



Out of the Park Baseball 2006 Game Guide

Version History

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Chapter One: About the Game

This chapter focuses on introducing you to the game.

1.0 Introduction

1.1. What is Out of the Park Baseball 2006?

Have you ever thought, after watching a baseball game, that you could do better than the guy in charge? Have you ever wondered what it would be like to become a baseball manager? Out of the Park Baseball 2006 from Sports Interactive, the sports management development specialists, gives you a chance to live out that dream.

Settle down in the comfort of your own home and experience the ultimate in realism, playability, and unparalleled customization. Create your own baseball universe using players of the past (through a direct link with the Baseball Archive), present, or using purely fictional players created by our award-winning game engine.

Build your own dynasty by signing free agents, wheeling and dealing with other owners, or calling up that hot prospect from the minors. Watch your seasoned veteran's skills slowly deteriorate, and then replace him with one of your top picks from the amateur draft. It's your world, and you can elect to match wits against the computer AI or, for the ultimate experience, against friends in a multiplayer online league. You can become a commissioner and customize almost every aspect of the game.

1.1.1. A Welcome to New OOTPBB Players!

Out of the Park Baseball 2006 (OOTPB) lets you take control of a baseball franchise in a world you define. The number of leagues within your virtual baseball universe is not limited, so you can have as many leagues and minor leagues as you want. Managing your baseball franchise takes a lot of knowledge and skill, but OOTPBB offers you all the tools you need to succeed. You can set up your roster, lineups, depth charts and your pitching staff. Sign new players, demote them to the minors, or release fading veterans. Initiate trades, respond to trade offers, and make the right decisions in the first-year player drafts. In a word, anything a real GM does can be done in OOTPBB. You have the power to guide your team into the future. But beware—you might get fired if your decisions result in your team consistently finishing under .500.

OOTPBB plays out all games in full, using a highly realistic and accurate baseball simulation engine. You can take control in the dugout, making all the calls you want between each pitch, or you can act solely as general manager and let the computer handle the game management—with your instructions, of course.

No computer baseball game would be complete without loads of statistics, and OOTPBB is the undisputed king of statistics. Not only do you get standard stats, such as batting average, OBP, ERA, and innings pitched. You also get special stats such as VORP, Total Average, Runs Created and Secondary Average. And it doesn't end there—the stats engine also offers splits and double splits! If you want to know how your star shortstop is batting with 2 strikes in close ballgames on the road, no problem. Or check how many home runs your closer has given up against left-handed batters in June this year—on a 1-1 pitch. The stats engine can produce millions of stats per player, so all the information you need to make your decisions is at your fingertips.

Your league can feature a financial system that is the most realistic of any baseball game on the market. Just like almost every feature in OOTPBB, the financial system is optional and customizable. Baseball general managers have a lot to worry about. Do you give a player a contract extension, or let him walk in free agency? In the offseason, do you enter the bidding war for the most talented star players, offering well-constructed multiyear contracts including optional bonus clauses and no-trade clauses? Do you give high bonus money to a top draft pick, or settle for that cheap local high-school hero? You will also need to take

care of your coaching, scouting, and management staff. Your owner dictates the budget. You make the decisions.

OOTPB offers the real life setup of every major baseball league in the world. You can import any historical baseball season as far back as 1901 from a freeware database (www.baseball1.com) or create your own fictional baseball league. Best of all, all kinds of leagues can coexist in your baseball universe and compete with each other for players or interact in the form of trades. Setting up leagues is very simple, and each league can have different financial options, AI options, and so forth. The possibilities are endless!

Competing against the computer AI is fun, but the real challenge is in facing human competition. OOTPB features a full online league mode where one commissioner and multiple owners play against each other. Online league commissioners and general managers can use FTP (file transfer protocol) functionality that is built directly into the game's interface, allowing both commissioners and league participants to upload and download league files without ever leaving the game. Commissioners can instantly upload every team's files with a single click. And since the FTP instructions are built directly into the game engine, no third-party software is needed for file transfers—just an active Internet connection. OOTPB also has astounding built-in HTML reporting and website creation features. In seconds, you can generate a statistics-rich website, complete with an amazing assortment of hyperlinks. Want to see the complete history of the player who's leading your league in home runs? Just click on him, and his HTML card appears on your screen, showing his complete history from the day of his initial amateur draft to the present.

1.1.2. A Welcome to Fans of Previous Versions of OOTPB!

If you are familiar with the OOTPB series, a lot has changed. Out of the Park Baseball 2006 has been rewritten from the ground up, for the first time since 1999. This effort has produced a completely new baseball gaming experience with the features and game play of the past. The new version of the game introduces a brand new, fully skin-able interface. It features hyperlinks, right-click menus, drag-and-drop, recent page history, bookmarks, an integrated HTML browser, customizable player lists (including custom filter setups), and much more. Not only does it look great, it makes your OOTPB experience more comfortable than ever before.

One of the big strengths of OOTPB is its customization abilities, and this area of the game has been overhauled, with many new options for league customization, skins, customizable play-by-play, and so forth.

The new game engine now simulates each pitch, resulting in more accuracy, more stats and more realistic strategy calls. Stats are also handled vastly different from previous versions. OOTPB stores only the stats it needs in order to calculate all the statistics that can be displayed. This change results in less space required, but also in a huge amount of new statistics—the game now offers stats such as VORP, a lot more splits, and also double splits for the current season. As an example, you can check out the OPS of your shortstop with a 2-2 count in June. Further, career statistics now include left / right splits for every league, no matter if it's rookie ball or the big leagues. Individual matchups are stored as well, so you can find out how your team or a player has performed against a certain pitcher in the past.

Players now have seven ratings for defense. The combination of these, along with a player's experience at a certain position, determines the quality of his defense at that position. The team strategy screen now allows you to set game strategies by inning and / or situation, and the in-game experience now includes two separate views.

Each team now has a general manager, a manager, a bench coach, a hitting coach, a pitching coach, six scouts, and a team doctor. Each member of a team's personnel has a personality and playing style / strategy / player type preferences. This feature results in computer teams that don't act always the same, but rather have some sort of individual character. Also, your coaches have now more impact on your players: Is your

hitting coach the right one to take your top prospect to the next level? Each one of your six scouts can quick-scout up to five players a day, giving you instant but possibly inaccurate feedback. You can also send your scouts on missions, for example scouting player X in-depth, scouting your next opponent, scouting minor league Y, or traveling to country Z to discover new talent. SISA, the Sports Interactive Scouting Association, offers scouting reports on every player—but not every player is scouted completely by SISA.

A huge database of countries and cities is now included in the game, creating a whole virtual world. For example, when you create a fictional league, you can assign a country to the league and let the game attach random cities and nicknames to the teams. A player might now reject a contract offer because the team's home city is too far away from his family. These are just some examples of how the database is used.

On the financial side, each team now has an owner with some sort of personality. Your success and the personality of the owner determine the budget you have for operating your team, just as in real life. Of course, like almost everything in OOTPB, this is an option that can be disabled (in this case, so that online leagues can operate in a traditional way).

Previous versions displayed rather simple HTML reports using an external viewer. Now, an interactive HTML browser is part of the game interface. You can right-click on a player link in a box score and get all the player functions in a menu—for example, offering a trade for the player or putting him on your shortlist.

1.1.3. About the Game Guide

The Game Guide will tell you everything you need to know to start enjoying Out of the Park Baseball 2006. The guide is organized in several chapters that cover specific aspects of the game.

Chapter	Purpose
One: About the Game	General introduction to the game, installation instructions, etc.
Two: Screen Reference	Screen-by-screen review of every screen in the game
Three: Important Game Concepts	Explanations of key game concepts that weren't covered in detail in the screen reference
Four: Appendix	Assorted additional information

Whether you're a rookie or a veteran OOTPB player, we strongly recommend you start your OOTPB experience by walking through this guide. We really believe this. Honestly.

The guide is filled with hyperlinks to other areas in the document, helpful if you're the sort who likes to browse onscreen rather than printing out this monster. Additionally, any time you see a section number referenced, such as "Section 1.2.1," the number also acts as a hyperlink to the specified section, even though it does not appear underlined, as most hyperlinks do.

Finally, OOTPB is available for both Windows and Macintosh computers. While we have made every attempt to make this guide "Mac-friendly," in most cases the screenshots are from the Windows version of the game.

1.1.4. A Note About Customization in OOTPB

One of the greatest strengths of OOTPB is that many aspects of the game are customizable. That is, you can make changes to some of the files that the game uses to customize the game to your liking. However, customization is not covered in this guide. SI will be releasing a companion "customization manual" that will include more detail on these areas.

Areas of the game that can be customized include:

- In-game text (news headlines, news articles, play-by-play commentary)
- Logos
- The game “skin”
- Player names and nicknames
- Player photos
- Player origins / the world database
- Injuries
- Players (importing / exporting player data)
- Stadiums
- Schedules

Please keep an eye out on the OOTPB website for an announcement about the customization manual. We hope to have it completed shortly.

1.2. System Requirements

System requirements for OOTPB 2006 are as follows:

	Minimum	Recommended
PC	Windows 98 / ME / 2000 / XP 1 GHz processor 1024 x 768 screen resolution 400 MB free hard disk space 256 RAM	Windows XP 2.2 GHz processor 512 MB RAM
Mac	PowerMac: G4 1 GHz Mac OS 10.3.9 256 MB RAM Intel Core Duo: 1.8 Ghz Mac OS 10.4.4 256 MB RAM 1024 x 768 screen resolution 400 MB free hard disk space	PowerMac: G5 2 GHz Mac OS 10.4.5 512 MB RAM Intel Core Duo: 2 GHz Mac OS 10.4.5 512 MB RAM

1.2.1.1. About Screen Resolutions

The game supports all screen resolutions of 1024 x 768 and higher. Dual monitors are also supported.

