# SKYLINE (SKY) BASEBALL LEAGUE RULE BOOK

Version 8.0

Last Update : Jan 24, 2024

**1.1 History of Baseball in the World of SKY**

**1.2 Roles and Responsibilities**

**1.3 Game Settings**

**1.4 League Rules**

**1.5 Game and Sim Schedule**

**1.6 Important Sim Events**

━━━━━━━━━━━━━━━━━━━━━━━━

**2.1 Roster Rules of the SKY**
2.1.1 Major League Level
2.1.2 Triple A (AAA)
2.1.3 Double A (AA) (U28)
2.1.4 Single A Advanced (A+) (U26)
2.1.5 Single A (A) (U25)
2.1.6 Short Season/Low A (A-) (U25)
2.1.7 Rookie League Advanced (U24)
2.1.8 Rookie Complex League (U22)
2.1.9 International Complex
2.1.10 Roster Limits
2.1.11 Roster Checks

**2.2 Postseason Rules and Structure**
2.2.1 Playoff Qualifications
2.2.2 Division Wild Card Series (WCS)
2.2.3 Division Championship Series (DCS)
2.2.4 Regional Championship Series (RCS)
2.2.5 Skyline Cup Series (SCS)
2.2.6 Playoff Rosters

**2.3 Acquiring Players**
2.3.1 Trades
2.3.2 Free Agency and Service Time
2.3.3 Amateur Player Draft:
2.3.4 Waivers:
2.3.5 International Amateur Free Agents (IAFAs):
2.3.6 Rule 5 Draft

# 1. Game Overview

The Skyline Baseball League (SKY) is an Out of the Park (OOTP) baseball online fictional professional league that simulates on a daily (seven in-season days per sim) schedule at 11am ET (Noon ET on weekends).  We use Slack as our primary communications platform and are a premium StatsPlus league. The league will upgrade yearly as soon as it is determined that the latest build is stable and reliable.

The SKY divisions are setup as follows:

**Atlantic Division**
Atlanta Braves
Baltimore Orioles
Memphis Blues
Miami Marlins
Philadelphia Phillies
Virginia Black Bears

**North Division**
Boston Red Sox
Detroit Tigers
Montreal Expos
New York Mets
New York Yankees
Toronto Blue Jays

**Great Lakes**
Cincinnati Reds
Cleveland Spiders
Indianapolis Clowns
Milwaukee Brewers
Minnesota Twins
Pittsburgh Pirates

**Central Division**
Chicago Cubs
Chicago White Sox
Houston Astros
Kansas City Royals
St. Louis Terriers
Texas Rangers

**Pacific Division**
Arizona Diamondbacks
California Angels
Las Vegas Knights
Los Angeles Dodgers
San Diego Padres
San Francisco Giants

**Northwest Division**
Colorado Rockies
Oakland Athletics
Portland Hops
San Francisco Giants
Seattle Mariners
Vancouver Cascades

The Atlantic, Great Lakes, and North Divisions form the Eastern Region, while the Central, Northwest, and Pacific Divisions form the Western Region.

The regular season consists of 162 games with 12 games scheduled against each of the other five division members,  4 games scheduled against every other team in your conference, and 3 games scheduled against every team in the opposite conference (Interleague play). We do not have an All-Star Game, however we do select All-Star honors (we just don't play the actual game to avoid fatigue/injury).

# 1.1 History of Baseball in the World of SKY

In the early years of baseball in the United States, leagues were largely regional and compartmentalized. Prior to 1980, the four major leagues were the Northern Baseball League, Atlantic League, Western League, and the Central League. During the 60's and 70's when flight as a method of transportation became more accessible, people began to wonder: why can't Los Angeles play New York?

Beginning in the spring of 1980, the Skyline Baseball League formed as an American super-league, thus combining all four regional baseball leagues under a single umbrella. For the first time in baseball history, teams from the west coast would play teams from the east. Each team would not only play its regularly scheduled 84 games against its own division, but it would also play games against every other team in the new super-league.

The four former league presidents decided that it would be best for baseball record-keeping if the stats and records of their previous leagues were retired to the historical archives to give way to the new super-league. After all, it wouldn't make sense to compare current players to former players from an era where a team would only play 84 games.

Thus, baseball in the SKY began in the year 1980 and has continued to this day. There are three distinct eras in Skyline history: The AI era (1980 - 2000), the Human era (2000-2030), and the expansion era (2031-present).

# 1.2 Roles and Responsibilities

**Game Commissioner**: The chief responsibility of the commish is to ensure the steady, successful, and on-time operation of the game. He will maintain the Slack, Stats+, and all other necessary platforms. The commissioner also serves as the primary simmer and recruiter. In the event of a dispute, the commish will provide mediation between the two parties. The commish is the tie-breaker in all disputes and polls.

