



FROZEN ROPE
BASEBALL
ASSOCIATION

April 17th, 2024

FRBA ONLINE LEAGUE
CONSTITUTION

FROZEN ROPE BASEBALL ASSOCIATION – CONSTITUTION

OVERVIEW:

The objective of FRBA is to have a competitive and enjoyable league that starts at the beginning of the 1948 season. As the league goes forward the GMs will be actively involved with changes, modifications, and developments within the league via a voting process. Proposed ideas can come from any GM and the commissioners will see if the proposal is feasible and a benefit to the league. If so, the proposal will then go to the floor for all GMs to vote and give their thoughts.

Involvement in a league like this is critical as you have other members who are hoping for a good experience. The commissioners will always attempt to stay on top of GMs that are not exporting or are not actively involved. The goal is that everyone who joins has a good time and stays involved. If you are looking for a bang/bang get through the season, run through the offseason with wild abandon then this league is not for you.

The league has 20 years of history (AI driven 1927-1947) mostly with 'fictional' players but starting in the 1940's the Amateur draft was cut over to use 'Random' Historical Rookies from 1901 to 2023. The modifiers for the league are set to the current year with some small modifications and tweaks. Currently there is a mix of fictional and historical players and as the league goes forward it will eventually become full of random historical players.

FEATURES:

- 2 Leagues with 2 Divisions of 4 Teams each (16 Total Teams)
- Organization Structure FRBA Team with AAA, AA, A, S A, and R.
- Currently No DH either league (DH in minor leagues only)
- Minor League Roster Management with Size and Age Limits.
- Live SIM's (20-35 minutes on average)
- Full Coaches and Scouting (No pilfering of coaches)
- Statsplus
- Slack
- Ballparks are modern and align with the teams city.

SCHEDULE:

Season Schedules are as follows:

- FRBA – 162 Games (22 games against 3 teams in division (11H/11A), 12 games against 4 teams in other division (6H/6A), 6 games against 8 teams in the other sub league (3H/3A).
- AAA – Central Association – 144 games.
- AA – Interstate League - 140 games.
- A - Pioneer League - 140 games.
- S A – Colonial League - 76 games.
- R – Sunset League - 68 games.

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ROSTER INFO:

Each league has its own guidelines as far as roster rules. Below is a breakdown of each league's rules.

LEAGUE	LEVEL	SIZE	MIN AGE	MAX AGE
FRBA	MLB	25	17	0
Central Association	AAA	27	0	0
Interstate League	AA	27	0	29
Pioneer League	A	27	0	27
Colonial League	S A	30	0	26
Sunset League	A	n/a	0	25

SIMULATION INFORMATION:

Sims are one weeklong (7 days) during the regular season (exceptions include sims to deadlines) and are run on Monday, Wednesday, and Friday at 0930 ET. Please try to export by 0830 ET the day of the SIM. We will try to announce in advance if sim times are going to change. All regular and post season Sims will be run Live. All Sims will utilize the features of Statsplus in conjunction with Slack.

There are times when a sim may be run on a Saturday to speed things up, especially during the off-season, but this will be communicated beforehand. Sims run at or around 0930 ET, we will ping the channel once pulling exports about 5 minutes before sim time. We will try to announce in advance if sim times are going to change. This is usually a rare occurrence but if a sim is pushed into the evening, the sim the next day will be postponed giving everyone a chance to download the new file and export. Offseason sims will be run on the same 7-day schedule as regular season sims. If we find that all relevant free agents have been signed or we are in a period of stagnation, we may sim 14 days at a time but this will be communicated beforehand. Playoffs usually run every day, for the playoffs and World Series if all impacted teams agree, we can generally run multiple sims and move through the playoffs and World Series in a timely matter.

WAIVERS:

Waivers are set to 8 days. If a team claims a player off waivers and has a viable claim, 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 and place the player on its active major league roster.

Waiver claim priority will be determined by the in-game engine. This is the most simplified way to reduce any issues and create a uniform policy. The game models the real-life waiver priority.

