



X FACTOR BASEBALL LEAGUE RULES AND COMPLIANCE HANDBOOK

Wednesday, January 30, 2019

The objective of XFBL is to have a competitive and enjoyable league that starts at the beginning of the 1970 season. As the league goes forward the GM's will be actively involved with changes, modifications, developments within the league via a voting process. GM's will need to be a member of the league at least one season to cast a vote, but proposed ideas can come from any GM.

Involvement in a league like this is critical as you have 25 other members who are hoping for a good experience. The commissioner will always attempt to stay on top of GM's that are not exporting or are not actively involved.

The goal is that everyone who joins has a good time and stays involved.

Cheers,
Rick Brandt



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SIM INFO

Sims are one week long during the regular season (exceptions include sims to deadlines) and are run on Monday, Wednesday, and Friday.. Currently at 0800 EST. Please try to export by 0700 EST the day of the SIM. I will try to announce in advance if sim times are going to change. Completed SIMs will be posted in the forum; *League Sim Info* (all info posted will also transfer to the Slack channel [#sim_info_schedule](#)). On occasion that I cant post a change in Schedule, just please be patient.

Off season sims lengths vary - generally will be 5-20 days (depending on what league events are involved) and if possible will be run every day but Sunday. The offseason sim schedule will be posted in the XFBL Website ([HERE](#)) and vis Slackbot via '?Schedule' and '?Off Season'

Playoffs usually run every day, and the playoff schedule will be posted within the off-season schedule (see above).. For the Playoffs and World Series if both players agree, we can generally run multiple sims and move through the WS quickly. These games will be run as Live Sims.

I'll try to keep everyone informed but please bear with me. I will try to run regular Live Sim's if my schedule allows it. All SIMs will be LIVE unless noted.

WAIVERS

Waivers are set to *8 days*. If a team claims a player off waivers and has a viable claim, the current team (the "waiving team") may choose one of the following options:

- ◆ Arrange a trade with the claiming team for that player; or
- ◆ Rescind the request and keep the player on its major league roster (if on revocable waivers); or
- ◆ Do nothing and allow the claiming team to assume the player's existing contract, pay the waiving team a waiver fee, and place the player on its active major league roster.
- ◆ If a player is claimed and the waiving team exercises its rescission option, the waiving team may not use the option again for that player in that season—a subsequent waiver would be irrevocable with a claiming team getting the player essentially for nothing.

WAIVER CLAIM PRIORITY:

- ◆ Through Day 30 of the new season: Determined by previous season record
- ◆ Through July 31: Worst record regardless of league
- ◆ After trading deadline: Worst record in same league, then worst record in other league.
- ◆ For revocable/irrevocable waiver rules, please reference this page: ([HERE](#))

The game is imperfect. Its waiver rules closely approximate the ones in the link above, but where they differ, we will use the in-game rules. Sorry if this leads to confusion, but it is the best we can do. When running off-season SIMs I will try to adjust the Waiver period for longer than 7 day SIM's but this is not guaranteed.

GM HANDLING OF DFA'S AND SIMS

During the regular season the sims are one week (Monday thru Sunday). There are several sims to take care of moving DFAs which are set to 21 days. The commissioner will also address any 0-6 Day DFAs. (I will try to save most players unless they are '20/20' or below or refuse minor league demotion) Also at the same time the commissioner will address any Roster Violations (see [Roster Size/Age Limits](#)).

During the off season, because the sim length is longer, giving the GMs limited opportunity to handle the DFAs, the commissioner will handle them manually. However, you should attempt to handle them yourself, for example, not depending on the commissioner to fix something like a couple of FA signings sitting in DFA while the 40 man roster is full. We'll fix it but you might not like the result as we can't read your mind. A warning will be posted within the off-season schedule about longer SIMs and DFA's...



CASH ON HAND

Cash on hand is capped at *\$1 million* to start (and will follow the basic inflation/deflation of the fiscal year), anything you make over that will go to revenue sharing. Cash on hand adjustments, will be made the day before pre-season (if you are over \$1M).