**SKY Positions:**
**Game Commissioner**: Ryan Godlien
**Executive VPs of Commissioner Operations:** Jason Tarlo
**Simmers :** Ryan (with Jason as an emergency backup)
**Minor League High Master** : Trent Snider

**General Manager Responsibilities: GM's are responsible for…**

*Understanding Game Mechanics* – Online GMs are expected to understand how the OOTP game works. The online OOTP manual is an excellent resource. GMs are also expected to understand that the SKY rule book is not an OOTP manual. The rulebook is for rules and procedures specifically for the Skyline League; commonly understood and universal knowledge is not included.

*OOTP Updating/Upgrading* – This league will always upgrade to the newest OOTP version as soon as it's deemed safe. This includes all patches and yearly versions. We may as a group decide to put off the latest version until it goes on sale.

*Regularly Exporting* – Exporting in advance of each simulation is required. The export tracker shows a historical export percentage. Even if you don't have any changes, export so your history shows that you are an active member. It is ok to miss a few sims, but once a few consecutive sims are missed, a formal inquiry will be made. You may also be contacted if your overall export rate is lower than normal.

*Reading the Announcements* – Always read the daily "Commish Announcements channel in Slack. Usually there is important information in the notes section.

*Responding to Slack* – Please make every effort to respond to messages in a timely manner. We don't have room for members that don't communicate.

*Voting in Polls* – It is your civic duty to vote in any polls. All polls will be published in Slack and are crucial to the success of the league, so every vote is needed.

*Being Active* – Come out and talk to people! Online leagues are supposed to be social. This isn't the online league of five years ago where there were only message boards to communicate on. Slack gives us the opportunity to really make a connection. The league is better when people get to know each other.That won't happen when only a handful of people participate in the general chat. Participating at least semi-regularly shows that you are committed to the league.

*Communicating Absences (Vacations)* – If you're not going to have access to Slack and/or be able to export for more than 48 hours, please message the commissioner.

*Acting Professionally*– All GM's are expected to conduct themselves appropriately and professionally at all times. This includes your attitude toward other GM's as well as the management of your organization; all GM's are expected to do their best to put a competitive and under-budget team together as soon as possible.

**NOTE:** It's important to keep an open mind and understand that this is ultimately a fictional league in a fictional baseball world. It's best to not assume something to be true just because it's like that or a certain way in MLB. Baseball is still baseball, but things like financials, schedules, and roster rules can be very different than the real-life MLB. That said, all well-established rules of baseball, capabilities of the OOTP product, and rules of the Skyline League are expected to be known and understood by all GM's. Circumstances that arise regarding GM misunderstanding of SKY, MLB, and/or OOTP rules and capabilities will be considered the fault of the GM and handled as such.

## 1.3 Game Settings

Use Complete Scouting System:  YES
Scouting Report Updates:  Bi-Monthly
Scouting Accuracy:  Normal

Player Rating Scales:  20 to 80 (in increments of 5)
Show Ratings > Max:  NO
Show Potential < Actual:  NO
All player ratings are displayed relative to:  Skyline Baseball League
Overall ratings based on all players:  YES
Use Complete Coaching System:  YES
Coach Poaching:  NO
Enable Owner Goals:  YES

Top Prospect List:  Dynamic
Enable injuries:  YES
Injury Frequency:  High for both Long and Short Term
Delayed injury diagnosis:  Never
Hide Injury Rating:  YES
Position Player Fatigue:  Average
Aging and Dev Speed: 1.000
Talent Change Randomness: 100
Player Personality Settings:  YES

## 1.4 League Rules

DH Enabled:  YES
Active Roster Size:  26 players
Secondary Roster Size:  40 players
Expanded Roster Size:  40 players
Roster Expansion Date:  First Monday in September
Postseason Roster Rules:  Enabled
Postseason Roster Eligibility:  Secondary Roster (40-man)

International Complex Size:  50 players
Spring Training Roster Size:  60 players
Waiver Period Length:  8 days
DFA Period Length:  14 days (during spring training and regular season; 50 days in offseason)
Injured List Length:  7 days (and 60 days)

Trade Deadline: 2$^{nd}$ Monday in August. We sim as normal but after the sim is over we have an extra 3 hr period where trades can be made before the trade deadline is final.

Ghost players are **DISABLED**


# 1.5 Game and Sim Schedule

We sim every day, typically at 11 AM ET during the week, and Noon ET on the weekends (seven in-season days per sim).  Though the timing of the sim may vary slightly, it will always be posted in Slack "commish announcements."

During the postseason we sim the first 4 games, and then the rest as needed.  We live stream the playoffs on our Twitch channel with commentary to make things more exciting.

The offseason schedule will vary based off of the in-game date but will always be posted in Slack "commish announcements".


# 1.6 Important Sim Events

- Draft Pool reveals on the sim to the start of Spring Training
- Draft goes live in StatsPlus on final Spring Training sim that takes us to Opening Day
- Draft completes on the first Monday in June
- International Amateur Free Agents reveal at the start of Free Agency
- Draft pick signing deadline on the first Monday in August
- Trade deadline on the second Monday in August
- Rosters expand on the first Monday in September
- Season Awards voting begins in StatsPlus once the regular season completes

The custom slack command *!schedule* will be updated with the full regular season schedule. The offseason schedule will be pinned in commish-announcements at the start of the offseason.