1.2.1.2. About Hard Disk Space

The amount of hard disk space used by OOTPB varies greatly depending on the configuration of your game files. Here is a simple sample chart that shows the progression in size of a single game composed of 236 teams in 17 leagues, the standard major league setup:

Time	Folder Size	# of Files
League start	40 MB	6,500
Start of Year 2	600 MB	35,700
Start of Year 3	630 MB	38,700

Start of Year 5	680 MB	41,300
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These values may vary widely based on your league configuration and game settings. Most of the files in the directory are .html files, which compress relatively well. The 680 MB file in the example above compressed to 117 MB.

1.3. Purchasing the Game (Windows)

OOTPB is primarily available by download. OOTPB has partnered with ViaTech Technologies, Inc. to handle the licensing of the Windows version of the game through their eLicense system. Licensing for the Mac version of the game will be handled by E-Sellerate.

Every purchase will result in you receiving an “Order ID” that looks like a string of letters and numbers. Don’t lose this Order ID! It is required to activate the game, but it is also needed in the future if you ever need to uninstall or reinstall the product, such as due to a computer problem, or if you want to move the game to a new computer. Don’t lose that ID!

There are several ways to purchase the game.

1.3.1. Download First, then Buy

The most common way to buy the game is to download the program first. During the installation process, you will be prompted for license information. At this time, you can go ahead and purchase the game by following the instructions right in the installer.

For Windows users:

1. Download the program from <http://www.ootpbaseball2006.com/buy.php>.
2. Follow the [installation instructions](#) in Section 1.4.
3. Follow the instructions in Section 1.5.1 to [install your license](#).
4. Enjoy the game!

For Mac users:

1. Download the ootp2006_setup.dmg file from <http://www.ootpbaseball2006.com/downloads.php?view=download&file=6>.
2. Open the OOTPB2006_setup.dmg file you just downloaded. The Finder window should show an icon that looks like a package, labeled “OOTPB Baseball 2006.” Double-clicking on this file will start the installation process.
3. Follow the [installation instructions](#) in Section 1.4.
4. Follow the instructions in Section 1.5.1 to [install your license](#).
5. Enjoy the game!

1.3.2. Purchasing through the Online Store

A second way to purchase OOTPB is through our Online Store:

For Windows users:

1. Navigate to <https://www.elicense.com/sigames/store/index.asp>.
2. Choose whether or not you wish to receive a CD. Since the game is primarily available by electronic download, there is an additional \$10 charge if you wish to receive a CD.
3. Click the appropriate Add to Cart button.
4. Follow the rest of the checkout procedure.
5. Download and install the game (or install it from your CD if you ordered one) using the [installation instructions](#) in Section 1.4.
6. Follow the instructions in Section 1.5.1 to [install your license](#).

For Mac users:

Mac users should download the game using the steps in Section 1.4.3, and then follow the on-screen instructions to purchase the game.

1.3.3. Calling eLicense

If you prefer not to give out your credit card information over the internet, you can order a license directly over the phone from eLicense.

1. Call ViaTech at 781-449-7601 and place your order. You will receive your Order ID directly over the phone.
2. Download and install the game (or install it from your CD if you ordered one) using the [installation instructions](#) in Section 1.4.
3. Follow the instructions in Section 1.5.1 to [install your license](#).

Note: There is a U.S. \$5 surcharge for phone orders.

1.3.4. Purchasing by Check/Cheque

You can also purchase using a check/cheque. To do so, follow these steps:

1. Send your payment to ViaTech at the address listed below, including the information also listed below. You will receive your Order ID by mail.
2. Download and install the game (or install it from your CD if you ordered one) using the [installation instructions](#) in Section 1.4.
3. Follow the instructions in Section 1.5.1 to [install your license](#).

ViaTech Technologies, Inc.
c/o Sports Interactive
69 Wexford St
Needham, MA 02494, USA

When ordering by check/cheque, please provide the following information:

- Full Name
- Company or Organization (optional)
- Postal Address
- City, State/Province
- District Zip or Postal Code
- Country
- Telephone number
- E-mail address
- Specify whether or not you want a CD at an additional charge of U.S. \$10

Note: There is a U.S. \$5 surcharge for mail orders. Be sure to send the correct payment amount! Product price + \$5 surcharge + \$10 if you are ordering a CD.

1.4. Installing the Game

Well, you've managed to download the software, now how to get started? OOTPB uses a quick and straightforward installation program on both the Windows and Macintosh platforms. There are two steps to get started: install the software, and install your license. Follow the instructions here to get OOTPB up and running.

1.4.1. Installing OOTPB (Windows)

To install the game, follow these steps.

1. Download the game. After this step is completed, you should have a file called **ootp2006.exe** saved somewhere on your computer.
2. Double-click **ootp2006.exe**. A “splash” screen and a few progress bars will display. Eventually you will end up in the InstallShield Wizard.



3. Click the Next button to continue with the installation. You will be taken to the License Agreement screen.



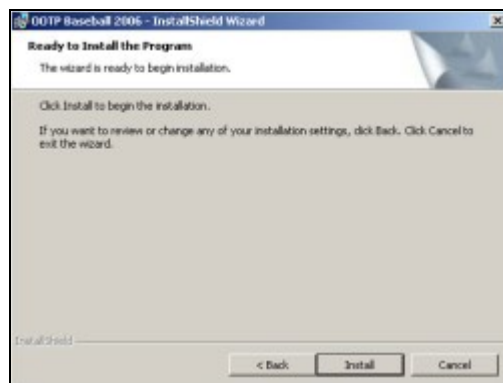
4. Read the License Agreement. Click the “I accept” radio button, and then click Next to continue. You will be taken to the Destination Folder screen.



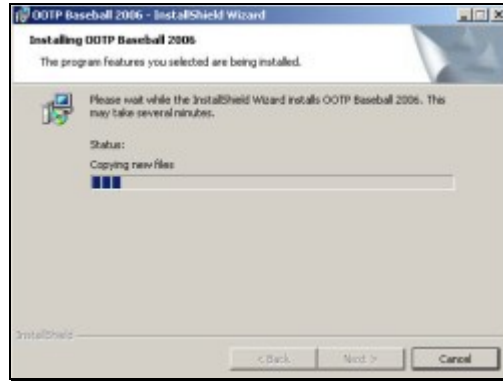
5. If you want to use the default destination folder, click Next and skip to Step 7 below. If you want to change the destination folder, click the Change button. You will be taken to another screen.



6. Use this screen to change your destination folder, and then click OK. Next you will arrive at the Ready to Install screen.



7. Click Install, or use the Back or Cancel buttons if you want to make changes. During the install process, you will see a progress meter like this one.



8. When the install is complete, you will see a completion screen.



9. Click Finish to complete the installation. A shortcut to the game will be placed on your Desktop, and a Program Group will be created under **Start | All Programs | Sports Interactive | OOTP Baseball 2006**.

1.4.2. Uninstalling OOTPB (Windows)

OOTPB uninstalls cleanly using Windows' Add / Remove Programs. To uninstall OOTPB, use the following steps:

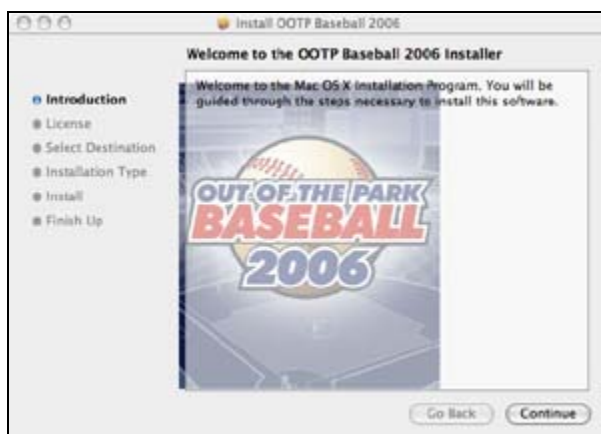
1. Open your Control Panel and select Add / Remove Programs.
2. Click the entry titled OOTP Baseball 2006.
3. Click the Remove button on the right.
4. Follow the on-screen instructions to uninstall the game.
5. After the uninstall is complete, some files might remain in the directory where you installed the game. These files can be safely deleted.

1.4.3. Installing OOTPB (Mac)

To install the game, follow these steps.

1. Download the game. After this step is completed, you should have a file called OOTP2006.dmg saved somewhere on your computer. Double-click the .dmg file to unzip it.
2. A new Finder window will open, and you will see that you have a file called OOTP2006release.pkg. Double-click OOTP2006release.pkg. A "splash" screen will display.

Eventually you will end up in the OOTP Baseball 2006 Installer program. Click Continue to proceed with the installation.



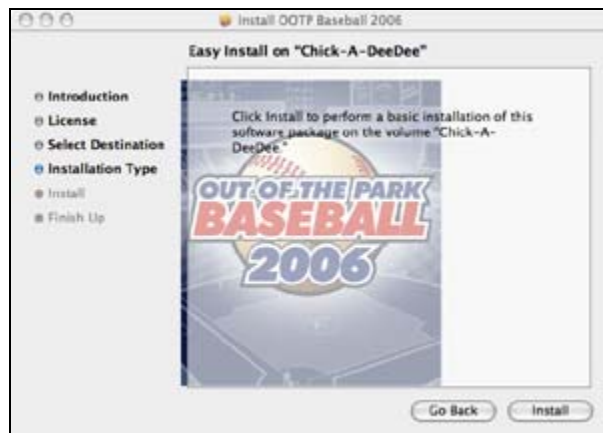
3. You will see the Software License Agreement Screen. Click Continue to move on. You will be prompted to agree to the license agreement. You must agree in order to continue the process.