DESIGNATED FOR ASSIGNMENT (DFA):

During the regular season the sims are one week (Monday to Monday). There are several sims to take care of handling DFAs which are set to 21 days. The commissioners will also address any 0-day DFAs. We will try to save most players unless they refuse minor league demotion. At the same time the commissioners will address any roster violations (see Roster Size/Age Limits in Statsplus).

THE AMATEUR DRAFT PROCESS:

The Amateur Draft will be 20 rounds (22 rounds of players in the pool) and occur the first week of June in each season. We will use Statsplus for the Amateur Draft. The draft pool will be made available 90 days before the draft. There are signing negotiations for the players in the first 5 rounds with a slot bonus which will be adjusted season by season.

There is draft pick trading within the following rules:

- All trading will be done within the parameters of Statsplus' trading tools.
- Draft pick(s) may be included as part of a trade negotiation.
- Draft picks only for the next upcoming draft may be traded.
- Draft picks may be traded at any time during the draft. If there is a trade, please tag the commissioners immediately so StatsPlus can be updated.
- The pick must be clearly listed in the posting, such as:
Boston sends: SP Pedro Martinez (FRBA) and 1st round draft pick
Angels send: SP Frank Robinson (FRBA) and SP Al Young (AA)

There is 'NO draft pick compensation in FRBA.'

RULE V DRAFT PROCESS:

No player may be drafted under the age of 22 in the Rule 5 draft. FRBA will use Statsplus and the game engine to perform the Rule V Draft.

The game is sometimes imperfect and Rule 5 players who are returned to their original team may be released. If you decide to return a Rule 5 player, please message the commissioners and the other GM to let them know so we can double check to ensure the player is returned and not released.

CASH ON HAND:

Cash on hand is capped at \$45,000 at the start of this league - and will follow the basic inflation/deflation of the fiscal year. Anything you make over that will go to revenue sharing and profits. The in-game finance engine will determine how any cash overages will be paid to team profit and revenue sharing.

FINANCIALS:

Financials will be determined via the yearly inflation process. A die roll will determine the low and high variables of the upcoming season inflation (variables from -2% to 6%). Teams will be able to set ticket prices each off-season with no more than a 15% increase from year to year.

Scouting and Development Budgets will start at a max of \$50,000 and will be adjusted by the financial engine going forward.

CONTRACT AND FREE AGENT RULES:

First and foremost. Please be vigilant when offering contracts. If you just hit the “Meet Demand” button in OOTP, the default contract could break these rules so please double check. FRBA has a few rules regarding the signing of free agents and the signing of players to extensions. These rules are listed below:

Vesting and Player Options are allowed, along with player 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-year contract length max. If a player goes through two or more years of arbitration there is a 7-year FRBA max contract length.

Also, no player options after team options are allowed in the 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 major league level contracts. (contracts and extensions are maxed out at 7 years)
- 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.
- If you violate the player option/team option rules, the option years become guaranteed.
- If you violate the contract rules, the contract will be voided, and the team assessed a \$50,000 fine.
- The first violation of the above two rules will result in the contract being voided as a goodwill gesture.
- The second violation will result in the penalties being assessed.
- As always, there will be commissioner discretion on a case-by-case basis.

Rules Regarding Contractual Offers Year to Year

Each year contract salary offers in multiple year contracts can increase or decrease by no more than 20% of the previous year's offer.

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Rules Regarding Contractual Bonuses (Vesting Options)

MVP/Cy Young award bonuses 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 550 PA or 190 IP. These are also 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 if the player wins the award.
- 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 600 PA, and the player gets that much added on, guaranteed, every year. And if by some miracle he does make it to 600 PA, he gets the bonus again.
- If something reasonably falls outside of these guidelines, the GM and commissioners will discuss good faith adjustments. If you are trying to manipulate the vesting option, no discussion will take place and the penalty will be assessed.

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 30% buyout. If a contract is signed without the 30% buyout, then the option is converted to a final guaranteed year at the option offer salary. The 30% buyout amount should be on the salary of the buyout year, not AAV or max contract year.

There is NO Free Agent Compensation in FRBA.