# 2. SKY League Structure and Rules

The Skyline Baseball League (SKY) is made up of six divisions, each consisting of six teams. Each franchise will maintain a single Triple A (AAA), Double A (AA), Advanced Single A (A+), Single A (A), Low-Level (or Short Season) A (A-), Advanced Rookie (R+) and Rookie (R) team. No franchise may have more or less affiliates, or more or less than one affiliate at each level.

Each GM is responsible for keeping up to date with his/her minor league affiliates.  This includes promotions/demotions, lineup and rotation changes, releases and signings, etc.  AI assistance with some (or all) of these tasks can be set up in-game by changing the settings in the "Manager Options" screen on the GM Home Page, however it is recommended to handle all of this manually as you will generally find more success.

## 2.1 Roster Rules of the SKY

The SKY uses a designated hitter in both leagues. There are no foreign players or age restrictions in the SKY. The waiver length is 8 days (or longer), DFA period length is 14 days (50 days in offseason), and the injured list is either 7 days or 60 days (players on the 60-day IL are removed from a team's 40-man roster, however will still accrue service time).

The right to refuse assignment is enabled.  Players can accrue 10-5 rights and thus veto trades, and no-trade clauses are allowed in contracts.

### 2.1.1 Major League Level
The highest level of each SKY organization is their Major League (ML) team.  There are no limitations on ML level players.  Teams at this level may have 26 players on their active roster. Note that these roster limits do not include players on the injured list.  All players on the Major League roster must be on the 40-man roster, though it is not required to keep the 40-man roster full.

**NOTE**:  It is especially important to pay attention to your 40-man roster prior to the first sim of the regular season, as during spring training, non-40-man roster players can be added to the major league roster.  If players are left on the final 26-man squad without addition to the larger roster, the commissioner (or another simmer) is unable to advance the sim.

### 2.1.2 Triple A (AAA)
Triple A has a limit of 30 players per team. There are no age restrictions for AAA.

### 2.1.3 Double A (AA) (U28)
Double A, has a limit of 30 players per team and are for players under 28 years old

### 2.1.4 Single A Advanced (A+) (U26)
Single A Advanced, has a limit of 30 players per team and are for players under 26 years old

### 2.1.5 Single A (A) (U25)
Single A, has a limit of 30 players per team and is for players under 25 years old.

### 2.1.6 Short Season/Low A (A-) (U25)
Short Season (SS, or Low A) ball is designed for recently drafted college players and former high school draftees from a couple seasons prior that are not yet ready for full season ball. There is a limit of 35 players and are for players under 25 years old.

### 2.1.7 Rookie League Advanced (U24)
The Advanced Rookie level is designated R+. These leagues are designed for second year high school draftees that are not yet ready for full season ball.

This league has a limit of 35 players and is for players under 24 years old.

### 2.1.8 Rookie Complex League (U22)
This league is designed for high school players fresh out of the draft and/or 2nd year draftees that did not receive enough playing their first year.

This league is for players under 22 years old and has a soft limit of 50 players.

### 2.1.9 International Complex
When a player is signed during International Amateur Free Agency (IAFA) or discovered, they are placed in your International Complex. Players at this level are generally around 16 or 17. All IAFA's are automatically assigned to the International Complex initially.

### 2.1.10 Roster Limits
SKY implements a house rule whereby you shall have no more than 250 total players in your minor league AND DFA combined. DFA also has a hard cap of 10 players.

This essentially gives R(U22) a 35 to 45 floating player limit (depending on how many players are in your DFA at the time. It is highly recommended to just act like this roster has a limit of 35.

### 2.1.11 Roster Checks
Every day (minus the 2 sims after the draft and 2 sims to start the offseason) there is an X% chance of a Roster Check. A commissioner checks (via dice roll) after the S+ page has been updated. (We won't be giving away what X is and there is no limit to the amount of checks we can have. We could have multiple days in a row but limiting to a number doesn't make sense.)

If the roll was True, we check the Roster page on S+ to see who's over and take note. The next morning we check those rosters after import and see if they're still over.
- If they aren't, no strike is applied.
- If they are, they receive a strike and will be notified (with the rest of the league) via the commish announcements channel.

*Strike Penalties*
1st strike - Warning
2nd strike - 4th rd pick
3rd strike - 3rd rd pick
4th strike - 2nd rd pick
5th strike - 1st rd pick
6th strike - Two 1st rd picks

Strikes are reset every 5 seasons but should still be taken very seriously.


## 2.2 Postseason Rules and Structure

### 2.2.1 Playoff Qualifications
3 teams from each division qualify for the postseason with 5 wild card teams from each region, making a total of 8 teams for each region. Standard seeding applies (1v8, 2v7, etc) and re-seeding occurs between rounds where necessary.