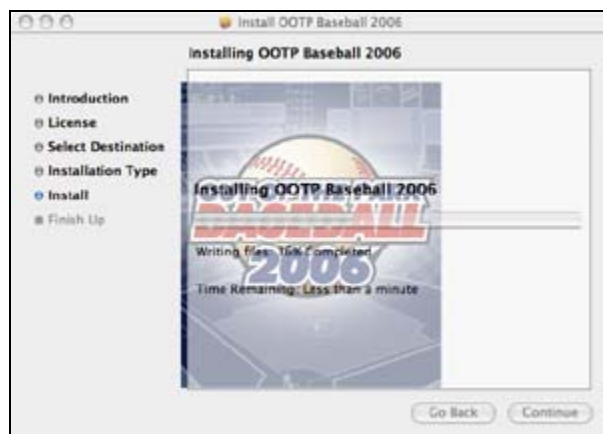
4. On the next screen, select a destination for the game. By default is installed in the OOTP Baseball 2006 folder on your hard drive. Click the Choose button to change the destination. Click Continue when you are ready to proceed.



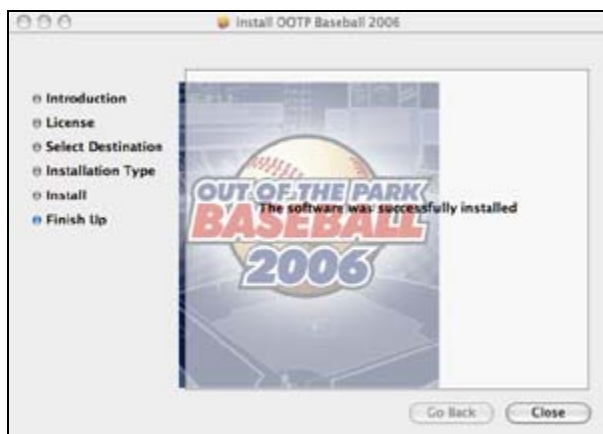
5. The next screen allows you to select an installation type. However, there is only one type of installation available. Therefore, just click Install to proceed.



6. The game will be installed. This may take a few minutes.



7. When the installation is complete, click on the Close button.



8. The game will be placed in the destination folder you defined during the installation.

1.4.4. Uninstalling OOTPB (Mac)

To uninstall OOTP Baseball 2006 from a Mac, simply drag the folder OOTP Baseball 2006 to the trash.

Note : If you have purchased the game, and think you may reinstall the game later, you should back up the file ootp2006_eSellerate_key located in OOTP Baseball 2006/data/config/. This file is your license key, and will be important if you ever decide to reinstall.

1.5. Installing Your License

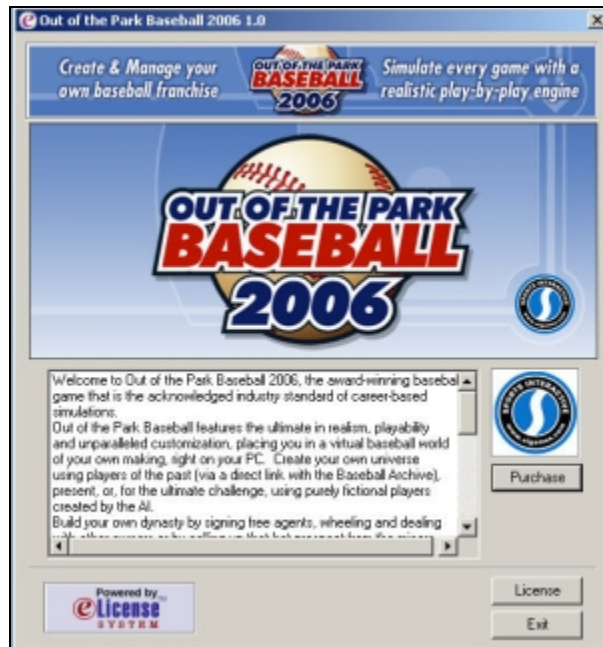
OK, the game is installed! All that remains is to prove to the game that you have a valid license.

Note: By purchasing OOTPB, you are entitled to install the game on two (2) machines. However, you cannot mix licenses between PC and Macintosh. That is, if you wish to have one copy for a Windows machine and another for a Macintosh, you must purchase two copies of the game.

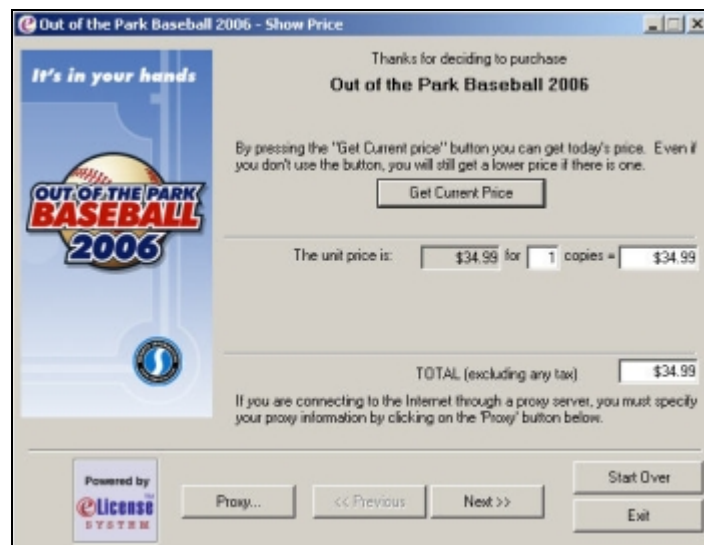
1.5.1. Licensing OOTPB (Windows)

Use the following steps to install your license for OOTPB:

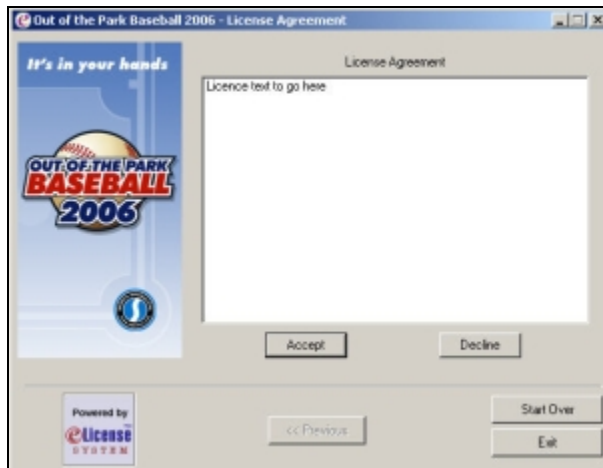
1. Double-click on the OOTP Baseball 2006 icon on your desktop to start the game. You will be presented with a licensing screen like the one below.



2. If you have not yet purchased the game, click on the **Purchase** button and go to Step 3. If you have already purchased the game and have your Order ID ready, click the **License** button and skip to Step 4 below.
3. If you clicked on the Purchase button, you will come to a screen like the one below. Follow the on-screen instructions to purchase the game from here. You must have an active internet connection to complete this step.



4. Once you click the License button, you will be taken to a License Agreement screen. Read the license and click the Accept button to proceed.



5. Next you will be taken to the Install License screen. Enter the Order ID you received into the Order ID box and click Install License. You must have an active Internet connection to complete this step. If you do not have an active internet connection, click the “Get Off-line License” button and follow the instructions on-screen to install your license.



6. Once the license has been installed, you will receive a confirmation screen like the one below.



7. Click the **Launch!** button to start the game.

1.5.2. Unlicensing OOTPB (Windows)

If you ever need to move OOTPB to a new computer, you should always unlicense the product first. If you do not do so, the licensing system will believe that this copy of the game is still in use.

To unlicense OOTPB, use the following steps:

1. Open your Control Panel
2. Open the eLicense Control.
3. Right-click on the OOTPB license, and select “Unlicense”
4. Follow the on-screen instructions to unlicense the product.

1.5.3. Licensing OOTPB (Mac)

If you currently have an unregistered copy of OOTPB for the Mac, the e-Sellerate Software Delivery Wizard will automatically start when you launch the program. (You will need to be connected to the Internet to register using the e-Sellerate Wizard.) Follow the prompts in the Wizard to first read the license agreement, then input your personal information and your billing information. If your credit card is approved, registration will happen automatically, and you will receive an Order ID by e-mail. Hold on to this code, because it will allow you to reinstall the software at a later time.

Once your software is registered, the e-Sellerate Wizard should not reappear. When you start the game, a button at the bottom titled “Activate Game” should appear. Enter the serial number from e-Sellerate e-mail

If you would rather “try before you buy,” hitting the “Cancel” button at any point in the e-Sellerate Wizard program will launch the game in a demo mode where you can play six months’ worth of game time.

If you have uninstalled OOTPB and want to reinstall it on the same computer, pressing the Option key on the first screen of the e-Sellerate wizard will change the “Start” button to “Reinstall.” Enter your Order ID and the e-mail address you used to initially license OOTPB, and your game will be licensed to you. Bear in mind that there is a limit to how many times the game can be reinstalled using the same Order ID. If you get an error message when reinstalling, please contact Sports Interactive for support.

1.5.4. Copyright / License Information

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1.6. OOTPB Controls and Interface

The new version of the game introduces a brand-new, fully skin-able interface. It features hyperlinks, right-click menus, drag & drop, recent page history, bookmarks, an integrated web browser, customizable player lists and filters, and much more. Not only does the interface look great, it makes your OOTPB experience comfortable and incredibly flexible.

