' designation apply (Players in league are 21 and younger)

2.1.6 U20

The U20 level is the lowest level of minor league play. Teams at this level are allowed to carry 35 players. Per the TBC age standards previously mentioned, all players at this level are 19 or younger at the start of the season.

2.1.7 International Complex

When a player is signed in International Free Agency, they are placed in your International Complex. Players at this level are generally around 16 or 17. Players in the complex are not required to be placed on one of your standard minor league rosters until they reach the age of 18. If you do not promote a player from your complex and they are 18, they will be force-promoted to the U20 team in the offseason. As there is no competitive play at the International Complex, player development is limited.

2.2 Postseason Rules and Structure

The TBC postseason will begin at the end of the regular season and take the top 4 teams from each circuit to compete for the coveted Classic Cup.

Teams will be seeded based off their regular season record. The seeding tiebreaker is the season series record of the two teams. The second tiebreaker is the season run differential. The first round will be 3-3-1 and all subsequent rounds will be 2-3-2.

2.3 Playoff Roster

Players are eligible for the playoff roster if they were on the 40-man roster or the DL on the day prior to roster expansion (7 Sep).

If a player is placed on the 60-day DL since then or on the 7-day DL during the playoffs, he may be replaced by a player who is on the active roster. To do so, the player must have been part of your organization prior to roster expansion and he must be on the 40-man roster. Moves are not allowed when a series is in progress.

2.4 Acquiring Players

There are five ways for TBC teams to acquire players - trades, free agency, TBC amateur draft, ABA Player Purchases, and International Amateur Free Agents (IAFAs).

2.4.1 Trades:

See "Trading with Other Teams" section.

2.4.2 Free Agency:

As with all levels of professional play in the TBC world, players become free agents after 5 years of 'service time'. Each season is 112 days long and players accumulate a year of service when they accrue 98 days. Players cannot earn more than 98 days of service in any given season. See the Financials section for additional info

2.4.3 TBC Amateur Player Draft:

The TBC draft is completed every June 5th in stats+. The draft consists of 20 rounds and begins as soon as the pool is revealed the first week of January. Picks are made by GMs live, by list pick, or during the wave. The Wave is a scheduled time that 6 picks are processed at, this keeps the draft going at a predictable pace and the wave schedule is always posted during the offseason.

2.4.4 ABA Player Purchases:

Teams may purchase from the ABA. Teams cannot go into negative cash to purchase ABA players. It's a game limitation. (See the TBC section on ABA player purchases for applicable rules).

2.4.5 International Amateur Free Agents (IAFAs):

The IAFA pool is released annually on Opening Day and is also shared between every league in the world, meaning even CEB teams have access to it. The spending cap is a soft 1000k. You can find IAFA in a sub-tab under the Free Agents tab, which will display detailed IAFA rules.

2.5 TBC League Financials

2.5.1 General Structure

The Baseball Classic runs a unique structure for its league operations that promotes competitiveness and parity. Team's budgets are derived from the standard league-wide media contracts and revenue sharing. Ticket prices are locked at a fixed price of \$1.00, but attendance drives the ability for team budgets to fluctuate upward or downward depending on the team's success at earning attendance.

Budgets are typically in the range of \$6 million total for player salaries, coaching salaries, scouting budgets, international amateur free agent budgets, and development budgets. Contract Extensions of players are disallowed across the TBC universe, as every player must reach the free agency pool before a team can attempt to resign said player, thus allowing for other teams to compete for the player.

The TBC does not have player arbitration, therefore causing players on their rookie contracts to maintain the minimum salary of \$10,000 through 5 years of service before entering free agency. **Pro-tip:** It is wise to prevent a top prospect from gaining a full year of service in his first season. By preventing him from getting to a year, after 5 seasons he will be just short of 5 service years, thus giving you an extra year of control.

2.5.2 Salary Cap

The Baseball Classic operates with a fixed \$2 million salary cap for all player salaries. Teams experience salary cap "hits" in the form of all contractual agreements the team is under current standing with. **Pro-tip:** This amount does not reflect any released player contracts; however, the team is still on the hook for any outstanding amounts agreed upon. Released player contract amounts are shifted in the accounting screen to Misc. expenses.