### 2.2.2 Wild Card Series (WCS)
Series Length: 7 games (2H/2A/1H/1A/1H)

### 2.2.3 Division Championship Series (DCS)
Series Length: 7 games (2H/2A/1H/1A/1H)

### 2.2.4 Regional Championship Series (RCS)
Series Length: 7 games (2H/2A/1H/1A/1H)

### 2.2.5 Skyline Cup Series (SCS)
Series Length: 7 games 7 games (2H/2A/1H/1A/1H)

**NOTE**:  The SCS is broadcast in a special way. We watch every game live in real-time with play-by-play calls.

### 2.2.6 Playoff Rosters
Players must be on the secondary roster (40-man) prior to the roster expansion.

# 2.3 Acquiring Players

There are six ways for SKY teams to acquire players – waivers, trades, free agency, the SKY amateur draft, and International Amateur Free Agents (IAFAs).

## 2.3.1 Trades
See [Chapter 3.1](#)

## 2.3.2 Free Agency and Service Time
Players become free agents after five years of "service time" in the SKY.  Service time is accrued by being on the major league roster during the regular season. Spring training, opening day, and the postseason will not count towards a player's service time. Being on the injured list, however, does count for service time. Be careful to not add a minor league player to the 60-day IL as that will count for service time, while the minor league 7-day IL does not.

Players will accumulate a year of service when they accrue 80 days and cannot earn more than 80 days of service in any given season.

In the game, service time is tracked by days. The profile screen changes it to years to make it easier to track. Another way to look at it is that a player becomes a free agent after 400 days of service, but he may only accrue 80 days in a season.

Additionally, players not on the 40-man roster are eligible for minor league free agency when they reach six professional (minor league) years (a player's number of professional years may be found in the player's contract tab and is different from the player's service time). To prevent such a player from entering minor league free agency, he must be placed on the 40-man roster or signed to a minor league extension.

## 2.3.3 Amateur Player Draft
The SKY utilizes Stats+ to conduct the draft, which is then imported into the game on the first in-game Monday in June.  The draft consists of 35 rounds, 36 rounds worth of created players, and begins in StatsPlus on Opening Day.. There are 1296 players in the draft pool. A draft lottery (rules found [here](#)) will run at the start of Free Agency to determine draft order.

Each pick in the first round is required to be executed within six hours. Rounds 2-5 have a 2 hour timer. Rounds 6-35 have a 1 hour timer. These times are tracked in Stats+. In addition, if a team's total draft time (also tracked in Stats+) exceeds 12 hours, they will be put on auto-pick in Stats+ and will not be able to switch back to manual.

**NOTE**:  Any pick timer that begins after 11 pm ET will not expire until 11 am ET (of the next day) at the earliest.  This "night-timer" is IN ADDITION TO the normal one, two or six-hour time limit per pick. The night timer does not pause your overall 12-hour limit. **The easiest solution is to check the draft before you go to bed.**

As noted above, the draft is completed in-game during the sim that begins with the first Monday in June.  Once the draft is completed in-game, some of your draft picks will need to be signed, based either on bonuses they demand or that they are slotted to receive by the game.  Draft picks remaining unsigned past the in-game deadline will be removed from your organization (and re-enter the draft pool at a later date). If you fail to sign a draft pick from rounds 1-5, you will receive a pick in the following year's draft's corresponding supplemental round, which begins at pick 37. The supplemental draft order will be the same as the overall draft order of the draft in which the picks are made.

**NOTE**: Each team may only have one compensation pick in each round. The reason for this is to prevent the abuse of overloading picks for a single draft. The picks also need tracked which can get complicated if a team has more than one comp pick, especially since these picks can be traded. The intent of the draft is to sign your players.

### 2.3.4 Waivers
Players that are waived by one team may be claimed by another within 8 "in-game" days (thus, players will appear on waivers for no fewer than two sims).  Players claimed from waivers must have their salaries assumed by the claiming team and are placed on that team's 40-man roster if appropriate. Also, players that have been on waivers long enough to be claimed by a team, cannot be traded until they clear waivers.

**NOTE**: Waivers will always be at least one day greater than the sim length. This rule is to eliminate the "free waivers" period that some teams get away with.

### 2.3.5 International Amateur Free Agents (IAFAs)
The IAFA pool is released annually in-game on the same day as Free Agency.  There is a $6 million soft cap. Going over the cap is allowed, however there is a luxury tax added, plus you will have restrictions placed upon your team the following season. Please read the full set of rules in-game under the International Amateurs tab under the main SKY tab.

In addition, periodically your scout will sign international players as discoveries, and they will also be placed in your international complex.  However, GM's have no control over this OOTP feature.

### 2.3.6 Rule 5 Draft
The Rule 5 draft takes place during every offseason (again, the commissioner will publish an offseason schedule). The Rule 5 draft will utilize the in-game draft feature and the draft order will not change from what the game provides.

Player eligibility follows the same rules as laid out in MLB and OOTP with one exception:  players cannot be drafted if they are under 23 years of age at the time of the draft. It is not necessary to protect players that are younger than 23 years of age at the time of the draft even though they will show up in the Rule 5 draft pool.