This section reviews most of the components of the OOTPB interface. These are repeated throughout the game, so it's good to get an understanding of how they behave. Don't forget to check out Section 1.7 on [Views and Filters](#) as well. These special aspects of the OOTPB interface are powerful enough to warrant their own section.

1.6.1. OOTPB Controls

OOTPB is primarily a mouse-driven game. In other words, if something interests you, click on it. The game interface is reminiscent of a web browser, and most users will be familiar with the appearance of colored text "hyperlinks" that appear throughout the game. Click on a link to be taken a screen with more information about the object you clicked. In-game hyperlinks are typically shown as colored text, and will change color in some way when you "mouse over" the text. These links include menus, names, teams, and other information.

1.6.1.1. Right-Clicking

OOTPB uses right-clicking (in Windows) extensively. Macintosh users with a single-button mouse must hold down the CTRL key while clicking to use the right-click functionality. In most cases, right-clicking on an object will bring up a menu of actions that we refer to as a "right-click menu." For example, right-clicking on a player name brings up a menu of actions that pertain to that player, such as promoting the player or assigning him a spot in the lineup. The actions available in the right-click menus are context-sensitive, meaning that they might change depending on the screen. For example, on the Lineups page, the right-click menu includes options for inserting a player into the lineup or removing him from the lineup. On the Depth Charts page, the right-click menu includes options for inserting a player into the depth chart or removing him from the depth chart.

Similarly, right-clicking on any of the tabs in the game brings up a right-click menu with all the pages and subpages available in that area of the game. (See Section 1.6.2 for [more information on the terms "tab," "page," and "subpage."](#))

The right-click button has one other important function, called **quick return**. On most pages, right-clicking in an area of the screen without a hyperlink returns you to the previous screen. For example, if you delve from the Roster into a specific Player Profile, right-clicking on the Player Profile page will send you back to the Roster page.

1.6.1.2. Drag-and-Drop

Many of the pages in the game also support "drag-and-drop" functionality. You can often make changes by dragging players from one area of the screen to another. Drag-and-drop is used most noticeably in making roster transactions, trading players, and in setting up your lineups, pitching rotations, and depth charts. If a page supports drag-and-drop, that fact will be noted in the description of that page.

1.6.2. The OOTPB Interface

The OOTPB interface takes advantage of a number of tools to make it as easy as possible for you to get at the wealth of information in the game. Below is a description of the interface features used in OOTPB. Not all of these will be used on each screen in the game. The numbers in the following text correspond to the numbered circles in the screenshots.

Figure 1 OOTPB Interface Items 1-8



1. Select League Drop-Down

In OOTPB, although you can have multiple leagues, the game generally displays one league at a time. In the top left-hand corner of most pages in OOTPB is the Select League drop-down menu, which shows a list of all the leagues in your universe. To change the selected league, select a league from the drop-down. See Section 3.2.1, [Game Universe Terminology](#), for more information on what defines a league.

2. League Information

Below the League menu are three rows of information. They include:

- The current date in the league
- The abbreviation of the currently selected league
- The current period of the baseball season; for example, Spring Training or Regular Season.

Note: The current date (a) is not a “progress meter.” If you are simulating a month of games, for example, this display will not change until all simulating has been completed.

3. Banner

A banner extends across the top center of most screens in OOTPB. The information provided in a banner changes depending on the screen. In most cases it will tell you the name of the page and subpage you are viewing.

4. Game Menus

OOTPB has five primary game menus that run across the top of the screen beneath the banner. Unlike many other aspects of OOTPB, the content of these menus does not change based on where you are in the game. The menus and their options are described in detail in [Chapter 2 of this guide](#), beginning with Section 5.0.

Menu	Menu Contents
Game	Contains general game options (Load / Save / New), information about manager identities, and game setup information for changing the configuration of your baseball universe after creation.
Manager	Contains pages that relate to a manager identity, including the manager’s home page, manager-specific news and history, available manager jobs, and shortlists. There is also an option to explore the game world.
League	Contains pages that relate to the currently selected league, including the league home page, league news, standings, scores and schedules, statistics, history, and transactions. <i>Note: The League menu is not actually called “League.” The menu will display the</i>

	<i>abbreviation of the currently selected league. For example, if your league is the Pro Baseball League (PBL), then this menu would be called “PBL.”</i>
Teams	Contains pages for each team in the league. Each team page then contains all the information relevant to that team. <i>Note: As with the League menu, this menu is actually called “League Abbreviation Teams.” For the Pro Baseball League (PBL), this menu would be “PBL Teams.”</i>
Recent	Contains a list of the fifteen screens you have most recently visited in-game. This menu changes dynamically throughout the game. You can clear the Recent menu at any time by selecting Clear Recent Pages from the bottom of this menu.

5. Game Screen Navigation Arrows

Game screen navigation arrows appear at both the top and bottom of the screen. They allow you to move back and forth between game screens. The left and right arrows function like a web browser’s Back and Forward buttons. Click the left arrow to go back to the page you visited just before the one you are viewing, and the right arrow to move in the opposite direction through pages you have visited recently.

Note: These arrows are not used for navigating within web pages. See Section 1.9.1, [Game Screens vs. HTML](#), for more information about the distinction.

6. Auto-Play Menu

The Auto-Play menu, represented by an icon of a baseball appearing to the right of the navigation arrows, is one of two ways you control the passage of time in OOTPB. (The other is the [Continue Button](#), described in Section 23.1.) Selecting an option from this menu causes time to advance in all leagues in your game universe. The game engine will calculate the results of all games or events for the length of time you select.

Do not use this menu if you want to play out a game using the Play-by-Play engine. See Section 24.0, [Play-by-Play](#), for more information.

Warning! *Be careful with auto-play. You have no chance to confirm after you select from this menu, so make sure you have made all necessary management changes before electing to auto-play.*

See Section 23.0, [Auto-Play](#), for more information on using the Auto-Play menu and advancing time in the game.

7. Game Information

The top right of the screen contains some general information about the game, including the name of your game file, the name of the currently active manager identity, the team he or she manages, and the team’s current record. The manager’s name and the team name are hyperlinks. If the manager is also a commissioner, the [“Act As” drop-down](#) is displayed here.

8. Search

By entering text into the search box and pressing the Enter key, you are able to quickly find any player, team personnel member, or team in your baseball universe.

Note: Human manager identities cannot be found through the search engine, although computer managers can be found.

Figure 2 OOTPB Interface Items 9-10



9. Tabs and Pages

Many of the areas in OOTPB are so full of information that they have been divided into multiple pages through the use of tabs across the top part of the screen. Each tab displays a page of information. A tab is the navigation tool, and the page is what is displayed. In other words, you click on a *tab* to get to a *page*. For example, you click on the Lineups tab to see the Lineups page.

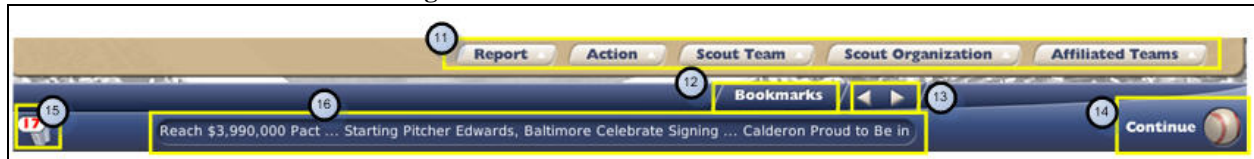
You can also right-click on a tab to get a right-click menu of all the pages and subpages in that area of the game. See Section 1.6.1.1, [Right-Clicking](#), for more information.

10. Subpages

Some pages have so much data that they have been broken down further into subpages, which are displayed under the row of tabs. Subpages contain subcategories related to the currently selected tab. For example, the Front Office page has separate subpages that show team finances and possible free agents.

Subpages can also be accessed through the right-click menu that appears when you right-click on a tab. See Section 1.6.1.1, [Right-Clicking](#), for more information.

Figure 3 OOTPB Interface Items 11-16



11. Action Menus

Action menus are where a lot of the “good stuff” happens. Action menus are usually “drop-up” menus, since the options cascade up from the menu when you click on it. They show specific actions that you can take. Action menus are different on almost every screen; some screens have five or more action menu items, and some have none. Additionally, items on action menus might or might not appear, depending on your role and which team you control. A commissioner has access to options that a minor league manager does not, and a manager has more options when looking at his own team than when looking at another team. The specific actions available on each page will be covered later in the guide.

Many of the items in action menus are also available through right-click menus when you right-click on a player or team. See Section 1.6.1.1, [Right-Clicking](#), for more information.

12. Bookmarks

OOTPB supports the creation of bookmarks through a menu on the bottom right of the screen. Bookmarks work much as they do in your web browser (Internet Explorer calls them “Favorites.”) Once you have created a bookmark, you can come back to the Bookmark menu at any time and select that bookmark to jump straight to the page.

To bookmark a page, navigate to that page and then select Add Bookmark from the Bookmark menu. You will see a second screen where you can enter your own name for the bookmark. Once the bookmark has been added, click on the menu again to see your bookmark in the list. Bookmarks appear in the list in the order they were created (not alphabetically), with the oldest bookmarks on top. There is no practical limit to the number of bookmarks you can add. If you create more bookmarks than can be displayed on the screen at one time, scroll arrows appear at the top and bottom of the menu display to indicate that more choices are available.

When you have added at least one bookmark, you gain access to two new menu options—Clear Bookmarks and Edit Bookmarks. Click on Clear Bookmarks to erase all your custom bookmarks. Click on Edit Bookmarks to go to a screen where you can rename or delete your custom bookmarks.

Note: By default, you start with a bookmark for the Manager News page. This bookmark cannot be erased or edited.

Additionally, as you add bookmarks, they appear in a row along the bottom of the screen to the left of the Bookmark menu, in a space called the bookmark bar.