The League Office has strict sanctions for violations of the cap. Sanctions, unless otherwise specified, are in the form of suspensions to the highest paid healthy player on the roster of the violating team. The sanctions are as followed:

1st instance: Warning

2nd consecutive instance: 4 game suspension (Counts when there is a reasonable amount of time to address the warning)

3rd consecutive instance: 8 game suspension

4th consecutive instance: Loss of 3rd round pick (To be returned if GM is removed)

5th consecutive instance: Loss of 2nd round pick (To be returned if GM is removed)

6th consecutive instance: Removal from the league

Violations are tracked and recorded by the league commissioners in cases where a team may repeat violations over a period of time. These instances will cause the team to be subject to the repeater clause, where each repetition of a violation moves the punishment up. Example: The Brooklyn Knights violated the cap on July 1st, 1989 and received a warning. The Knights violated the cap again, on August 4th, 1990. The

Knights are given a 4-game suspension to their player, skipping the warning, due to their previous violation. Teams with histories of violations can earn the Good Behavior Clause over time. In this case, if a team with a violation goes three consecutive seasons following said violation without another violation of the cap, then their record as a repeat violator will be reset.

2.5.3 The Blue Rule

Since 1973, the Baseball Classic has operated under the Blue Rule. The Blue Rule was established due to the signing of starting pitcher Francisco Rosario by the Austin Outlaws to a seven-year contract with a high final year amount that was presumed to be intended to be cut in said year to avoid the cap hit and circumvent the cap with lower hits in the early years of the contract. As such, the rule was established and parameters of the restrictions are as follows:

- a) A player may not receive a contract value greater than \$600,000 in an escalating year. **Note:** An escalating year is defined as a year in which the player's contract is higher than the previous year.
Illegal Contact example: 4-year contract signed in 1990
1990: \$300,000
1991: \$500,000
1992: \$800,000
1993: \$800,000
- b) All contracts are subject to this rule regardless of if the contract ends with an option or is fully guaranteed. All contracts are subject to review by the league office to ensure the spirit of the rule is accounted for.
- c) Due to the inflation of contracts over the years, a further provision was added to the rule to allow for some flexibility:
 - a. For back loaded portions of contracts with an initial year value greater than \$600,000, no later year contract value may be 10% more than the lowest individual year value
 - b. Frontloaded contracts become back loaded once they start escalating from the previous year. If a contract is not frontloaded in any way, the entire contract is subject to the rule.
 - c. If the contract drops below \$600,000 in any year, it reverts to the Blue rule maximum of \$600,000 in an escalating year.

In hopes of providing clarity on the Blue rule, here are some examples of contracts:

Acceptable Contracts:

5-year contract signed in 1991:

1991: \$700,000

1992: \$700,000

1993: \$770,000 (Less than 10% of the lowest individual year)

1994: \$770,000

1995: \$770,000

4 years contract signed in 1997:

1997: \$800,000

1998: \$550,000 (Falls below 600k, but does not rise back above 600k)

1999: \$600,000

2000: \$600,000

Blue Rule violating contracts:

7-year contract signed in 1975

1975: \$500,000

1976: \$500,000

1977: \$500,000

1978: \$500,000

1979: \$600,000

1980: \$600,000

1981: \$700,000 (Contract started below 600k, so no value may be above 600k)

5-year contract signed in 1982

1982: \$1,000,000

1983: \$800,000

1984: \$500,000

1985: \$500,000

1986: \$800,000 (Fell below 600k so no escalating year may be above 600k).

Any further clarification needed on the previous rule may be discussed privately with a commissioner during free agency. Violations of the rule will be conducted as voids of the contract and the player returning to the free agency pool.

3. CEB League Structure and Rules

The Confederation of European (CEB) is a European based league composed of 12 teams. Each of the 12 teams also have a minor league affiliate in the CEB Developmental League (CDL) and a U22 squad. The CEB majors, the Developmental League, and the U22 leagues play 88-game schedules consisting of a 4-game series followed by 1 day off. Each team plays 44 home games and 44 away games each season.

Each organization also has an International Complex for newly signed International Amateur Free Agents or IAFAs (See section below regarding amateur free agents). There are no games played at this level.

3.1 Roster rules of the CEB and affiliates

The CEB will use a designated hitter. The only eligibility requirement for the CEB is that players must be of European, Indian, South African, Israeli, or Curaçaoan descent. Teams at the CEB level carry a 25-man roster with no roster expansion at any point. Players on the disabled list do not count against the 25-man roster.

All players on the CEB roster must be on the 40-man roster, though please note that it is not required to keep the 40-man roster full. It is especially important to pay attention to your 40-man roster prior to the first sim of the regular season.