**The penalty for drafting a player age 22 or younger is forfeiture of all Rule 5 picks for that season.  It is the responsibility of every GM to not only abide by these rules but to escalate any illegal choice from your team to the Commish team ASAP.**

If you intend to use multiple rounds for picks, ensure you don't forget to paste your list to all the rounds.

**NOTE**: Make sure your unprotected players do not turn 23 years of age on a date on or near that of the Rule 5 draft


# 2.4 League Financials

## 2.4.1 General Structure
The SKY runs a unique structure for its league operations that promotes competitiveness and parity. Team budgets are derived from the standard league-wide national media contract baseline of $90 million per team. Ticket prices are locked at a fixed price of $25.00, but attendance drives the ability for team budgets to fluctuate upward or downward depending on the team's success at drawing fans.

Budgets are set by owners, consider the entire revenue stream, and are typically in the range of $150-200 million total for player salaries, coaching salaries, scouting budget, draft budget, international amateur free agent budget, and development budget.

GM's are encouraged to spend what they're budgeted, or they will forfeit the excess, as there is a maximum of $3 million in cash accessible in each teams' budget.  In NO CASE will money remaining at the end of one in-game financial year "carry over" to future years' budgets.

The league's financial settings are set to remain static at 2017 levels.  The minimum player salary is $500,000.  There is no salary cap ("soft" or "hard"), no revenue sharing and no luxury tax.

As mentioned above, GM's are expected to utilize their entire budget, and to do so in such a way that leads to competitive teams at all levels at all times.  This, of course, does not mean that some teams cannot be in "rebuilding" mode while others are in "win now" mode, but having $10 million of excess room in your budget on a continual basis is not a good recipe.  If nothing else, devote any "extra" money to the scouting and/or player development budgets during the off-season and/or pre-season.

## 2.4.2 Free Agency Rules

Players become free agents after five years of ML service in the SKY. As noted above, 80 days will give a player credit for a full year of service. If a player is ready for the big leagues, call him up.

Players are eligible for arbitration after three years of service. If, at any time, you decline to offer arbitration to a player, the player becomes a free agent.

**Pro Tip**: Offer arbitration eligible players you want to keep a one-year extension. You'll get a slight player morale boost (and maybe even a Fan Interest boost). Players don't like going through arbitration.

The SKY does not use any type of "qualifying offer" contracts, does not recognize any type of free agent other than "unrestricted" (no Type A/Type B stuff from pre-2012 in the MLB), and (thus) does not offer compensation draft picks to teams that lose free agents in the off-season. This is done to encourage trading.

## 2.4.3 Contract Rules

GM's may offer a contract to any player, for any amount, without any limitations other than what is listed: a strict five-year contract maximum and starting with the 2035 season, all Options and Opt-outs will **not** be allowed in player contracts moving forward. If a player is offered and ultimately accepts an offer with an Option or Opt-Out attached, the value of the Option Years and any remainder on the contract will be increased 50% and the contract will become guaranteed. Multiple and/or intentional violations may be dealt additional punishment by the Commissioner's Office.

Players in advance of free agent status may be offered a contract extension by their GM at any time, for any amount, without any limitations other than a strict five-year contract maximum.

## 2.4.4 Amateur Draft Negotiations

As noted above, some drafted players (generally from rounds 1-5) will require a bonus before they sign with your team. If you fail to sign them before the deadline, they will re-enter the draft at a later date and you will lose the rights to that player. If you fail to sign a draft pick from rounds 1-5, you will receive a pick in the following year's draft's corresponding supplemental round, which begins at pick 37. The supplemental draft order will be the same as the overall draft order. Each team may only have one compensation pick in each round.

## 2.4.5 Over-Budget Teams

Teams that are over-budget are prevented (by the OOTP game structure) from signing (and in some cases extending) players, from making trades that do not result in a net gain of "budget space" (decrease of negative budget space), and in some cases are prevented from signing draft picks that require or demand bonuses and IAFAs. You will be much more successful as a GM if you treat your budget as a hard cap.

Once Spring Training starts, teams who are still in the red will have any extra budget (ie. Draft, IAFA, Dev, Scouting) reduced until the teams "Total Money Available" is back to $0. Draft & IAFA budget would be reduced to $0. Dev and Scouting would be reduced to the minimum of $5m. Commish discretion will be used in determining which budgets are to be reduced. If you are unsure where to look in-game to see where you stand, you can click on Front Office. Under the Budget Information section there is a "Total Money Available" line which will tell you exactly how much you are in the red or in the green.

## 2.4.6 Cash Interpretation

In OOTP, cash is essentially a budget modifier. If a team has a positive cash balance, their available money will increase by the amount of that positive cash balance. Similarly, if a team has a negative cash balance, their available money will decrease by the amount of that negative cash balance.