Figure 4 Bookmark Bar



The bookmark bar has room to display up to ten bookmarks at a time. You can jump to any page in the bookmark bar by clicking on that portion of the bar. In addition, you can use the function keys to bring up a page on your bookmark bar. Pressing F1 will jump to the leftmost bookmark in the bar, F2 the bookmark to the right of that one, and so on up through F10 if you have the maximum number of bookmarks stored on the bar. If you hold your mouse over a bookmark for a few seconds, a pop-up will display showing the number of the function key assigned to this bookmark.

If you add one or more new bookmarks when your bookmark bar is full, the new bookmarks will appear in the list that displays when you access the bookmark menu, but they will not show up on the bookmark bar unless you delete bookmarks you added earlier. When you delete a bookmark that appears on your bookmark bar, the other items on the bar move leftward to fill the vacancy, and the function key associated with that bookmark changes accordingly. For example, if your bookmark bar is full and you delete the leftmost bookmark on the bar, all the others shift left (the F2 bookmark is now associated with F1, and so on), and the oldest bookmark in the menu that wasn't previously displayed on the bar now appears at the right end of the bar in the F10 position.

13. Game Screen Navigation Arrows

These navigation arrows are identical to the ones described in #5 above.

Game screen navigation arrows appear at both the top and bottom of the screen. They allow you to move back and forth between game screens. The left and right arrows function like a web browser's Back and Forward buttons. Click the left arrow to go back to the page you visited just before the one you are viewing, and the right arrow to move in the opposite direction through pages you have visited recently.

Note: These arrows are not used for navigating within web pages. See Section 1.9.1, [Game Screens vs. HTML](#), for more information about the distinction.

14. Continue Button

The Continue Button is the second way of advancing time in OOTPB, along with the [Auto-Play Menu](#) described in Section 23.2. Clicking the Continue Button advances time by one day in all leagues across your baseball universe.

Note: Do not use the Continue Button if you want to play out a game using the Play-by-Play engine. See Section 24.0, [Play-by-Play](#), for more information.

Warning! Be careful with the Continue Button. You have no chance to confirm after you click this button, so make sure you have made all necessary management changes before clicking.

See Section 23.1, [The Continue Button](#), for more information on using auto-play and the Continue button.

15. Mailbox Button

The Mailbox Button is a picture of a newspaper located in the lower left hand corner of the screen. Clicking on this button will bring you to the current manager's Manager News page. See Section 6.2, [The Manager News Page](#), for more information about in-game news.

16. Ticker

The ticker runs across the bottom of the screen and displays recent news headlines in a continuous right-to-left scroll. The ticker features news from the currently selected league, in reverse order sorted by date, so that the latest news is shown first. The news articles can be read from the [League News](#) page, described in Section 7.2.1.

Figure 5 OOTPB Interface Items 17-20

View

Filter

Position: All Batters

Stats Scope

Stats Split

Stats Double Split

Batting Stats Set | View - No Filter - Position: All Batters - Stats Scope: All Levels

PO	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
RF	Manny Alberdi	R	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
SS	Fresco Coreto	R	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
3B	Jim Davison	R	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
RF	Mark Garton	L	L		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
2B	Martin Harper	R	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
SS	Kevyn Kendall	L	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
3B	Pat Kistler	R	R		0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0

17. Drop-Down Menus

Drop-downs menus are an important part of the OOTPB interface. Most drop-downs are located near the top of the screen, underneath a row of tabs. In many cases, especially on screens with player data, drop-downs are used to define how you want to view the data on the page. Specific drop-downs will be described in greater detail in other areas of the guide.

18. Settings Breadcrumbs

Just below the drop-down menus is a list of settings breadcrumbs that describe all currently selected drop-down settings. This is a quick way to remind yourself of what data you are currently seeing.

19. Column Headings

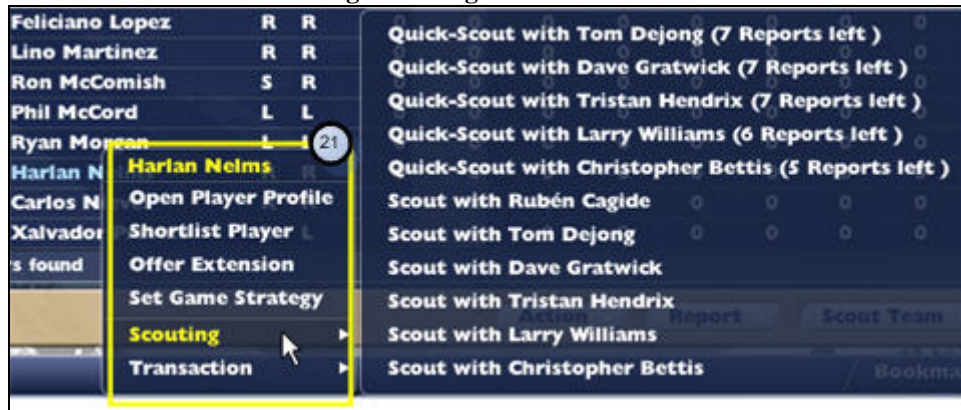
Game data, such as player information, is usually displayed in a spreadsheet style, with rows and columns. Most columns in OOTPB are sortable: Clicking on a column heading will sort the data according to that column, alphabetically or numerically. Clicking the same heading again will reverse the sort order. A small arrow pointing up or down will appear in the column heading when the data is sorted according to that column.

Note: Only one level of sorting is supported. For example, you cannot sort by age, and then within each age group have the list sort alphabetically by name.

20. Scroll Bars

Scroll bars appear in the game when there is too much data to fit on one screen. They behave just like scroll bars in any other Windows or Macintosh application. Most OOTPB windows support mouse wheels for scrolling as well.

Figure 6 Right-Click Menus



21. Right-Click Menus

As mentioned in Section 1.6.1.1, [Right-Clicking](#), you can often see a right-click menu when you right-click on an object on the screen. Not all objects support right-click menus. However, most hyperlinked names support right-click menus.

Note: Right-click menus are available within HTML reports.

Figure 7 Sliders



22. Sliders

A number of pages have sliders—bars that toggle in-game settings. Move a slider by clicking and dragging the marker between the arrows to the left or right. Alternatively, you can click on the arrow on either side of the slider to move the marker one step in that direction. Sliders are primarily used on management strategy screens. As a rule, dragging or clicking a slider to the left will decrease the use of an option, and moving it to the right will increase the chance of that strategy being used.

Figure 8 Check Boxes



23. Check Box

Some screens have check boxes to include or exclude certain options. Check the box to include the option, or uncheck it to exclude the option.

Figure 9 Page Selector



24. Page Selector

Some screens have so much data that even the use of a scroll bar would be cumbersome. In these cases, a page selector are provided. A page with page buttons has no scroll bar; instead, a fixed number of rows of data are displayed on each screen. To change the data being viewed, use the single-arrow buttons on either

side of the page number to move forward or backward one page. Use the double-arrow buttons to jump to the beginning or end of the sequence of pages.

Page selector are most common on draft pages and pages that list all players in a league.

25. Quick-Flicks

When you are looking at an individual player page, the top right corner of the page includes two player names and arrows pointing to the left and right. These are called “quick-flicks,” and they allow you to quickly move to the previous and next player in the list you were viewing. Click on a name to open the selected player’s profile.

Figure 10 Quick-Flicks



The names displayed in the quick-flicks are chosen according to the sort order of the page you were previously on. For example, if you were looking at your roster, sorted alphabetically, the previous and next players in the quick-flicks would be the previous and next players in alphabetical order.

Note: Quick-flicks are not available on all screens.

1.7. Views and Filters

Many game screens that include player data also have View and Filter drop-downs. These tools are versatile enough to warrant their own section in the guide. They are excellent for customizing the game to provide the data you want to see.

1.7.1. Views

The View drop-down is typically the leftmost drop-down on a page. Views essentially answer the question: “What data would you like to view?”

Figure 11 View Drop-Down



OOTPB provides a number of default views, which quickly display information such as Batting Ratings, Pitching Potential, and Financial Info. Each view, when selected, changes the columns of data being displayed. The newly selected view is also displayed in the settings breadcrumbs, described in Section 1.6.2.

Views can be customized to display almost any information you want.

1.7.1.1. Using Views

To use a view, select the desired view from the View drop-down. The columns displayed on the page will immediately change.

1.7.1.2. Customizing Views

To customize a view, select Customize from the drop-down menu. Doing this brings up a separate screen in which you can modify the default views. You cannot save changes to any of the default views. However, you can create a new view based on a default view, and then delete the default view.

There is no “Create New View” option. New custom views are created based on the default views. To create your own custom view, first select one of the default views and then select Customize.

Note: For easiest customization, select the view that most closely matches what you would like to accomplish, prior to selecting Customize. For example, if you want to create a view that shows mainly batting ratings, first select the Batting Ratings default view. Doing this will reduce the amount of customization you need to perform.

Next, select Customize from the View drop-down. You will see a screen that looks like this.

Figure 12 Customize View Screen

The screenshot shows the 'Customize View' dialog box with the 'General' tab selected. The 'Select Columns To Display' section contains a grid of checkboxes for various fields. The 'General' tab includes: Position (checked), Role, Status Information (checked), Name (checked), Name (Short), First Name, Last Name, Nickname, Team, Team (Short), League, League (Short), League Level, League Level (Short), Date of Birth, Age, City of Birth, Nationality, Height, Weight, Bats, Bats (Short) (checked), Throws, Throws (Short) (checked), and Experience. At the bottom, there is a 'Repeat Columns' dropdown set to 'Once', a 'Clear' button, and 'Cancel' and 'Ok' buttons.