During spring training, non-40-man roster players can be added to the major league roster. If they are left on the final 25-man squad without addition to the larger roster, the commissioner is unable to advance the sim. For the same reason, all playoff teams must verify that their team is back down to 25 players before any advancement can be made in the playoffs.

The Developmental and U22 leagues have the same requirement of European origin as its parent league, but there is no specific roster size limit and Independent Players (Ghost Players) are enabled in case a team is short on numbers.

The International Complex has a limit of 25 players and as mentioned above, is for IAFAs not quite ready for the level of play in the CEB and its affiliates. All IAFAs are automatically assigned to the International Complex initially. Players 18 years or older are not eligible for the complex, though to promote consistent skill development, teams are encouraged (though not required) to promote players from the International Complex prior to their 18th birthday. As there is no competitive play at the International Complex, player development is limited.

3.2 Acquiring Players

There are five ways for CEB teams to acquire players - trades, free agency, TBC Player Purchase, ABA Player Purchases, and International Amateur Free Agents (IAFAs).

3.2.1 Trades:

Trading is allowed throughout the CEB and there is no limit on trading between different tiers. The trade deadline will coincide with the TBC Trade Deadline. As with the TBC, all trades are processed post-sim. More info can be found in the “trading with other teams” section.

3.2.2 Free Agency:

All free agency rules of the TBC apply, though some (such as the Blue Rule) are not realistically applicable due to budget constraints. All players of European descent (to include South Africa, India, Israel, and Curacao) from any league are eligible to be signed as free agents. As with all levels of professional play in the TBC world, players become free agents after 5 years of ‘service time’. Each season is 112 days long and players accumulate a year of service when they accrue 98 days. Players cannot earn more than 98 days of service in any given season.

3.2.3 TBC Player Purchases:

Teams may trade cash (though not players) to TBC teams to acquire CEB eligible players. The determining factor on whether a team has enough money to purchase a player will be their ‘Total Money Available’ listed in their budget. This allows teams with negative cash values to still purchase players as long as they still have the budget space available. More info can be found in the “trading with other teams” section.

3.2.4 ABA Player Purchases:

CEB Teams may purchase players of European origin from the ABA. Teams cannot go into negative cash to purchase ABA players. It’s a game limitation. (See the TBC section on ABA player purchases for applicable rules).

3.2.5 International Amateur Free Agents (IAFAs):

There is no draft in the CEB, so the only way to acquire young amateur players (other than trades and TBC purchases) is to sign international amateur free agents (IAFA). The IAFA pool is released annually on Opening Day and is also shared between every league in the world, meaning even TBC teams have access to it. Only eligible players are allowed to be purchased by CEB teams. The spending cap is a hard 500k across all 3 tiers of the CEB. You can find IAFA in a sub-tab under the Free Agents tab.

3.3 Budget/Finances

All CEB media income goes to the league office. CEB Teams will have \$1,000,000 in budget. Owners may work within these budgets as they see fit. There are no other specific financial restrictions other than the free agent contract rules shared with the TBC.

The CEB ticket prices are set at \$1 per seat and the home team will retain 100%.

4. Trading with Other Teams

Trades are the lifeblood of our league. You cannot win unless you know how to effectively work the trade block. There are two good ways to announce your intent to trade. Use the trade block located in the OOTP interface or you can announce it in the #tbc_news or #ceb_news channel in Slack. The best practice would be to update the trade block and announce that it's updated on Slack. There is also a #transfer_market channel for those wanting to sell or buy players.

Another great way to trade is to message GMs directly to offer or inquire about a player. I have found great success using this method. Some of the best deals are for players no one knew was available.

4.1 What can be traded?

Trades may involve any team asset and can be traded for any asset with a couple exceptions. Personnel, 1st, and 2nd round draft picks may not be traded. Also, you may not post a trade that involves more than 5 players and/or 5 draft picks. The game will not allow it. For example, I can select 5 players and 5 picks, but I can't select 6 players and 5 picks.

Because we are in a salary cap league, teams are not allowed to retain salary in a trade. Although we have allowed it in the past, it is simply circumventing the cap and it is not in good spirit of the league.

4.2 When will trades be processed?

All trades will be processed after the sim. They are processed after the sim to speed up the pre-sim process. When we processed it before, it would add 10-20 minutes in some cases. After the trades is processed, the file will be uploaded immediately and the GM will be able to place the players where they choose.

If a player gets injured for longer than 7 days after the trade has been confirmed, the trade will not be processed that sim. The file will upload and the two parties will decide if they want to make a change or go through with the trade. This is the only exception where the trade will be processed pre-sim. The two GMs should leave instructions if they want the player placed in a specific spot.