TRADE RULES AND GUIDELINES:

All trades will be processed at the beginning of a SIM with the GM's involved giving specific guidelines to be followed by the commissioner pre sim.

All trades are subject to review by the commissioners. 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 GM 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 we feel collusion is involved or in cases where we feel a GM does not have the best interest of their team in mind. Generally, we strongly discourage interfering with other teams'

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trades. The rare trades that will be vetoed will be explained and the trade will be allowed to be renegotiated.

FRBA will utilize the 'Trade' features tool within Statsplus for Trade Blocks, Proposed Trades, and Approved Trades.

Picks in the Rule V draft or exchange of pick order for the Rule V draft may never be traded.

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 Later

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. It also eliminates any issues should a GM leave the league before the PTNBL is dealt with.

Trade Deadline

The trade deadline is July 31st. There will be waiver trades after the trade deadline.

ACTIVITY:

If you are not actively submitting an export the commissioners will reach out via Slack DM to check in to see if you are still with the league. We will provide leeway but if you haven't been exporting and don't message us back, we will start to recruit for your open team. We want this to be an active league but know OOTP will take a backseat to life at times. If you are going to be away, please let the commissioners know so we know not to remove you and so we can keep an eye on your team to allow you to field a full major league roster while you are away. If you are away and need something changed to your team, please DM both commissioners and we will accommodate your request if it is feasible. GMs with lower than a 60% export rate will be contacted to pick up the pace. The export history will be reset every two seasons.

COLLUSION:

Don't do it. Have fun. Be fair.

TANKING:

You must field a 25-man, uninjured roster with players you see fit for the major leagues. Tanking is a valid strategy though each team must be somewhat competitive. If we see that your major league roster is full of 20/20 men while you have major league talent stashed in the minor leagues, we will ask you for your reasoning. If it's determined you are doing this on purpose you will be asked to fix your roster. If you don't and/or it happens again you will be docked with your first-round draft pick. If this still doesn't correct the issue, you will be removed from the league and the incoming GM will regain their draft pick.

COACH/SCOUT RULES

The league uses the complete coach and scouting features. From there you can renew or fire your Coaches/Scouts as you see fit. Remember scouting accuracy is set to low and thus potential ratings have a good chance to be off by 15-20%. You may NOT pilfer other teams' staff.