The eight tabs across the top contain many fields to choose from, all selected using check boxes. You can also click the Clear button at the bottom to uncheck all boxes on the currently selected tab. There is no option to clear all eight tabs at once, so be sure to check each tab. You can select any combination of fields from any combination of tabs. The more fields you select, the more cluttered the display will become, since there is limited space on the screen to display all that information.

The Repeat Columns option allows you to repeat the selected columns up to eight times. If you select two check boxes, those columns will be repeated as many times as can fit across the screen. Why would you use this? For example, let's say you want to create a view that shows just player names. If you do this with the default settings (repeat columns once), you get a one-column view of players that continues for many pages. However, if you set the columns to repeat five times, your view will contain five columns, each containing names. This technique will display five times as many names on one page. It's a great option when you are creating views that have only a few pieces of information.

Once you have selected the settings you want, click OK to return to the previous page. Your new view will be applied automatically to the data on the screen. The newly selected view is also displayed in the settings breadcrumbs, described in Section 1.6.2.

1.7.1.3. Saving Views

Once you have a new or modified view, the Save View option appears in the View drop-down. Use this option to assign a name to your custom view.

Warning! Don't forget to save your view. It is not saved when you click OK. You must use the Save View option if you want to save your view permanently. If you try to switch to another view before saving your changes, a warning is displayed.

1.7.1.4. Modifying the Default Views

You can actually modify the default views as well. For example, if you like the default Batting Ratings view, but want to add the player nationality, do the following:

1. Select the Batting Ratings view.
2. Select the Customize option and add Nationality, then select OK.

3. Select Save View, and enter the exact name of the view you wish to replace, in this case “Batting Ratings.”
4. You will be prompted if you wish to replace the view. Say “Yes,” and you now have a customized version of the default view.

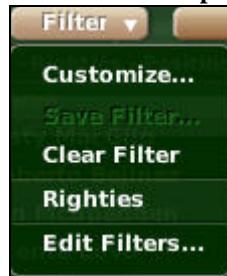
1.7.1.5. Editing and Deleting Views

The Edit Views option in the drop-down allows you to rename or delete views.

1.7.2. Filters

The Filter drop-down menu is to the right of the View drop-down menu. The Filter drop-down answers the question: “Whose data would you like to view?” By default, OOTPB displays data for all relevant people for the current screen. For example, the draft screen displays all players in the draft by default.

Figure 13 Filter Drop-Down



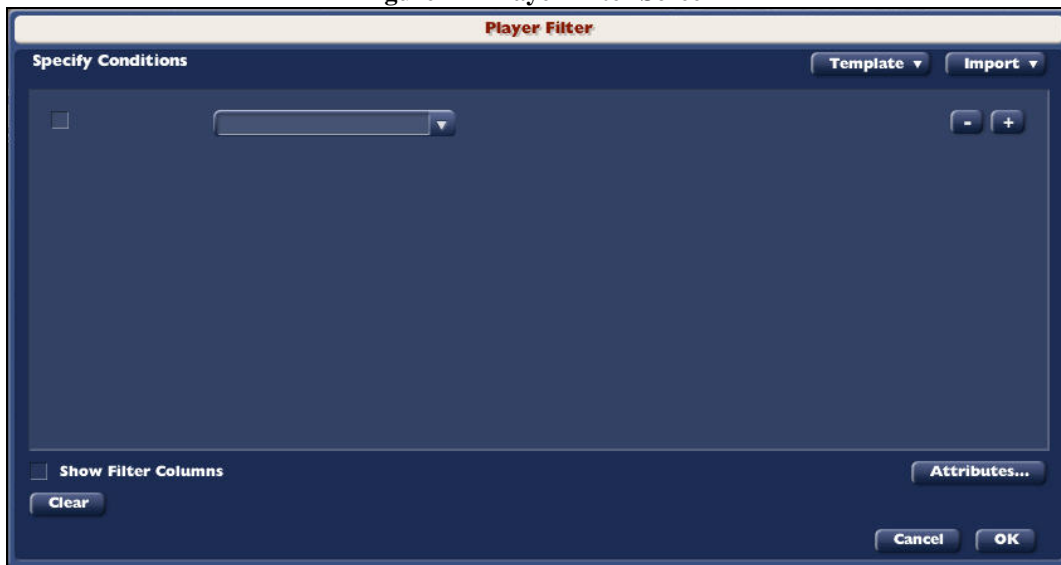
Unlike with views, the game has no default filters, so if you want to take advantage of filters, you have to create your own.

1.7.2.1. Customizing Filters

Filters are excellent for narrowing lists down to the data you want to see. For example, let's say you're looking at the Show All Players page, thinking about prospective trades for your organization. You are weak at catcher, and you don't have any good prospects, so you want to look for possible players to obtain in a trade. You would prefer someone who hits left-handed, with a contact rating of at least 60 (out of 100), and who is no older than 30. A custom filter can do this easily, together with the Position drop-down.

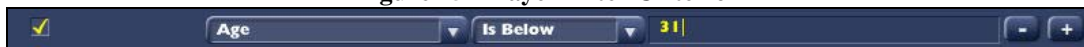
Select Customize from the Filter drop-down, and you arrive at a screen much like the Customize View screen.

Figure 14 Player Filter Screen



If you click on the empty drop-down menu, you will see a long list of characteristics to choose from: player demographics, batting, pitching, and fielding skills, and so on. Once you select a field, a drop-down menu appears to the right of the characteristic, allowing you to specify what you want to look for.

Figure 15 Player Filter Criterion



There are numerous numeric criteria such as "Is Below" and "Is At Least." In the case of nonnumeric values such as batting handedness, the criteria will change appropriately.

You can also click the Clear button at the bottom to reset the screen. Clicking on the + sign to the right of the criteria will add another criterion. Continue this process until you have defined your filter. For our catcher example above, it might look something like this.

Figure 16 Completed Player Filter

The screenshot shows a 'Player Filter' dialog box with a title bar. Below the title bar, there are two buttons: 'Template' and 'Import'. The main area is titled 'Specify Conditions' and contains a list of four conditions, each with a checkmark in a box to its left. The conditions are: 'Catcher Ability' (Is At Least 25), 'CON' (Is At Least 60), 'Age' (Is Below 31), and 'Bats' (Is Not Right). Each condition has a dropdown arrow to its right. At the bottom of the dialog, there are three buttons: 'Clear', 'Attributes...', and 'OK'. There is also a 'Cancel' button next to 'OK'.

Condition	Operator	Value
<input checked="" type="checkbox"/> Catcher Ability	Is At Least	25
<input checked="" type="checkbox"/> And CON	Is At Least	60
<input checked="" type="checkbox"/> And Age	Is Below	31
<input checked="" type="checkbox"/> And Bats	Is Not	Right

Note that this filter won't specify the player's position. That can be done with a separate drop-down a little bit later.

Once you have selected all the settings you want, click OK to return to the previous page. Your new filter will be applied automatically to the data on the screen. Now you see only players with a catcher ability of at least 25, with a contact rating of at least 60, who are under 31 years of age, and who are either left-handed or switch hitters. To further ensure you are looking only at catchers, you could select Catcher from the Position drop-down box as well. The newly selected filter is also displayed in the settings breadcrumbs.

1.7.2.2. Saving Filters

Once you have a new or modified filter, a new option will appear in the Filter drop-down, called Save Filter. Use the Save Filter option to assign a name to your custom filter.

Warning! Don't forget to save your filter. Your filter is not saved when you click OK. You must use the Save Filter option if you want to save your filter permanently. If you try to switch to another filter before saving your changes, a warning is displayed.

1.7.2.3. Criteria Check Boxes

Each criterion also has an associated check box to the left. By unchecking these boxes, you can quickly remove criteria from your filter without deleting them. This way, you can include them again later much more easily.

1.7.2.4. Filter Templates

The filter screen also has a Template drop-down in the upper right that includes a number of templates for filters. These can speed up the building of your template. For example, there is a template for Starter that immediately selects players whose role is Starter. Try checking templates before you build your filter.

1.7.2.5. Other Filter Options

Within the Player Filter screen, there are a number of other options.

The Show Filter Columns check box, when selected, will automatically add any fields you use in a custom filter to your view. For example, let's say your view shows you the player's ratings only. Then, you create a custom filter using player height and weight. As soon as you do this, the height and weight columns will be automatically added to your view.

The Attributes button is another tool to help speed up the creation of a filter. It displays a list of attributes with check boxes.

Figure 17 Attribute Filter

The screenshot shows the 'Attribute Filter' dialog box. It has a title bar 'Attribute Filter' and a section 'Select Attributes'. Below this, there are four columns of attributes, each with a checkbox. The first column has 'CON', 'GAP', 'POW', 'EYE', and 'K's' checked. The second column has 'CON Pot', 'GAP Pot', 'POW Pot', 'EYE Pot', 'K's Pot', 'Speed', 'Stealing', 'Baserunning', 'Stuff', 'Control', 'Movement', 'Stuff vs. LHB', 'Control vs. LHB', 'Movement vs. LHB', and 'Stuff vs. RHB'. The third column has 'Control vs. RHB', 'Movement vs. RHB', 'Stuff Potential', 'Control Potential', 'Movement Potential', 'Endurance', 'Recovery', 'Hold', 'Infield Range', 'Infield Arm', 'Turn DP', 'Infield Error', 'Outfield Range', 'Outfield Arm', and 'Outfield Error'. The fourth column has 'Catcher Arm', 'Catcher Ability', 'Fielding Rating at P', 'Fielding Rating at C', 'Fielding Rating at 1B', 'Fielding Rating at 2B', 'Fielding Rating at 3B', 'Fielding Rating at SS', 'Fielding Rating at LF', 'Fielding Rating at CF', and 'Fielding Rating at RF'. At the bottom, there is a 'Clear' button, an 'Attribute Value' field with a dropdown set to 'Is At Least' and a value of '15', and 'Cancel' and 'OK' buttons.