4.3 Posting a trade

Trades will be posted on the TBC forums in the correct year's folder. Each season there will be a separate folder for archiving purposes. The 1984 folder will include all trades prior to the 1985 draft.

Trade posts must be formatted in such a way in order for the commish to process them in a timely manner. The title will include both teams and if a draft pick is involved, the title must include "(Draft Pick)". If you don't include "draft pick", it will be easy for the commish to miss your trade when creating the draft order.

Post subject: Pittsburgh/Havana Trade (Draft Picks)	
Pittsburgh Sends:	
RP Bill Barrett (ML)	
C Justin Lowe (ML)	
SP Miguel Flores (U24)	
1985 4th Round Pick (#95 overall)	
490k	
Havana Sends:	
RP Tommy Waltz (ML)	
C Ken Chaffin (ML)	
1985 3rd Round Pick (#50 overall)	

The body of the post will include which team is sending what, along with the level the player is at. If a draft pick is involved, the post should specify which pick number is being traded unless the the draft order has not been finalized. If the trade happens before the order is finalized, then post the original owner of the pick. If it's not specified, then the pick being traded is the original pick of the team involved.

4.4 Trade deadline

There are essentially 2 trade deadlines. The deadline for trading players will always be September 2nd. Since trades are processed after the sim, once the sim that starts on August 28th begins, no more trades can be made. The only exception is if there's an injury during the August 28th sim and the trade needs reworked. In that case, we can process the trade before the next sim on September 2nd.

The other deadline is for draft picks. Once the game is advanced to draft day, OOTP will not allow draft picks to be traded. Draft picks can still be traded while we're drafting in StatsLab, as long as the game date doesn't reach draft day.

4.5 TBC – CEB trades

BUDGET INFORMATION	
EXPENSES	
Total Expenses to Date	\$208,980
Remaining Expenses	\$559,374
Total Expenses	\$768,354
BUDGET	
Current Budget	\$1,010,000
Projected Budget Room	= \$241,646
Cash	= \$2,400
Total Money Available	= \$239,246

CEB teams may trade cash to TBC teams to acquire players. As long as they have room under "Total Money Available", they can trade any amount of cash.

TBC teams are not allowed to receive players from the CEB in trades.

5. ABA Player Purchases

Finding major league depth and the right role players after an injury can be difficult. Free agency is sometimes an undesirable option in August if you need some help now because the player hasn't played all year. Many ABA players are former TBC players or players that rejuvenated their careers after being cut. The ABA has an agreement with the TBC that allows bids to be placed on its players. The ABA team will receive cash from the bidding TBC team and will then be used to buy out the remaining value on the player's contract. The ABA team will pocket the rest. It's a win-win for both organizations.

5.1 Who is eligible for purchase?

Only non-rookies in the ABA are eligible for purchase. The ARL or ADL are not eligible. OOTP will only allow players from the active ABA roster to be purchased. Pay attention so that you don't place a bid on someone's loan. If there's no history line saying the ABA team signed him, he's probably a loan.

The ABA altered its agreement with the TBC to disallow rookies to be purchased because the TBC teams were raiding its young players only to be stuffed in the low levels of their system. The ABA wants to see its former players thrive. An ABA rookie is someone with less than 45 service days when the ABA season started. Rookies retain rookie status until the end of the season.

Players purchased from the ABA are given minor league contracts regardless of their ABA contract.

5.2 When and how to bid

Initial bids will be made only after the ABA season has begun. Once the TBC/CEB playoffs begin, no more bids will be allowed.

All bids will start at \$25k. You must have the cash in order to place bids. All outbids must be double the previous bid. The original bidder will have the right to match any outbid so it's in the best interest of everyone to get at it quickly.

It is not required, nor is it encouraged to post initial bids in the #tbc_news channel. Outbids and matches must be posted in #transfer_market while tagging the member of the prior bid. Example: Houston outbids @blue for Joe Bird.

Outbids and matches will be processed the next sim day. All ABA purchases will be processed after the sim.

Commish note: It's important to remember to turn off the player purchases in the ABA financial settings or the AI teams will start purchasing players. To process bids more than 25k, simply change the purchase amount in the financial settings. Be sure to set it back to 25k and disable it when you are done. Bids will be processed on the final day of the sim. The normal sequence should be to process trades, then ABA bids, then upload.