COMPENSATION PICKS FOR FREE AGENTS LOST

This works just like it does in real life. There are "sandwich" picks just like real life. The game does this automatically and the value is assigned by the game, there is nothing the commissioner can do about it.

DRAFT PICKS

Amateur Draft Picks may be traded and drafted players may be traded immediately after the in game draft is processed. There are some rules for trading draft picks.

DRAFT PICK TRADING RULES:

- ◆ Draft pick(s) may be included as part of a trade negotiation.
- ◆ Draft picks only for the next upcoming draft may be traded. *No out year picks* may be involved.
- ◆ Draft picks can be traded up until the beginning of that round in the utility.
- ◆ The Status of traded picks is always current in the [XFBL Draft Pick Trade Table](#)
- ◆ The pick must be clearly listed in the posting, such as:
 - Boston sends:**
 - SP Pedro Martinez (XFBL)
 - 1st round draft pick
 - Angels send:**
 - SP - Frank Robinson (XFBL)
 - SP - Al Young (AA)
- ◆ A team can only sign a comp eligible free agent if it still has a first or second round pick available. If a comp player is signed and the team does NOT have a first or second round pick in the next amateur draft, the contract is voided, the player goes back in the free agent pool and the signing team is fined \$500k (penalty for robbing another team of signing that FA). If a team's first rounder is protected and their second is traded, then he **MUST** have a third round pick.
- ◆ Picks in the Rule V draft or exchange of pick order for the Rule V draft may *never be traded*.
- ◆ Draft picks can only be traded once - the new receiving team cannot then trade that pick in a second trade. Game can't handle it. UPDATE—During the actual draft, picks may be traded freely in the first five rounds, as our drafting software STATSPLUS can handle that...

RULE 5 DRAFT PICKS

Sometimes OOTP does not handle Rule V returns correctly. The procedure for returning a Rule V player to the original team is to do so in game, and also post in the Slack Channel for **#rule_5_returns** that you are doing so. Please also send the commissioner a DM or [email](#). The game is getting better but sometimes it releases the player immediately after returning him. This will ensure that a check is made and the player returned to the original team.

No player made be drafted under the age of 22 in the Rule 5 draft.

CONTRACT RULES

XFBL has a few rules regarding the signing of Free Agents and also the signing of players to extensions. These rules are listed below:

Vesting and Player Options are allowed, along with pleyer opt outs, but the last option of a contract must be a Team Option (if a Team option is present in the Offer)



SIGNING YOUNG PLAYERS TO EXTENSIONS;

No player will be allowed to be offered any type of contract until they have gone through **a year of arbitration**. After they have gone through one year of arbitration the player can then sign up to a **5 yr contract length max**. If a player goes through **two or more years or arbitration** there is **8 year XFBL Max contract length**. Also, **No 'Player Options after Team Options'** are allowed in offers.

- ◆ If a player will not accept that contract length in negotiations you will have to give up and try again the next year.
- ◆ *No length limits* on free agents or contract extensions of existing ML level contracts. (Contracts and Extensions are maxed out at 8 yrs)
- ◆ All contracts are also subject to the rules on team options.
- ◆ Players whose status states during the regular season that they "may" be arbitration eligible are to be treated as if they are NOT arbitration eligible.
- ◆ Violations of the above rules will result in option \$ being added on to all years of contracts, option years becoming guaranteed years, and other potential fines and penalties as deemed necessary by the commissioner.

RULES REGARDING CONTRACTUAL OFFERS YEAR TO YEAR

Each year Contract Salary offers in Multiple Year Contracts can **increase or decrease by no more than 25%** of the previous years offer.

RULES REGARDING CONTRACTUAL BONUSES

MVP/Cy Young awards are *capped at 10%* of the average yearly salary offered to the player. This means if you offer a \$1 million contract, you can offer a max of 100k in MVP incentives. A \$25 million average contract can include up to \$2.5 million in MVP/Cy Young incentives. This is to stop teams from offering significant portions of a player's salary as MVP awards they are very unlikely to receive, and to keep teams with this knowledge from gaming the system.