At the bottom is a drop-down like that on the custom filter screen that allows you to set a value and an operator. By selecting check boxes and setting an operator and value, you can add multiple conditions to a filter at once. For example, if you want your filter to exclude any pitchers who have a Stuff, Movement, or Control rating below 10, then you can select all three check boxes on the Attribute Filter screen. This has the same effect as creating three separate conditions, it's just faster.

The Import drop-down contains a list of all custom filters you have created. If you select one of your custom filters from this drop-down, the selected filter will be copied into the filter that you are currently modifying. This is handy if you want to create a filter that is similar to one of your existing filters. Instead of creating the filter from scratch, you can import the similar filter, and then modify from there.

1.7.3. Different Types of Views and Filters

There are six types of filters and views in OOTPB. Each type is distinct, meaning that you can have entirely different custom views in each area. If you create a custom view on the Draft page, that custom view is not available on the Player page. The six types of views and filters are described below.

View / Filter	Usage
Search Coaches views / filters	Used when performing global staff searches from the Manager menu, Staff Search & Shortlist option.

Search Players views / filters	Used when performing global player searches from the Manager menu, Player Search & Shortlist option.
Draft Players views / filters	Used during inaugural or amateur player drafts.
League Message views / filters	Used when selecting a filter on the League News page. <i>Note: This is not a customizable filter.</i>
All Messages views / filters	Used when selecting a filter on the Manager News page. <i>Note: This is not a customizable filter.</i>
All Players views / filters	Used on pages with player information, such as lineups, rosters, and free agent lists.
All Coaches views / filters	Used on pages with personnel information.
Team Players views / filters	Used when looking at player information for a specific team, such as a specific team's roster or lineups.

Views are stored in a series of files located in the **data\tables** directory where you installed the game. (If you installed in the default location, this would be **C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\tables**.)

1.7.4. Using Views and Filters across Multiple Games

One of the most important features of views and filters is that they apply to every OOTPB saved game on your machine. Playing in two online leagues, plus a solo game? There's no need to recreate your views or filters—you can use your views and filters in each of your baseball universes.

Note: Even in online leagues, when you download a new copy of a league file, your filters and views remain intact.

1.8. Common Drop-Downs

In addition to the [views and filters](#) described in Section 1.7, OOTPB uses a number of drop-down menus in the game to help you manage your data. Many of these drop-downs appear on some screens, but not on others, depending on the context. Here are some of the more common drop-downs found in the game and how they are used.

1.8.1. Position Drop-Down

Most pages that show player data include a Position drop-down, usually just to the right of the views and filters. Use this drop-down to limit the names displayed to players of a certain position. You can also choose to display all pitchers or all batters.

Figure 18 Position Drop-Down



Note: The Position drop-down filters players according to their assigned positions. So, even if you have a player who plays four positions, he will be visible only when his assigned position is selected. You can create more complicated filters using the filter functionality.

1.8.2. Preferred Occupation Drop-Down

Most pages that show team personnel data include the Preferred Occupation drop-down. Each staff member in your baseball universe prefers one of the following six occupations: manager, general manager, pitching coach, hitting coach, scout, or team doctor.

Figure 19 Preferred Occupation Drop-Down



Use this drop-down to limit the staff displayed to those who prefer a certain occupation. See Section 15.0, [Coaches and Personnel](#), for more information.

1.8.3. Scouting Drop-Down

Most pages that show player ratings include a Scouting drop-down. This drop-down allows you to select which scout's ratings you want to view. You can also view the assessments of the game's SISA (Sports Interactive Scouting Association), which produces its own set of ratings.

Figure 20 Scouting Drop-Down

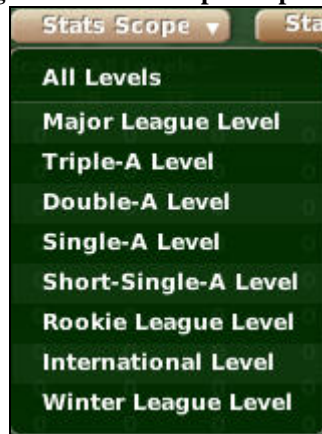


If you have scouting turned off, all ratings shown will be the true player ratings. See Section 16.0, [Scouting](#), for more information.

1.8.4. The Stats Scope Drop-Down

Most pages in the game that include statistical data also include the Stats Scope drop-down. This drop-down allows you to define the league level from which you want to see statistics.

Figure 21 Stats Scope Drop-Down



In other words, if you want to see players' statistics only from major league play, then you can select Major League Level from the drop-down. If you have a player who came over to the U.S. after five years in Japan, you can select International Level to view just his statistics from the Japanese league. You can choose from any of the available league levels. By default, the game displays statistics from all league levels combined.

League levels are classifications of leagues in OOTPB. These are defined during the game creation process. See Section 3.3.6.1 for more information on [league levels](#).

1.8.5. The Stats Split Drop-Down

Most pages in the game that include statistical data also include the Stats Split drop-down. This drop-down gives you access to a huge volume of statistical "splits." A split is a set of statistics based upon specific criteria. For example, if you want to see your hitter's statistics against left-handed pitchers only, that is a split called "Versus Left."

OOTPB has the following statistical split categories:

- Pitcher handedness (versus lefties, versus righties)
- This week or last week (“This week” runs from Monday to Sunday.” So, on Monday before games are played, everyone will have all zeros for their “this week” split. “Last week” is the same for the previous week.)
- Individual months of the year
- All-Star Game
- Spring Training
- Exhibition games
- Playoffs
- Last year
- Two years ago
- Home games or road games
- Playing surface (grass or artificial turf)
- Day or night games
- Pinch hitting
- Close or late-game situations (7th inning or later AND score must be 3 or fewer runs apart, ex. 6-3 is a “close” situation)
- Inning 1-3, 4-6, 7-9, or extra innings
- Number of outs in the inning
- Runners in scoring position
- Bases empty
- Individual runner positions (runner on 1st, runners on 1st and 2nd, bases loaded, and so on)
- First pitch, or two strikes
- Any specific count
- Behind in the count (0-1, 0-2, 1-2)
- Ahead in the count (1-0, 2-0, 3-0, 2-1, 3-1)
- Career

Note: The Stats Split drop-down appears only when you have selected a view that includes statistics.

1.8.6. The Stats Double Split Drop-Down

Most pages in the game that include statistical data also include the Stats Double Split drop-down. This drop-down contains the same options as the Stats Split drop-down. Its purpose is to allow you to select two splits at the same time. So, want to see how your players are performing in night games against left-handed hitters? Just select Night in the Stats Split drop-down, and Versus Left in the Stats Double Split drop-down!

There is no relevance to which statistic you select from which split drop-down. They behave identically.

Note: The Stats Double Split drop-down appears only when you have selected a view that includes statistics.

1.9. The OOTPB Browser and In-Game Reports

OOTPB is full of screens that are either web pages used directly in the game, or that are capable of generating HTML reports.

1.9.1. Game Screens vs. HTML Pages

Much of the game has a web browser feel to it. However, there are also many cases, most notably with reports, when actual HTML pages are displayed within the game. There is a distinction in the game between “game screens” and “HTML pages,” and each type has distinct navigation arrows.

Navigation arrows are covered in Section 1.6.2, [The OOTPB Interface](#). It’s important to realize that the yellow navigation arrows send you back and forth between game screens only. HTML pages have a special set of navigation arrows that appear only when HTML pages are on-screen. See the graphics below.

Figure 22 Game Screen Navigation Arrows



Figure 23 HTML Navigation Arrows



For example, let’s say you’re looking at the team roster (a “game screen”). Then, you delve into some team HTML reports, looking at three or four HTML reports in a row. If you click on the game screen “back” arrow, you will be returned to the last game screen you visited (the team roster). If you click on the HTML “back” arrow, you will be returned to the previous report.

This takes a little bit of getting used to. But, after a while, it gets easier to distinguish the two types of screens. HTML pages in the game are readily identified by the bright red SION (Sports Interactive Online Network) logo and banner.

Figure 24 SION Logo



1.9.2. In-Game Reports

As mentioned in Section 1.9.1, [Game Screens vs. HTML Pages](#), OOTPB has web reports built directly into the game interface. For example, if you go to the [Team Reports](#) page described in Section 8.11, you will be viewing web reports within the game interface.

Figure 25 In-Game Report Sample



Name	Pos	Team	Age	DOB	POB	Nationality	Bats	Throws	Height	Weight	Salary
Lafortune, Vincent	CF	Free Agent	23	11-18-1982	Ottawa	CAN	Right	Right	6' 1"	185 lb	-
Lambert, Napoleon	SP	Free Agent	33	12-21-1972	Amesti	USA	Right	Right	6' 4"	205 lb	-
Landerus, Generoso	3B	Free Agent	37	11-21-1968	Mexico City	MEX	Right	Right	6' 0"	195 lb	-
Lankey, Morton	SP	Free Agent	25	05-17-1980	Norwalk	USA	Right	Right	6' 2"	200 lb	-
Laplante, Glenn	SP	Free Agent	31	03-14-1974	Hattiesburg	USA	Right	Right	5' 10"	200 lb	-
Larids, Erasmo	SP	Free Agent	23	02-19-1982	Nizao	DOM	Right	Right	6' 0"	205 lb	-
Lasalvia, Faro	MR	Free Agent	39	10-25-1966	Cabral	DOM	Left	Left	6' 1"	195 lb	-
Lauzon, Frank	SP	Free Agent	23	12-01-1982	Toronto	CAN	Left	Right	6' 0"	195 lb	-
Lavador, Tony	2B	Free Agent	21	08-30-1984	El Paso	USA	Right	Right	6' 1"	205 lb	-
Lavalley, Ed	RF	Free Agent	22	12-29-1983	Lake Charles	USA	Left	Left	6' 2"	205 lb	-
Lavery, Jim	SP	Free Agent	28	05-09-1977	Mesquite	USA	Right	Right	6' 0"	210 lb	-
Leach, Marc	LF	Free Agent	35	04-04-1970	Waco	USA	Right	Right	6' 3"	210 lb	-
Leal, Cristóbal	3B	Free Agent	23	07-26-1982	Wentzville	USA	Right	Right	6' 2"	225 lb	-
Lee, Dave	2B	Free Agent	37	08-08-1968	Washington	USA	Right	Right	6' 1"	215 lb	-
Lee, Howard	SP	Free Agent	22	05-10-1983	Upland	USA	Switch	Right	5' 9"	200 lb	-
Leetch, Bill	CL	Free Agent	36	07-14-1969	Washingtonville	USA	Right	Right	6' 0"	190 lb	-

OOTPb in-game reports are easy to distinguish by the bright red SION logo in the upper left corner.