During trade negotiations, cash may be used up to when the available money reaches zero. This means that you can trade more cash than you currently possess because the extra cash comes out of your budget, which lowers your available money

## 2.4.7 Playoff Revenue Rewards

ALL playoff teams receive a 5 point increase in their Fan Interest at the start of the offseason.If they are already at 100 (or the 5 pt increase would take them over 100) they instead receive an extra $1M to next year's budget.

25% of all Playoff Revenue is added to the following season's budget up to a maximum of $4M.

# 2.5 Tiebreakers

## 2.5.1 Postseason Seeding

Prior to the start of the 2010 season, playoff tiebreakers were added. This would result in a one game playoff for any teams that are tied for a **FINAL** playoff position. Teams that finish tied for 1st or 2nd place will not require a tie-breaker game. Teams tied for the wild card would need to play a tie-breaker game.

## 2.6 Tanking

A team may decide that their team is not where they want it to be and will trade off most of their important assets to rebuild. There is nothing wrong with going through a rebuild. Sabotaging your team however is not allowed. This includes playing players who are nowhere near close to being ready to play in the SKY or playing players out of position on purpose to guarantee a loss. Teams caught throwing games in this manner or by other means are penalized their first round draft pick in the next draft available. Other fines and penalties may be levied by the Commissioner depending on the severity of the actions of the guilty team (eg. Draft position).

# 3. Trading with Other Teams

Trades are the lifeblood of any online OOTP league. You cannot win unless you know how to effectively work the trade block. There are three good ways to announce your intent to trade to everyone in the SKY:  using the trade block located in-game, announcing through Slack on the "tradeblock," or by using the "Trading Block" feature on the league S+ page.  Another great way to trade is to message GMs directly to offer or inquire about a player.  Some of the best deals are for players no one knew was available.

## 3.1 What Can Be Traded?

Trades may involve any team asset (player, draft pick, or cash) with a few exceptions.

### 3.1.1 Players
Any player in your organization may be traded unless they hold a no-trade clause, their contract is going to expire and it's already in the offseason, or they have been on waivers long enough to be claimed by a human GM (players may not be traded until they clear waivers).

### 3.1.2 Draft Picks
All draft picks from rounds 1-35 may be traded, including supplemental picks if applicable. Picks in the upcoming draft, and two years after, are available to trade with the following exception:

When a draft is active (and **only when a draft is active**) in Stats+ (from the moment when the draft timer starts), draft picks from that draft cannot be traded for a player or cash. They have to be traded for another draft pick. At the start of the offseason, draft picks 2 seasons away become available to trade.

**UNDER NO CIRCUMSTANCE CAN A FUTURE DATED DRAFT PICK BE TRADED, EVEN "UNDER-THE-TABLE". PARTICIPATING IN THESE TYPES OF TRADES WILL RESULT IN DISCIPLINARY ACTION FROM THE COMMISSIONER.**

### 3.1.3 Cash
Cash may be included in any trade as long as there is room in "**Total Money Available**".

**NOTE**: As stated in Section 2.4.6, cash is simply a modifier for total money available. We use total money as the amount of "cash" we can include. If you have $1,000 cash but your TMA is $5,000 over the budget, you do not have "cash" to trade.

### 3.1.4 Salary Retention
Teams may elect to retain a percentage of the contract for a variety of reasons. A team can retain up to 50% of a contract in increments of 5. Multiple teams can retain various percentages all the way up to 100%.

Salary retention always refers to the amount of the *entire contract*, not the percentage of salary the team is responsible for.

### 3.1.5 What Cannot Be Traded?
- Staff/personnel (coaches/trainers/scouts) may not be traded.

- Players on waivers long enough to be claimed by a human GM, may not be traded.

- Teams may not retain more than 50% of a player's salary to make a deal work, and the percent retained **MUST be a multiple of five** (10% is good, 30% is good, but 95% is not good—via the first half of this rule--, and 28.2875% is not good—via the second half of this rule).  This is also an OOTP game engine issue.

- As mentioned in section 3.1.2, while the draft is active, current year's draft picks cannot be traded for any kind of asset other than another draft pick from either the current year, or next two season's drafts.

- Newly signed free agents CANNOT be traded until the 3$^{rd}$ Monday in May.

- A "Sign & Trade " expiring player may NOT be traded in the offseason. Any player whose contract will expire at the end of the season is not eligible for a sign and trade, where the GM signs a player with the intention to move him instead of the player going to free agency. Any expiring player that is given an extension AFTER the regular season ends, is not eligible to be traded until the 3rd Monday in May.


## 3.2 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 (if it were to be done before, it would add 10-20 minutes in some cases). After the trades are processed, the file will be uploaded immediately, and the GM will be able to place the players where they choose.


## 3.3 Going Over Budget During aTrade

When 2 teams agree on a trade, neither side may go over budget for the year with one exception. Before the trade deadline, there are some conditions where a team can go over budget to complete a trade. The team must have a positive "Total Money Available" balance before the trade, and the game date has to be at least July 1$^{st}$.

This simulates asking the owner for additional funds for a playoff push. If a team meets the following exceptions, they may go over budget during a trade:

- They are 5 games or fewer back from a playoff seed.