Innings Pitched and Plate Appearances awards are also capped. You cannot offer incentives for more than *650 PA or 220 IP* also these are capped at **10%** of the average yearly salary. These are reasonable numbers that a normally healthy player can reach. The point of these incentives is to tie salary to time spent playing.

IF YOU BREAK EITHER OF THESE RULES TO GET THE PLAYER TO SIGN WITH YOU:

- ◆ MVP/CY bonus: The amount of the Bonus will be added every year and he will also get the bonus.
- ◆ PA/IP bonus: The amount of the bonus will be added to every year of the contract just signed. Offer \$1.5m in incentives for reaching 700 PA, and the player gets that much added on, guaranteed, every year. And if by some miracle he does make it to 700 PA, he gets the bonus again.

TEAM OPTION RULES

To limit the use of team options to sway the game players toward signing a contract whose terms they will never collect on, the following requirements must be adhered to:

- ◆ All team options in contracts, whether free agent signings or extensions, must be accompanied by a *40% buyout*.
- ◆ If a contract is signed without the 40% buyout, then the option is converted to a final guaranteed year at the option offer salary.

FREE AGENT COMPENSATION

We use the new Collective Bargaining Agreement for FA comp. As such there no longer are Type A and Type B. It's just comp eligible. The losing team gets a sup round pick and the gaining team loses it's best round pick remaining. Unless it's the first round and the team has a protected pick. Then they lose the second round pick. (currently *protected are the first 10 picks*).



In addition, a team cannot sign a comp eligible FA unless it has a first, or second round pick remaining (has not traded them away). A team that does so is fined \$750K and the player is edited back to being a free agent again. (penalty for potentially robbing another team of a signee) Free Agent Compensation ends 1 April or the day the draft is uploaded to the utility whichever comes LATER. (The Draft Pool Release Date)

TRADES

All trades are subject to review by the commissioner. The goal is not to tell a gm how to run a team and there are some cases more sensitive than others. We understand that trades may seem fair to one person but others may have different opinions (Remember we are using Scouts, so what looks good to one GM might look Bad to another). However some trades may be vetoed if I feel collusion is involved or in cases where we feel a new gm does not have the best interest of their team in mind. Generally we strongly discourage interfering with other teams trades. The rare trades that will be vetoed will be explained and the trade will be allowed to be renegotiated. Trades to another team's WDL team (United League) are allowed

TRADING INJURED PLAYERS

Neither Injured players or players on the DL, even if eligible to come off the DL and no longer injured, cannot be traded. (*Unless agreed to by both GMs and the Commissioner*).

POSTING IN TRADE THREADS

Trades are to be posted and approved in the forum at the [Trade Posted Thread](#). All Trade Information posted at the forum will be RSS fed to the appropriate Slack Channel. The commissioner will move the post in the Trades Posted Forum thread to the Completed Trades Forum upon making the trade within the SIM. The Completed Trade (both Forum and Slack) is a 'read only' thread. If there is any issue with a trade let the commissioner know via PM/DM and we will discuss it between us. Both these Threads are RSS Fed to the Slack site

TRADING OFFSEASON FREE AGENTS

Offseason Free agents are not eligible to be *traded until July 1st* of the season in which they signed.

PLAYERS TO BE NAMED

There will be no player(s) to be named allowed in trades. Why? It is simply too much work to keep track of and can lead to disagreements if a prospect blows up after the deal has been made but the player to be named has not been named.

WAIVER TRADE RULES

When a player is on waivers, other teams can submit a claim. Once a player is claimed, his team faces three options. It can pull the player back and keep him, negotiate a trade with the claiming team or let the player go. In the last scenario, the claiming team takes full responsibility for the player's remaining salary. If the two sides decide to work out a trade, they have one SIM to do so (*They must inform the Commissioner of this right away*).

When multiple clubs make a claim, the claim goes to the worst claiming team in the player's current league. If no team from the player's current league makes a claim, then it goes to the other league. Clubs with the worst records get priority (i.e., the first chance to make a claim).

If a player goes unclaimed, he "passes through" waivers. His team then can trade him to any other team for the rest of the season, unless he has a no-trade clause. Players dealt after Aug. 31 are not eligible to participate in the postseason.