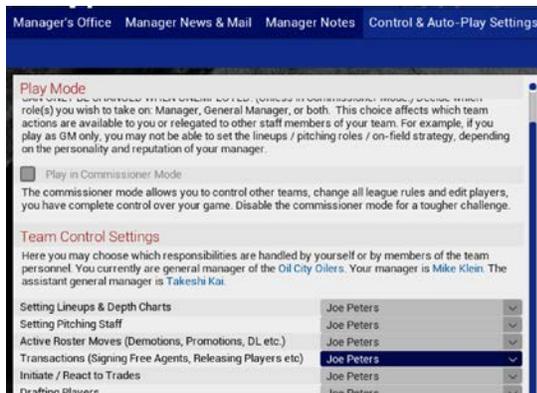
6. Personnel Extensions

Because of our no player extensions rule, we are not able to extend personnel inside OOTP. This is an unintended byproduct of that rule so beginning in 1985, we will have a personnel extensions period where you will be able to resign coaches, managers, trainers, and scouting directors.

Once the TBC playoffs begin, extensions will be turned on. This will allow us to resign personnel in the game. This will also enable the option to offer extensions to players. Extending your players is strictly forbidden. Do not try to extend your players. Only extend your personnel. If it is determined that you tried to sneak a player extension, it's grounds for immediate removal from the league.

The period will end before the final playoffs sim. Be sure to be on the correct game date when exporting your file. Retroactive extensions are not allowed. If you miss the period, you miss out.

During this period, you must not have "Transactions" set to auto in the Control & Auto-Play Settings. This may result in the AI extending your players. If you want your assistant GM to sign free agents for you (not recommended), make sure it's off before the regular season ends. If you consistently leave this on, you may be up for removal from the league due to negligence. It must be set to you.



Note for the Commissioners: You must leave extensions on until the 1st day of the offseason. Once the offseason hits, the extensions will "stick". If extensions are turned off before the offseason begins, then none of the contracts will extend. The extensions will simply disappear. Make sure you turn the contract extensions off before you upload the league file at the start of the offseason. Broadcast the extension period as loud as possible and be very clear about when the period ends. With the accelerated playoff sim schedule, we need to be sure everyone gets the chance to resign their personnel. There must be at least 24 hours from the start of the period to the end.

7. Player Loans

The purpose of the loan system is for additional development/playing time. Players are only able to be loaned to the ABA. Loans must be posted before the ABA season begins (Apr 1st).

7.1 Loan Terms

Loans terms will be either short-term or full season. Short-term loans will be returned on the roster day after spring training. A full season loan will be returned at the end of the TBC regular season. Players may not be recalled until their loan expires. Prospects may only have short-term loans. Non-prospects may be given full season loans.

7.2 Loan Rules

Each team will be allowed to loan one player at a time. An additional loan is allowed once the player is returned. For example: After a short-term loan, you may send another player on a full season loan. Players without minimum contracts are not eligible to be loaned.

Players will have their service time reset to their pre-loan amount on their return to the TBC.

7.3 How to loan a player

To loan a player, post a new message in the “player loans” forum with the original team, player, loaned team, and loan term.

Example: “Houston loans Ricardo Escobedo to Edmonton on a short-term.”

You will not have any control what the ABA team does with the player so be sure to choose wisely what team you want him to go to. Recalls will be done automatically.

Note for the Commissioners: The service clock will not reset for the current year. Once a player gets more than 98 days between TBC and ABA, the commissioner will have to adjust after the postseason. To do this, you must first post how many service days the player had when you processed the loan in the loan post. When you return the player back to the team, you must post how much "Major League Service this year" from the contacts tab. Then reset the days to the pre-loan amount. After the regular season, the "Major League Service this year" clock stops. You must now go back to all the loans and do some math. Take the final SD's and subtract the loan SD's and then add the initial SD.

For example, Player has 10 SD. During the loan, he accumulates 79 SD that season for a total of 89 SD. Player is returned and his SD is reset to 10. After the TBC season his SD has stopped at 29 because $98 - 79 = 19$ plus the 10 that was already there. Remember, SD stops counting at 98 days but the service this year will continue. The service this year is at 175. Take $175 - 79 = 96$. Add the 10 and his total service days should be corrected to 106.

8. League Customization

League customization is a very important tool to increase immersion and reduce GM turnover. The ability to modify your stadium and park factors, player details, turn former players into coaches, relocating your team, and changing your logos have all greatly improved our enjoyment of the league and really sets our league apart from the others.