These conditions must be met when the trade is processed (post-sim). Trade posts are also allowed in anticipation of meeting these conditions.

Once the trade deadline passes, no more trades can be made until the offseason starts.

## 3.4 Posting a Trade

Trades must be made in the Trade Tool using StatsPlus.

Once a trade is confirmed by both parties it is considered signed and sealed. A GM may not back out after confirming a trade even if it has not yet been processed in game. A GM may ask the other party if they are willing to cancel a trade, however if the other GM is not willing to, then the trade will proceed as posted.

## 3.5 Unprocessed Trades

If a trade is not processed after a sim, one of four things has happened:

1. The trade has resulted in a team dropping to a negative "Total Available Money" (where Rule 3.2 does not apply).
2. The trade violates the rules or is improperly formatted to the point that the commissioner cannot quickly process the trade.
3. During the sim, a player gets injured and is out for longer than 7 days. 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 an exception where a (replacement) trade will be processed pre-sim. The two GMs should leave instructions if they want the player placed in a specific spot.
4. A player with a no-trade clause (or 10-5 rights) exercised his right to reject the trade (see Section 3.8).

In NO case will the upload of the new league file be delayed while two GM's debate an unprocessed trade.

Unprocessed trades will be noted in the sim announcement. This is for informational purposes only and is not intended to be a public blast.

## 3.6 Trade Deadline

The SKY deadline for trading players will always be the second Monday in August of the in-game year.  We sim as normal but after the sim is over we have an extra 3 hr period where trades can be made before the trade deadline is final. The file **will** go up until right after sim and then again after the 3 hr period has closed..

## 3.7 No-trade clauses

In OOTP you may offer players a no-trade clause when signing them to free agent (or extending them) contracts. However, this can cause issues if you ever want to trade the player. First of all, there is no way to find out which team or teams the player will or will not accept a trade to other than attempting to trade him to that team.  In online leagues, the matter is even more difficult, because the only way to trade is to post and hope for the best.  There is no list of players with no-trade clauses, and (even if there were) no one is going to check every trade to see if any of the players involved is/are on it.
As such, if the trade is rejected by the player, it will be voided, and now the commissioner (and/or other simmer) will know to not attempt any future trades involving that player.

### 3.7.1 Angering Players With NTC or 10/5 Rights via DFA
A tactic of some GMs is to continually anger their players with NTC or 10/5 rights in order for them to waive them so they will be traded. This is considered a gray area by commissioners; however one rule will stand. If a player with a NTC or 10/5 agrees to a trade pre-sim and is placed on Waivers/DFA, but then decides to invoke either once the sim is over, that player WILL NOT be returned to their GM and remain on waivers. **USE THIS TACTIC AT YOUR OWN RISK!**

## 3.8 Trade Veto Rule

This is not a league where we have a trade veto system. 99.9% of all trades will go through, no matter how unfair they seem to some GMs. There are three instances in which the commissioner will veto a trade:

1. When there is reasonable proof of collusion between two GMs to intentionally make one team stronger or weaker.
2. When a trade is based on a false assumption of a league rule or setting. For example, trading all your picks in order to save money for the future.
3. When a trade is made but an involved GM leaves the league before the trade is processed.

# 4. League Customization

League customization is a very important tool to increase GM immersion and reduce GM turnover. The ability to modify stadiums, player details, turn former players into coaches, and change your logo have all greatly improved our enjoyment of the league and really sets the SKY apart from others.

## 4.1 Stadium Modifications

There are a few ways to turn your team's baseball cathedral into your own. You can name your stadium and change dimensions. Stadium names can be changed at any time. To submit a modification request, please post in the SKY Customization forum.

**NOTE**:  Simply changing your stadium dimensions will not affect the simulation; we know what you mean, but it requires a change to the park factors of the stadium, which is not an option at this time.

## 4.2 Relocation and Logo Changes

Relocation and team name changes for the ML will almost always be denied. The first two steps would be to find a realistic ML city and have a new skyline logo created by Txranger on the OOTP forum, and even then, your chances aren't great.

Minor leagues relocation and team name requests are a little easier to get approved, but:

-Each organization is required at all times to maintain one and only one AAA, AA, A+, A, A-, R+, and R franchise.

-The request has to make sense for the league.

The best thing to do is to just ask the commish if you want to make a change.

# 5. Sim Violations and Missed Exports

The SKY has a strict policy regarding roster violations and exports. Roster violations halt the sim, and the simmer has to take action in order to advance.  Exporting with violations is inexcusable, as the game will warn you that you have a violation when exporting.

Frequently missing exports is also unacceptable, since inactive teams lose games and thus negatively affect the competitive integrity of the league.

## 5.1 Missing Exports

Missing an occasional export is not a big deal. But since each simulation covers seven in-game days, missing multiple exports in a row can have a devastating effect.

Missing four consecutive exports during the regular season is grounds for a commissioner-triggered AI re-organization (especially if your organization gets out of whack due to missing an in-game months worth of exports, which it usually will).  This decision will be made by the Commissioner responsible for simming during that time period.