SALARY CAP

There is currently *no salary cap* and currently no plan to implement one. If one is needed in the future it will be phased in over time and will be voted on by the league with a simple majority need for it to be approved.

TICKET PRICES

Not that its a problem in this league but sometimes we have individuals who might try to best the game engine with ticket prices. As a result the maximum on ticket prices to start is **9 dollars**. Ticket Prices can only be modified when the game allows it.

ACTIVITY

If you are not actively submitting exports you will be warned both via pm or SLACK and then on the boards...I want an active league, you do not have to post a ton on the board but you do need to be submitting team export files on a regular basis...if you are *going to be gone for a while* Let the Commissioner know. If you are away and need something done, pm/dm me and I'll do my best to accommodate your needs (but nothing is guaranteed).

BUYING PLAYERS VIA TRADE

Players can now be bought as it can be done in real life. However to not abuse this the amount will be *capped at 500K dollars*. Any trades involving more than \$500K in cash will require commissioner approval and teams should post an explanation of the money over \$500K in cash in the trade post.

COLLUSION

No collusion if you are friends with somebody in the league and all the sudden start trying to make one of the two teams great and the other one not so great it won't fly...I doubt this is going to be a problem but it needed to be said. Also, if you share an IP address (for example father and son) you need to tell me about that! Otherwise it appears to be one person running two teams which is strictly forbidden (Yes I check IPs on a regular basis).

TANKING

There is a fine line between rebuilding and tanking. Normally, owners decide where the line is, by firing you (although, the real life commissioner's office has stepped in to combat owners tanking. Because GMs can't get fired in this game, it is up to the commissioners to ensure that a competitive balance is maintained. Examples of tanking include, but are not limited to: sending established players down to the minors, keeping young players who are ready to contribute down in the minors or burying good players on the bench, without a reasonable alternative; giving playing time to horrible players when a better alternative is available at little to no cost; keeping fewer than 25 players on the roster for an extended period of time, etc.

The penalty will be loss of your top draft pick after being warned and a discussion about why the commissioner feels that the GM is tanking his team.

COACH/SCOUTS SIGNINGS

The league currently only uses Scouts, which should be signed immediately upon gaining access to your first League File. From there you can renew or fire your Scout as you see fit, Remember Scout accuracy is set to Low and thus Potential Ratings have a good chance to be off by 15-20%. Coaching is turned off.



FORUM/SLACK POSTING

Try to be civil on the forums/Slack we want debates and activity, we don't want it to get out of hand which it easily can....please don't make the league officials (dat be me) have to be the forum police...have fun talk trash enjoy the league but try to keep at least a degree of civility to it all. There are more detailed guidelines in the Rules Tab in the Navigation Bar of the forum.

TRADE WATCH

All new GMs will be under a trade watch for the first season they play or offseason to all star game if they begin in the offseason or late in a season. All this means is that any deal they agree to will have to be approved by a commissioner. If a trade is questionable the commissioner will want to know why it is being done and make sure the GM knows what they are doing. The league encourages all GMs to have other GMs they run potential deals past.

MINOR LEAGUE RULES (INCLUDING WINTER LEAGUE)

Minor League rosters outside of your B/C League team(s) are limited to (AAA, AA) 27 players, and (A,WDL) 28 players. B/C league teams have no limit. Limits only apply when a League is in Pre-Season to Off –Season. Teams will be warned and then players will be reassigned or released if they are not complying with roster limits. The commissioners can accomplish this simply by running auto on the minor league setup for that team, allowing the AI to redistribute and release players as necessary. Rosters must maintain have a minimum of at least 20 players. (see [Roster Size/Age Limits](#)) Fines will be incurred for roster violations with the amount determined by the commissioner.