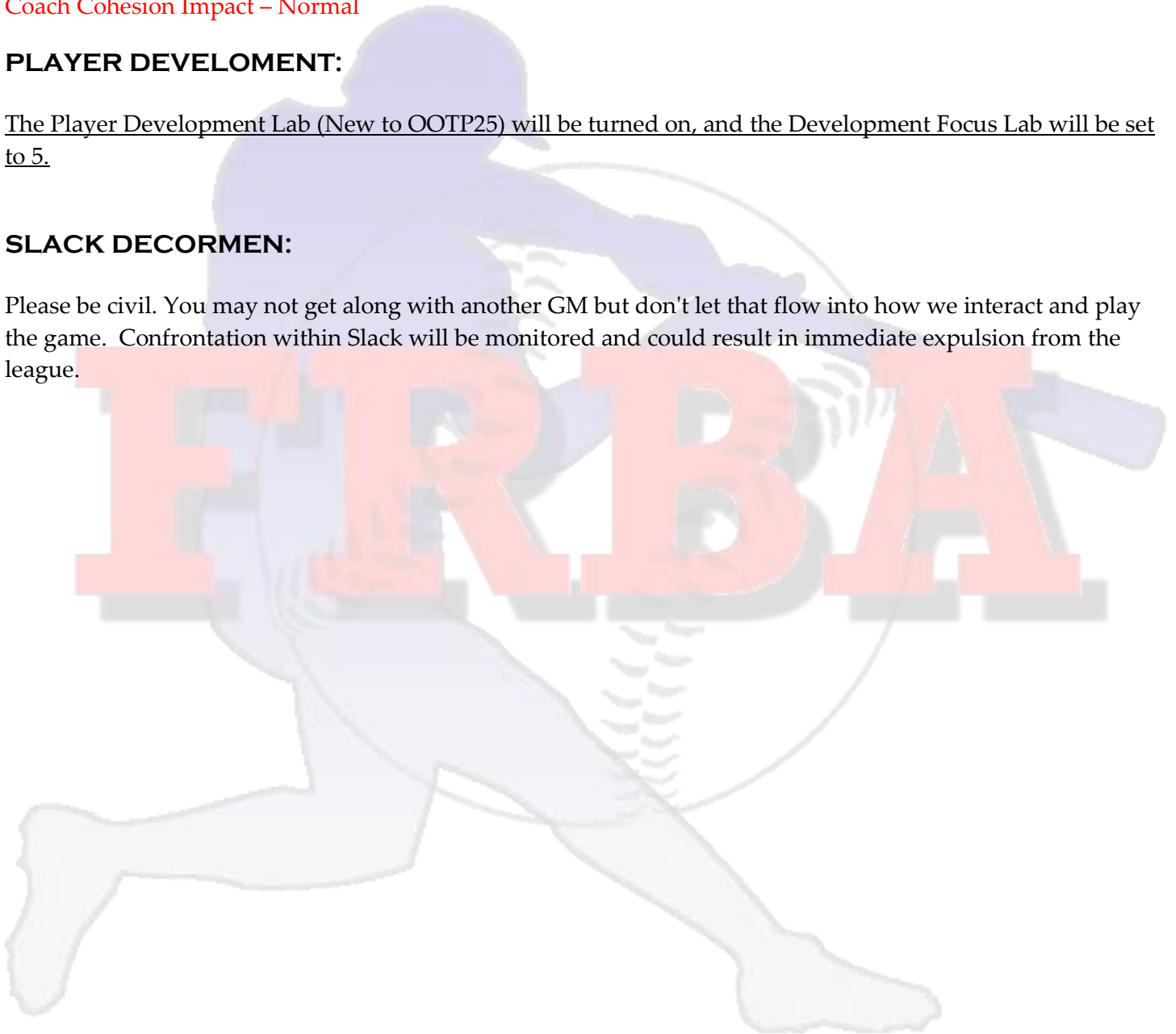
Coach Cohesion Impact – Normal

PLAYER DEVELOPMENT:

The Player Development Lab (New to OOTP25) will be turned on, and the Development Focus Lab will be set to 5.

SLACK DECORMEN:

Please be civil. You may not get along with another GM but don't let that flow into how we interact and play the game. Confrontation within Slack will be monitored and could result in immediate expulsion from the league.



SCREENSHOTS OF GLOBEL AND LEAGUE SETTINGS:

GLOBAL SETTINGS PLAYERS & TEAM FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE

SCOUTING SETTINGS

- Use Complete Scouting System Clean Up Scouting Database
- Scouting Report Updates Normal
- Scout Report History Keep all Reports
- OSA Report History Keep all Reports
- Reports of Retired Players Delete
- Incorporate Stats in Scouting Reports Yes
- Scouting Accuracy Low
- Run Full Re-Scouting

PLAYER RATING SCALES

- Current Ratings Scale 1 to 100
- Potential Ratings Scale 1 to 100
- Other Ratings Scale 1 to 100
- Overall Rating Values 20 to 80
- Potential Rating Values 20 to 80
- Show Ratings > Max No, cut off
- All player ratings are displayed relative to: Frozen Rope Baseball Association (MLB)

If you enable the next setting, then the overall & potential rating of a position player is based on all players instead of just the players of the same primary position.