8.1 Stadium Modifications

There are a few ways to turn your baseball cathedral into your own. You can name your stadium, change dimensions, increase seating capacity, and adjust your park factors.

At any point during the season or offseason, GMs may submit stadium expansion plans and/or park factor modifications to be completed in the offseason. Stadium names can be completed at any time. To submit a mod request, use the stadium mod requests sub-forum in the Commish Actions forum.

8.1.1 Stadium Capacity

Seating capacity is the maximum amount of tickets you may sell in a single game. The greater your capacity, the more tickets you can sell, which can increase your yearly budget. Even teams that don't sell out their stadium often can benefit from raising their capacity for when they do sell out.

Every stadium will begin with a capacity of 35,000. Stadiums can expand up to 55,000. Each additional seat will cost \$500. 1,000 seats = \$500k. There's no limit as to how many or few seats may be added. Purchasing seats may not be financed. It must come directly from a positive cash balance on the first day of the offseason.

8.1.2 Park Factors

Park factors affect how baseball is played at a particular stadium. A ballpark with HR factors above 1 should have more home runs than the average ballpark. But that assumes that the league average HR factor is 1. For the league's statistical output to remain consistent with the league totals, we must ensure that park factors don't drift too far left or right. A good example of this is if all the MLB teams moved the CF wall in to 350 ft., the league totals would go through the roof.

Changing park factors affects how many seats are available. An owner may change their factors at any time, to be completed in the offseason, for a cost of 1000 seats. There is no obligation to keep your stadium at 35,000 seats when changing factors. You may decide that a 34,000-seat stadium works just as well for you.

The 6 park factors that can be modified are RH AVG, LH AVG, 2B, 3B, RH HR, LH HR. Any single factor cannot be greater than 20% +/- of 1.000 with the exception that one factor may be set up to 25% +/- of 1.000. What that means is that you may have one factor lower than .800 or higher than 1.200. The rest have to fall between .800 and 1.200.

A team may not modify a factor greater than +/- 10% its previous value in a single season.

The average TBC park factor may not be greater than +/- 1% of 1.000 (.990 or 1.010). This means that if the average HR LHB factor is .972, then a park may not lower that factor. If the HR LHB is 1.000, The change cannot make the average factor go beyond 1.010 or .990

See the commissioner for information about the league average factors.

8.2 Commissioner Turned Coaches

Commish turned coaches (CTC) generally will have better initial coaching ratings than computer generated coaches so it's important to have some guidelines and awareness of the process. Requesting a CTC does not give you the right to the coach. He may be signed by anyone.

A GM may turn a former player into a coach as long as the player fits certain criteria. All CTC's will be created as position coaches with an option for manager preference if qualified. A GM may not request just any player to be a CTC.

Request a CTC in the "CTC Requests" section in the commish actions forum.

<http://tbclassic.com/forum/viewforum.php?f=33>

8.2.1 Who is eligible to be turned into a coach?

They must have at least a normal in the rating categories of Intelligence and Work Ethic. For a player to have a manager option, his leadership rating must be high. Hitting and pitching focus will relate to the type of player he was. For example, you can't request a contact focus if the player was a slugger that struck out every other at bat. The requester may suggest a focus to be considered with good reason. Also, personality and management style will not be changed unless the requestor has a good reason to why it should be changed.

8.2.2 Rights to requesting a coach.

More than one GM may hold CTC request rights providing the player meets the criteria for both GM's. A GM has CTC rights if he or his current team originally drafted, signed as an IFA, or was the first TBC organization of the player. A GM may also have CTC rights if the player spent at least 4 seasons in the GM's previous or current organization.

8.2.3 When will coaches be processed?

CTC's will be processed at the start of the TBC Post-season and will be announced in #commish_announcements.

8.3 Player Detail Changes

GM's may change the cosmetic details of players in order to improve immersion by adding family, friends, and etc.

Changes may include name, HT/WT, face, number, and birthday (within 365 days). College players cannot be edited to a HS age (20-19 or 19-18). The commish has the right to deny a change if there are signs of abuse. Changes are not allowed to reflect a real player unless it is a personal request.

Players may be changed at any time, but once a player has been promoted to the TBC or CEB, they are ineligible to be changed.

To request a change, post in the "Player Detail Mod Requests" section in the commish actions forum.