## 5.2 Sim Violations

The action taken as the result of a violation that halts a sim will depend on the circumstances.  An incomplete list of common sim violations includes:

### 5.2.1 Over the Roster/Age Limit:
The commissioner may demote, promote, or DFA a player of his choosing to get the roster below the limit. What is more likely to occur is the simmer will choose to use the AI to auto your minors.

### 5.2.2 DFA Time Expired:
Any player with 6 or less days remaining on DFA time will be released prior or during the sim.

**NOTE**:  Drafted players that receive bonuses, signed free-agents, and players obtained via trade will almost always go into DFA. Please check your DFA list every sim.

## 5.3 Replacing an Inactive Member

As noted above, if you're going to miss a few exports, let someone know. When a GM misses four consecutive exports, he/she will usually get an email from the commissioner about his/her status. It is reasonable for the commissioner to expect a reply within 24-48 hours. If the GM is not heard from for 24-48 hours, it will be assumed that the GM has "ghosted" and is not coming back.

The commissioner will use his/her own judgment when deciding whether or not to replace an owner, considering both past activity and overall league standing.

# 6. New Members

Welcome to the Skyline Baseball League! The instructions below should get you up and running. If you have any issues please feel free to contact me in Slack, VAN - Ryan. You can also post in #general. We have a great group of GM's who are usually happy to help out.

## 6.1 Getting the Game Files

This can be done via Quick-code or manually downloading the newest league file from S+ Export Tracker once you are linked to a team.

## 6.2 Getting the Graphics Files

All graphic files are under the Links section on the S+ homepage for our league.

## 6.3 Important League Sites

There are a few different sites that you will need access to, each of which are detailed below:

### 6.3.1 League Landing Page

Skylinebaseball.org is our professionally crafted landing page and it is a one stop shop for every league reference. Please bookmark this page and you'll never get lost.

### 6.3.2 Slack

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

Check your spam folder if you didn't receive your invite. The Slack league name is skylinebaseball.slack.com. Your email has to be the same email the invite was sent to. When signing up, please add your real first and last name if it's not already there. Everyone is tracked by their real name (we won't remember Miami is starboy7364, for example). **Your display name should be city abbr - name, like "KC - Matt." This allows you to be easily identified and everyone to associate you to the correct team in Stats+.** You also need your team logo as your avatar, which will be provided for you.

### 6.3.3 StatsPlus

Stats+ is the latest and greatest 3rd party OOTP online league application. Stats+ allows each owner to draft mobile while using his/her own scout's ratings.

Signing in for the first time is tricky, because you won't know if you did it right until the commissioner associates your account. To register, go to https://statsplus.net/skylinebaseball/, sign in with slack, and message the commissioner so he/she can associate you as the user for your team.

### 6.3.4 League HTML Reports
League reports are the standard OOTP HTML reports. They are very useful for checking out the league on the road, and (even if you're not on the road) are worth checking out from time to time. No sign-in is needed and they can be viewed here.

### 6.3.5 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 Stats+, 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. https://statsplus.net/skylinebaseball/exports

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.

NOTE: In your StatsPlus preferences, you may elect to have a message sent to your personal Slack channel when an export reaches the server. It's extremely highly recommended to use this feature.

### 6.3.6 Twitch Broadcast Feed
During important sims (especially during the postseason), the sim will broadcast over Twitch. The Twitch channel is http://www.twitch.tv/skylinebaseballnetwork. It will always be announced when the sim is going to be broadcasted in Twitch.

### 6.3.7 Waitlist
Commissioners keep a waitlist for prospective GMs. If you have any friends you think would be a good fit for the league please let us know and we will add them to the list and let you know what spot they are at.

# 7. Hall of Fame

Beginning in 2010, the Skyline League will open up the Skyline Hall of Fame to celebrate 30 seasons of the unified super-league. Players must have accrued at least 10 years of service in the SKY to be eligible for the HOF. Service time prior to 1980 may count; stats accrued prior to 1980 will not.

Players may remain on the ballot for 10 years post retirement providing he obtains at least one vote per season. A player cannot be included on the HOF ballot if he had ML time during the prior in-game season.

Human only ballots (future change possible) will be collected, and 75% of votes is required for election.  Players with less than 2% of votes will be dropped from consideration.  Each elector will be permitted to vote for a maximum of ten eligible players and a minimum of zero.

# 8. Rule Changes and Additions

In the Skyline league, nothing has to be a static rule just because it's always been that way. Every GM, no matter their seniority, is allowed to advocate for change if it makes the league better. Understand that not everything will get approved or even an agreement that it's a problem. This chapter will help outline the process.

## 8.1 Proposing a Change or Addition

Any active GM is able and encouraged to propose a change to Skyline rules.  Please submit a request to any commissioner.  All requests should be well thought-out and professional.

——————————————————————————————————————————————

If you have any questions about anything in the rulebook don't hesitate to ask either Ryan or in general on Slack!