- Overall ratings based on all players
- Show BABIP on player pages

COACHING SETTINGS

- Use Coaching System
- Coach Hiring from Other Teams No
- Include Base Coaches Yes
- Coach Cohesion Impact Normal
- Coaching Contract Extensions Allowed
- Enable Owner Goals
- GM-only users are always in control of lineups and hiring (legacy-mode)

DATABASE
LEAGUE SETTINGS
Global Actions... ▾

AUTO-SAVE & LOG SETTINGS

Auto-Save	Once a Month ▾
Save Box Scores from...	All Leagues ▾
Generate Game Recaps for...	Human Teams ▾
Generate WPA Graphs for...	Human Teams ▾
Delay WPA Graph generation	Yes ▾
Save Game Logs from...	Human Teams ▾
Save Replays from...	Human Teams ▾
Store replays in pitch by pitch mode	No - One-Pitch Mode ▾
Generate Highlights for...	Human Teams ▾
Save 3D Movements from...	Human Teams ▾
Keep news logs...	From last 2 years ▾
Keep injury logs...	From last 10 years ▾
Keep transaction logs...	All ▾

Disable all box scores/game logs/etc...
GENERATE GAME LOGS AND WPA GRAPHS FOR ALMANAC

REPORT SETTINGS

Prospect Rankings	Annually ▾
Preseason Predictions	Automatic ▾

STORYLINES

Enable Storylines

FINANCIAL SETTINGS

Global Financial Coefficient 1.000

The following button will multiply the financial coefficient by 10, but adjust other financial figures in-game to compensate. This may slightly alter player salaries or other financial figures, but can prevent league finances from overflowing. It is recommended to use this once team financial values get close to 1 billion on default settings.

ADJUST GLOBAL COEFFICIENT

Currency Symbol	Dollar - \$ ▾
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GLOBAL SETTINGS **PLAYERS & TEAM** FACEGEN AI SETTINGS ALMANAC ONLINE LEAGUE

PLAYER INJURY, FATIGUE & SUSPENSIONS

- Enable Injuries
- Short Injury Frequency Normal (OOTP Classic) ▾
- Long Injury Frequency Low ▾
- Delayed Injury Diagnosis Never ▾
- Hide Injury Rating
- Position Player Fatigue Moderate ▾
- Enable Suspensions
- Suspension Frequency Low ▾

PLAYER PERSONALITY SETTINGS

- Use Player Personality Ratings
- Show Player Personality Ratings on profile page
- Show & use Player Morale System
- Show & use Team Chemistry System
- Show player nicknames

PLAYER DEVELOPMENT SETTINGS

- Batter Aging Speed .895
- Batter Dev. Speed 1.080
- Pitcher Aging Speed .895
- Pitcher Dev. Speed 1.050
- Development Target Age Default ▾
- Aging Target Age Default ▾
- Talent Change Randomness 105

(100 = Average, 1 = Minimum, 200 = Maximum)

- Disable Player Development
- Disable Development for draft-eligible players
- Disable Player Development Lab
- Development Lab Size 5 ▾
- Disable Player Developmental Focus



DATABASE **LEAGUE SETTINGS** Global Actions... ▾

STATS SETTINGS

- Delete players who never reached Majors
- Don't re-use player IDs
- Keep career L/R splits: Keep all ▾
- Keep career fielding stats: Major League stats only ▾
- Keep career postseason stats: Major League stats only ▾
- Keep career Batter vs Pitcher stats: Keep all ▾

PLAYER EVALUATION AI SETTINGS

Ratings Weight	50	%
Current Year Stats Weight	27	%
Previous Year Stats Weight	15	%
2 Years Ago Stats Weight	8	%