<http://tbclassic.com/forum/viewforum.php?f=35>

8.4 Relocation and Logo Changes

The TBC is growing an iconic feel and look that the commissioner and many of the long-term GMs feel is important to keep intact. Relocations or logo changes are important for new and current GMs to gain a more established connection with their team. Minor leagues affiliates are also allowed to be moved, normally with less scrutiny.

8.4.1 What are some examples of the iconic look?

Many of the current GMs have made request on the OOTP development forums for logos. If you are familiar with the forums and have made request before you know txranger does some amazing work. However, we do have a small collection of some of the better logos that GMs have come across over the years. These are just examples.

<http://tbclassic.com/forum/viewtopic.php?f=3&t=229>

8.4.2 Requesting a change.

Previously a new GM had the option to fold the team and begin as an expansion team or keep the roster. This is no longer the case. New GMs will now relocate based on the decision of a small committee of GM's who will approve of the new look chosen. To request a relocation or logo change for your ML team or its affiliates, please post in the "Relocation and/or Logo Changes" section in the commish action forum. TBC and CEB teams will be judged more carefully, where affiliates will usually be ok.

<http://tbclassic.com/forum/viewforum.php?f=36>

9. Sim Violations and Missed Exports

The TBC has a pretty strict policy regarding roster violations and exports. We have 48 human ran teams in the game and if every team had one violation a sim, it would take an hour to complete a sim. Roster violations halt the sim, and the simmer has to take an action in order to advance the sim.

Frequent exporting is also required because inactive teams lose games. And that affects the competitive integrity of the league.

9.1 Missing Exports

If you're unable to export daily, which is fine, you must try to export every other day. Since each sim covers 5 days and because of our shorter season, missing multiple exports in a row can have a devastating effect on the season.

Missing 4 consecutive exports is grounds for an AI re-organization. I won't do it just to do it, but if your organization gets out of whack due to missing almost 3 in-game weeks' worth of exports, I may have to. Note: Only applies during spring training and the regular season.

9.2 Actions during Sim Violations

The action that the commish will take if a sim is halted will depend on the circumstance and it's not feasible to list every instance. We will list some common violations

9.2.1 Over roster limit:

Commish will DFA a player of his choosing to get the roster below the limit. The commish should pick a player with limited value, but shouldn't spend more than a few seconds doing this.

It should be noted that this fix will only be done if there's just a couple players over. If there appears to be neglect, usually by not exporting on roster day, then a full AI re-org will be done.

9.2.2 DFA time expired:

When a player is put on the DFA list, the team has 15 days before the time expires. Once the time is expired, at pre-sim, the player will be released and the team will suffer any costs or penalties as if they were the ones to release him. This will only apply during the season.

During the offseason, all DFA expires will be moved to AAA or the ML roster if on an ML contract. If there's room on the 40-man roster, the player gets released.

9.3 Replacing an Inactive Member

Bottom line up front, if you're going to miss a few exports, or are too busy to export, let someone know. When a team misses 4 consecutive exports, they will usually get an email from a commish or president about their status. It is reasonable to expect a reply within 24-48 hours. If the member is not heard from for 24-48 hours, then it can be assumed that the GM has "ghosted" on us.

The commish will use his own judgement when deciding whether or not to replace them. The commish will take into account past activity and overall league standing.

10. GM Activity Rewards

Activity is the lifeblood of the league and is what sets us apart from many of the stale OOTP online leagues. A big boost to league activity and immersion can come from articles written about the league, or your team.

The activity rewards will never have a big enough impact that it becomes a competitive advantage. It's enough to be an incentive, but not enough to make a non-writer feel they are at a disadvantage.

10.1 How to earn rewards

Rewards may be earned in many ways, but the most common will be by writing team or league articles, and/or podcasts. Other ways can be by doing something for the league, like creating logos or writing/editing a rules section for example. Anything that makes the league better can be rewarded.

10.1.1 Writing Articles

Articles do not have to be professional grade but they do need to tell a story. Simply posting stats and standings will not cut it. To post an article, go to the appropriate league sub-forum and post a new topic.

If you'd like a sub-forum for your own articles, request one in the commish actions forum. You will need to have already shown a willingness to write by posting at least 3 articles. We don't want a bunch of sub-forums for people that may or may not use it.

10.1.2 Podcasts

Podcasts have been done before and they are an amazing way to bring the league to life. There's no requirement for these, just be creative.

10.2.3 Others

Almost anything that helps the league can be considered for rewards. If you've done something for the league and feel like it could be rewarded, contact the commish and/or league president. Don't be modest. With each new action allows us to update this section with more examples.