WINTER DEVELOPMENT LEAGUE (UNITED LEAGUE)

Each team has a "normal" AA team and also a Winter Development League team (it's the AA team in the system with the league initials "WDL". Winter League Rosters are capped at 28. Winter League is a AA equivalent league that runs during the off season for 2-3 months. It is a chance to develop prospects or teach them new positions. You can move any players from any other minors or XFBL (if options permit) to the WDL team to give them extra playing time. Just like the other minors, it's not a requirement to fill rosters completely, but a minimum of 20 players must be maintained during the WDLs active season schedule. Fines will be incurred for roster violations with the amount determined by the commissioner

HALL OF FAME RULES

The league has a Hall of Fame which is selected by the GMs.

- ◆ We are using the StatsPlus HOF Voting Module.
- ◆ Selection requires 75% Yes votes.
- ◆ Candidates may remain on the "ballot" for following years if not selected.
- ◆ GMs are free to contact the Commissioner with suggestions for players to be considered.

ALL-STAR AND AWARDS VOTING

Each season the current GM's will vote via StatsLab's for the All-Star Teams of each League. MVP, Cy Young, Rookie of the Year, and Gold Gloves will be voted upon at seasons end (open before the playoffs). Also voting for the XFBL Player of the Year and the GM of the year will take place. **All GMs are EXPECTED to Vote** as it is part of the responsibility to be in the league. Any consistent non-voters will be asked to leave the league and escorted to the door...



SWITCHING OF ORGANIZATIONS

Each off-season if a Team becomes available, GMs with more than a season of being active in XFBL may apply to 'switch' organizations. The request(s) via DM to the Commissioner, will be reviewed and determinations will be made. If a GM does get to 'switch' organizations, he must stay with that organization for at least 5 seasons. Teams that become available in-season will be filled from the outside via posting at forums or word of mouth...

GM's may also post in the Forum [General League Info](#) in the upcoming current *Off Season Voting/Request/Ideas Info* topic if they would like a vote to relocate a franchise, etc.

PROBLEMS WITH ANOTHER GM

If you have a major issue with another GM please don't turn the forums into a hate fest about it...if the problem is bad, you can always inform the commissioner about the problem and ask them to mediate. You can also ignore somebody if you need to either through will power or by using the foe option in your control panel.

INITIAL SETUP

OOTP VERSION: OOTP (ALWAYS THE LATEST)

- ◆ Players: Historic Roster/Historical Rookies (Draft), Historic Minor's
- ◆ Scouting System: On Accuracy set to NORMAL
- ◆ Coaches: OFF
- ◆ Trades: Final approval – Commissioner, Draft Pick Trading (current year only)
- ◆ Rule 5: ON—Players 22 and older only.
- ◆ CBA: 2012: ON
- ◆ DRAFT: All Rounds through StatsPlus
- ◆ Waivers: 8 days
- ◆ DFA's : 21 days
- ◆ Disable List: 10 days
- ◆ Injuries: (OOTP Classic, NO Delay, Suspensions Enabled)
- ◆ Player Personality Settings: ON, Morale ON
- ◆ L/R Splits: Keep All
- ◆ Minor Roster: Must be kept at a min or 20 players per.
- ◆ Player Ratings: 1 to 100
- ◆ Overall/Potential Ratings: 20 to 80.
- ◆ Financials: 1970 plus/minus –2% to +4%
- ◆ DH: none to start vote for AL in 1972 Season, minors and feeders all have DH—AL Voted Yes to the DH starting in 1974.
- ◆ Cards: ON
Sim Days: Monday, Wednesday, Friday @ 8AM est. (7 day sims)
- ◆ Off Season: Try for a Sim a day
- ◆ OOTP Updates: Latest version always patched
- ◆ League OOTP Version Update: every years (after World Series of year being played if possible)
- ◆ Starting Config: 1970 Majors (24 Teams) 17 Historical Minor Leagues, 1 Winter Development League,.



LINKS FOR XFBL

- ◆ [Website](#)
- ◆ [Constitution/Rules](#)
- ◆ [Forum](#)
- ◆ [Reports](#)
- ◆ [StatsPlus Utilities](#)
- ◆ [Slack](#)
- ◆ [Contact](#)
- ◆ [Logo's and Uniforms](#)
- ◆ [XFBL Draft Pick Trade Table](#)
- ◆ [Roster Size/Age Limits](#)
- ◆ [Latest League File](#)