APPLY CHANGES NOW

RECALCULATE GM TENDENCIES BASED ON THESE WEIGHTS

OTHER AI SETTINGS

Lineup Selection: Traditional ▾



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FUNCTIONS	LEAGUE & TEAMS	RULES	FINANCIALS	OPTIONS	PLAYERS	STATS & AI
LEAGUE RULES						
Atlantic League Designated Hitter Rule		<input type="checkbox"/>	Enabled			
Pacific League Designated Hitter Rule		<input type="checkbox"/>	Enabled			
SP can remain as DH when removed		<input checked="" type="checkbox"/>	Enabled			
Reliever Minimum Batters Faced			1	▼		
Modified Extra Innings			Off	▼		
Allow Ties			No	▼		
ROSTER RULES						
Active Roster Size			25 Players	▼		
Secondary (40-Man) Roster Size			40 Players	▼		
Expanded Roster Size			30 Players	▼		
<input type="checkbox"/> Expanded Initial Rosters			1	May	1946	▼
Roster Expansion Date			1	September	1946	▼
Post-Season Roster Rules			Enabled	▼		
Post-Season Roster Eligibility			Secondary Roster (40-man roster)	▼		
Spring Training Roster Size			60 Players	▼		
Active Roster Player Age Minimum (0 = None)			0	▼		
Active Roster Player Age Maximum (0 = None)			0	▼		
Foreign Players on Active Roster Limit			No Limit	▼		
Waiver Period Length			8 Days	▼		
DFA Period Length			21 Days	▼		
Batter Injured List Length			15 Days	▼		
Pitcher Injured List Length			15 Days	▼		
Expanded Injured List Length			60 Days	▼		
MINOR LEAGUE SETTINGS						
Minor League Option Years		<input checked="" type="checkbox"/>	Enable Option Years			
Maximum number of option seasons			3	▼		
Maximum number of options in a season			5	▼		
<input type="checkbox"/> Disable right to refuse minor league assignment						
<input type="checkbox"/> Allow incomplete minor league rosters (ghost players)						
Roster AI with incomplete minors			Fill teams top to bottom first	▼		
Base Minor League Depth Charts and Pitching Staff on...			Potential Ratings	▼		
RULE 5 DRAFT SETTINGS						
<input checked="" type="checkbox"/> Enable Rule 5 Draft						
Rule 5 Draft Date			6	December	1947	▼

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TRADING RULES

- Enable Trading
- Trading Deadline Date: 31 July 1946
- Use Trade Deadline Day Setup: NO
- Allow trades with other Major Leagues
- Trading of Recently Drafted Players: Immediate
- 10/5 rule (veterans have right to veto trades)
- Allow trading of injured (> 7 days) players
- Allow waiver trades after the deadline
- Allow draft pick trading
- AI Trading Frequency: Average
- Allow trading with AI teams

AMATEUR DRAFT SETTINGS

- Enable Amateur Draft
- Disable automatic creation of free agents
- Amateur Draft Date: 5 June 1946
- Amateur Draft Number of Rounds: 20
- Regional Rounds: None
- Import Players for X Rounds: 22
- Amateur Draft Pool Reveal Date: 90 days prior to draft (March 7th)
- Enable Advanced Draftee Signing (Signing Bonus Negotiations)
- Slot Bonus Baseline: \$18,600
- Number of Draft Rounds to Negotiate: 5
- Allow major league deals for draft picks
- Expansion teams draft first
- Draft Lottery Choices: None (Lottery Disabled)
- Draft Lottery Teams: 0
- Draft Lottery Reveal: Draft Pool Reveal
- Make Default MLB Draft Lottery Setup



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IMPORT / ADJUST FINANCIAL SETTINGS

Select which settings to import
 Mass-adjust current financial values

FINANCIAL SETUP SUMMARY & PROJECTIONS

Average Team Revenue	\$3,320,100
Expected Gate Revenue	\$3,047,220
Expected Other Revenue	\$9,720
Approx. Revenue Range	\$2.6m-\$4.0m
Average Budget	\$2,490,000
Expected Player Payroll (Salary Settings)	\$886,600
Average Player Payroll	\$883,800
Average Team Expenses (excl. Players)	\$299,300
Average Profit	\$2,134,200

The numbers are an estimate based on current team market sizes and the current financial settings. If you alter any settings, please hit the 'Refresh' button to see the projected effect. To apply changes to your league, please use the functions below. For best results, please do this at the start of the offseason or preseason!

ATTENDANCE SETTINGS

Attendance Baseline per Game
 Ticket Price Baseline
 Teams may change ticket price
 Visiting team's gate share (%)
 Apply Gate Share to season tickets

FINANCIAL & FREE AGENCY SETTINGS

Changes can only be made in the preseason.

Financial System Enable Financial System
 Yearly Inflation -

If there are no historical financial values to import, then all league settings for financial figures will be increased by some factor in this range. Please Note: financial amounts rising too high might cause overflow issues. Please use the "Adjust Global Coefficient" option in Global settings .