10.2 What is the Reward?

A point of fan interest will be awarded for each action. Fan interest affects your attendance, which affects your budget. The more fans you bring in, the higher your budget will be.

Only a maximum of 5 points of fan interest will be awarded each season to each GM. There has to be a limit or a less enthusiastic GM will perceive to be at a disadvantage.

10.3 Activity Grand Prize

All points will be tracked during the calendar year, regardless if you meet the 5-point limit per season. For example, each season you write 7 articles. You would get 5 point of fan interest per season, but your 7 activity points per season will be counted.

At the end of the year when the OOTP pre-sale begins, whoever has the most activity points will get a copy of the new OOTP courtesy of the commish.

11. New Members

Welcome to The Baseball Classic, a league like no other! I am Joe, the founder and game commissioner of the TBC. The Baseball Classic consists of 2 human ran leagues, the TBC (league, not game) and the CEB. The TBC is based in the USA and consists of 2 12-team circuits. The CEB, based out of Europe, is a 3-tiered promotion/relegation league with 24 teams in all. Both leagues are a part of a larger baseball world that interacts with each other.

The CEB and TBC both have their own league presidents, which I am neither. You will want to talk to your president about league matters and issues. See section 1.2 to find your president.

11.1 Getting the game files

Detailed instructions can be found on the league forum. [Click here](#) to be directed there. The file that is linked in the instructions is the exact same file that uploaded after I sim. The update file doesn't include the accountsdata_gms.dat file, which has the info needed to download league updates and to export. That file will be sent by the commish, or it can be requested from any league member.

11.2 Getting the graphics files

The graphics files is the pride of the Baseball Classic. If you don't properly install the graphics (logos and uniforms), then you won't get to enjoy the TBC as it's intended. The graphics can be [found here](#) on the forums.

It is highly recommended to install graphics before you open the TBC for the first time.

11.3 Important league sites

There are 4 different sites that you will need access to. Below, I will detail each.

11.3.1 Slack

Slack is our primary means of communication. I do not use email to send out announcements or day to day communicating. We don't use forums for general conversation. Slack replaces all that. It is not required for membership, but you will struggle in this game without it.

Check your spam folder if you didn't receive your invite. The Slack team name is thebaseballclassic.slack.com. Your email has to be the same email I sent the invite to. When signing up, please add your real first and last name if it's not already there. I track everyone by real names and I won't remember Miami is starboy7364, for example. **Your username should be name-city, like Joe-Miami. This allows you to be easily identified.** You also need your team logo as your avatar, which I will send.

11.3.2 TBClassic Forum

The forums can be found at tbclassic.com/forums. The forum hosts league rules, commish action requests, transaction posts, and league articles. You will need to register to post on the forum. When registering, it will ask for a spam bot password, which is baseball.

Your username again should be name-city, though it's not as big of a deal as the slack username.

11.3.3 StatsLab

StatsLab is used for voting for league awards and all-stars. It only gets updated a few times a season so your GM profile will not be immediately viewable. StatsLab also has a bunch of other cool things to look at so give it a spin. When you see your profile, the default password is baseball. StatsLab can be [found here](#).

11.3.4 StatsPlus

StatsPlus is the latest and greatest 3rd party OOTP online league application. S+ allows us to draft mobile while using our own scout's ratings. It also gives us slack integration which enhances our live real-time broadcasts.

Signing in for the first time is tricky, because you won't know if you did it right until I associate your account. To register, go to <https://statsplus.net/tbclassic/> sign in with slack, and message me so I can go in there and associate you as the user for your team.

11.3.5 League HTML Reports

League reports are the standard OOTP HTML reports. They are very useful for checking out the league on the road. They are not updated with every sim, as it takes a ton of time, but they are still worth checking out from time to time. No sign-in is needed and they can be [viewed here](#).

11.3.6 Export Tracker

When you send an export in game, the game doesn't necessarily know that the file reached the server. To verify, you must go to the export tracker. The tracker is a feature of StatsLab, but you don't have to be signed in to verify. It's recommended to check this after you export, or at the very least when you have an important export.

<http://tbclassic.com/StatsLab/exports.php>

The Tracker simply checks to see if there's an export file on the server that was created after the league file was created. It cannot check the game date. The exported game date must match the simmer's game date or the export will not take.

11.3.7 Twitch Broadcast Feed

During important sims, like the postseason or all-star game, I will often broadcast over Twitch. My Twitch channel is <http://twitch.tv/osblue>. I will always announce when I broadcast in Twitch.