Enable Reserve-Clause Era Rules

Minimum Days of Service for 1 Service Year (Press Enter to confi)

Minimum Service Years for Free Agency

Service Years Required for Arbitration

Super 2 Deadline

Non-escalating Arbitration (KBO Style) Enabled

Minimum Service Years for Minor League FA

Compensation for lost FA's

Max 1 career Qualifying Offer

Qualifying Offer Value

Allow Players to be posted as FA prior to Eligibility

Maximum Posting Fee

Allow Free Agents from other Leagues Enabled

Allow Free Agents to leave League Enabled

Reset Service Time for FAs signed from other Leagues Enabled

Foreign players become FA on contract end Enabled

Allow Players to be purchased by other Leagues for:

Allow Contract Opt-Outs Enabled

Minimum buyout amount

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TEAM REVENUE SETTINGS

National Media Contract Baseline	\$6,700
National Media Contract fixed?	Yes, same contract for every team
Local Media Contract Baseline	\$2,060
Merchandising Revenue Baseline	\$960
Team Owner controls Budget?	Yes, owner decides over budget
Revenue Sharing	Enabled
Shared Percentage of Income:	48
Luxury Tax	Enabled
Soft Cap (% of average payroll):	140
Tax above Soft Cap (%):	20
Cash Maximum (0 = None)	\$45,000

TEAM EXPENSES & SALARY SETTINGS

Player Dev. Budget Baseline (0 = Disabled)	\$50,000
Scouting Budget Baseline	\$50,000
Note: Changing the following settings does not modify already existing contracts!	
Coach Salary Baseline	\$6,200
Super Star Quality Player Typical Salary	\$98,000
Star Quality Player Typical Salary	\$76,000
Good Quality Player Typical Salary	\$64,000
Above Avg Quality Player Typical Salary	\$48,600
Average Quality Player Typical Salary	\$38,400
Below Avg Quality Player Typical Salary	\$30,400
Fair Quality Player Typical Salary	\$19,200
Poor Quality Player Typical Salary	\$11,000
Minimum Player Salary	\$7,800
Contract Years Maximum	7 years
Contract Extensions	Allowed
Team Salary Cap (\$0 = No Cap)	\$0



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FUNCTIONS **LEAGUE & TEAMS** **RULES** **FINANCIALS** **OPTIONS** **PLAYERS** **STATS & AI**

DYNAMICALLY EVOLVING LEAGUE

Enable automatic evolution of the league

PROGRESSING SETTINGS

Historical Year:

Historical Year is used for routines like auto-import of strategy, modifiers or financials.

Settings below apply when year is pre-2023

Automatically adjust league strategy when advancing to next season

Import adjusted financial settings after each year

Automatically import historical player-creation modifiers

Automatically import real historical rookies

Use random rookies from all eras

Select minimum & maximum years:

(Disable Amateur Draft in order to assign rookies to original teams or as free agents)

Import rookies as free agents

Database Path:

AWARD NAMES

<input checked="" type="checkbox"/> MVP Award Name	<input type="text" value="Most Valuable Player Award"/>	<input checked="" type="checkbox"/> Pitchers may win
<input checked="" type="checkbox"/> Pitcher Award Name	<input type="text" value="Cy Young Award"/>	<input checked="" type="checkbox"/> Reliever may win
<input checked="" type="checkbox"/> Reliever Award Name	<input type="text" value="Roloids Reliever Award"/>	
<input checked="" type="checkbox"/> Rookie Award Name	<input type="text" value="Modell's Rookie of the Award"/>	<input checked="" type="checkbox"/> Foreigners may win
<input type="checkbox"/> Custom Award Name	<input type="text"/>	
<input checked="" type="checkbox"/> Offense by Position Award Name	<input type="text" value="Mizuno Sliver Slugger Award"/>	
<input checked="" type="checkbox"/> Defense Award Name	<input type="text" value="Rawlings Gold Glove Award"/>	
<input checked="" type="checkbox"/> Manager Award Name	<input type="text" value="FRBA GM/Manager of the Year"/>	
<input checked="" type="checkbox"/> Allow AI voting		