1.9.2.1. Interactive Reports

One neat feature of OOTPb's in-game reports is that they remain interactive with the game. That is, even if you are looking at a player on a report, you can still right-click on the player and see a right-click menu with options for actions you can take regarding that player.

1.9.2.2. The Open in External Browser Button

In-game reports have one common feature: the Open in External Browser button. The location of this button sometimes changes, but it always has the same effect. Click this button to open the current in-game report using your computer's default web browser.

Warning! Since the game generates reports dynamically, any hyperlinks on reports viewed in an external browser will not work.

Note: When you open an in-game report using an external browser, you can no longer use right-click menus to perform transactions. This can be done only from the game's internal browser.

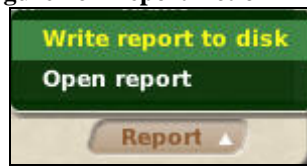
1.10. Common Action Menus

As with drop-down menus, a number of action menus or "drop-up" menus are repeated on a number of pages. Many of these action menus appear on some screens, but not on others, depending on the context. Here are some of the more common action menus found in the game and how they are used.

1.10.1. The Report Action Menu

OOTPb has many screens that involve lists of data. For example, a team's roster is nothing more than a list of players. The list of free agents is the same. Almost all pages that have lists of data like this have a **Report** action menu at the bottom of the page.

Figure 26 Report Action Menu



The Report action menu can be used to create an HTML copy of the data on the current page. There are two options in each Report action menu.

Option	Description
Write report to disk	Writes an in-game HTML report of the current screen to your hard disk, and opens the file with your external browser. The file is named using the current date and time, and is saved in your game directory, under \news\html\temp. So, for example, the file might be called: \test.lg\news\html\temp\2006-03-21-10-42-54.html.
Open report	Opens an in-game report with data on the current screen in the in-game browser.

Warning! The reports created in this manner will return only the data currently visible on the screen. For example, if you are looking at a list of players that spans ten pages, this feature will create a report of the currently selected page only.

Reports opened in this manner behave like the [in-game reports](#) described in Section 1.9.2.

1.10.2. The Scout Action Menu

OOTPb offers many opportunities to utilize your scouting personnel to scout players, teams, leagues, organizations, and more. Many pages have Scout action menus that allow you to select a member of your staff to scout the currently selected object of your attention. You will be asked to confirm before assigning your scout to the task.

Figure 27 Scout Action Menu



The Scout action menu may change depending on the screen. For example, if you are on a team's roster page, the button may read "Scout Team," while on a player's profile, the button reads "Scout Player."

See Section 16.0 for information on [Scouting](#).

1.10.3. The Affiliated Teams Action Menu

The Affiliated Teams action menu gives you quick access to any other teams affiliated with the currently selected organization. For example, in a typical major league-minor league structure, this menu will show all the major and minor league teams in the currently selected team's organization.

Figure 28 Affiliated Team Action Menu



Selecting a team from this menu takes you to the [Team Home Page](#) described in Section 8.1.

1.10.4. The Import/Export Action Menu

The Import/Export action menu appears whenever you are in an online league. It is used by team owners and commissioners to transfer information back and forth.

Figure 29 Import/Export Action Menu



[Importing and exporting](#) is covered in more detail in Section 26.4.

2.0 Jump Right In!

We highly recommend that everyone read the guide. But, we realize that some of you will be too impatient to read through this massive guide. For those of you who like to learn on the fly, here are a few simple steps that will get you started in OOTPB.

These steps will get you a job as the general manager of a major league team in a very simple baseball universe with the following characteristics:

- One league only
 - 2 subleagues, each with 2 division of 4 teams (randomly selected)
 - No minor leagues
1. Start up OOTPB.
 2. Click on New Game.
 3. Replace the words “New Game” in the Enter Game Name box in the top left with a name of your choosing.
 4. Click on the Add Fictional League button on the middle left side of the screen.
 5. Click on START GAME on the bottom left side of the screen.
 6. In the Add Manager to Game window, replace the name “Joe Unknown” with a name of your choosing, and edit the other demographic information if you wish.
 7. Click the Select Team drop-down and choose a team to manage.
 8. Click the Start Game button on the bottom right of the the screen.

This will bring you to January 2nd, 2006, in your new league. The inaugural draft for your league will be held today, so get to work!

You may want to check out Section 17.1 for more information about the [inaugural draft](#). Good luck!

Chapter Two: Screen Reference

This chapter focuses on explaining each individual screen to you,
with detailed descriptions of each option on the screen.

3.0 Getting Started

For those of you who are more methodical, the rest of this guide will walk you through the entire game screen by screen. If you skipped right to here, note that many of the navigational features of OOTP were explained in Section 1.6, [OOTPB Controls and Interface](#).

3.1. Launching the Game

As you already know, OOTP offers both solo and online play. For the purpose of teaching you a bit more about the game, we're going to assume for now that you're starting out with a solo game. Later sections of the guide will go into detail about how to play OOTP in online scenarios, either as a general manager or a commissioner.

The OOTP installation places a shortcut to the game on your desktop. You can launch OOTP by double-clicking on the icon:

Figure 30 Game Icon

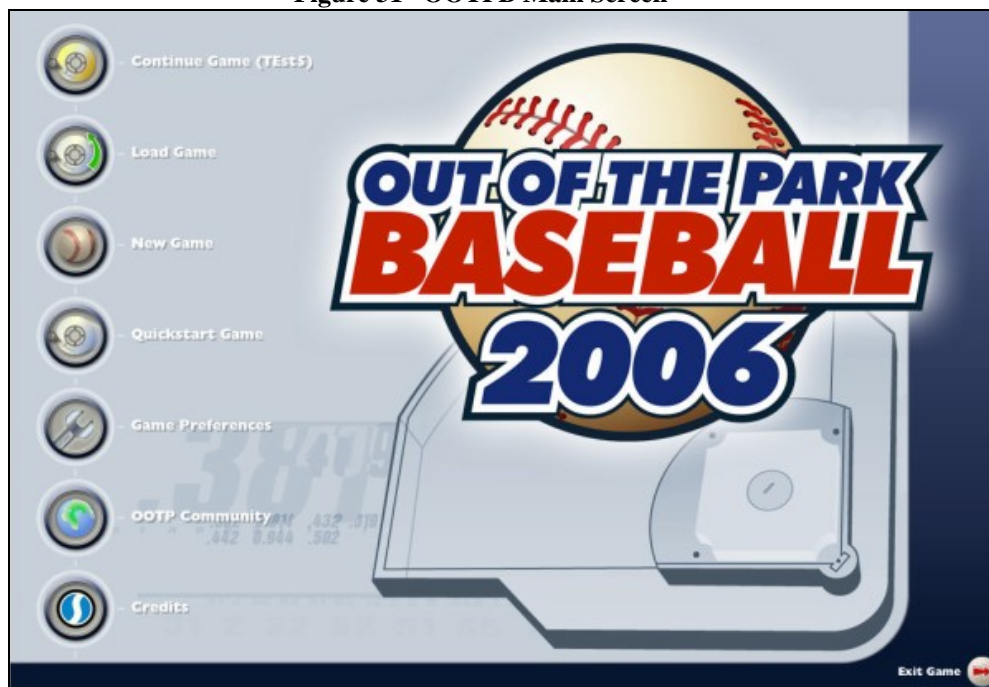


By default, an icon is also placed in your Start menu, under **Start | Programs | Sports Interactive | OOTP Baseball 2006**.

3.1.1. The Main Screen

After OOTP is finished loading, the Main screen will appear.

Figure 31 OOTPB Main Screen



The Main screen has eight options.

Option	Description
Continue Game (Game Name)	Loads the last game you played. This button is unavailable until you have created at least one game. At that time, this option will become available, and the screen will display the name of the last game you created in parentheses.
Load Game	Allows you to load a previously saved game.
New Game	Creates a new game. See Section 3.3, The Create New Game Screen , for more information.
Quickstart Game	Quickstart games are game templates that allow you to easily share games or recreate a game from scratch using the same settings. See below for more information on quickstart games.
Game Preferences	Allows you to modify global game preferences. See Section 3.1.3 for more information on Game Preferences .
OOTP Community	Opens up a browser window to the OOTPB website community forums .
Credits	Shows a list of those who were involved in the development and production of the game.
Exit Game (lower right)	Quits the game.

3.1.2. Quickstart Game

You can save OOTP games as quickstart games. These games can be used later as templates to speed up the game creation process. For example, if you spent a long time creating a complicated league structure, you could save that as a quickstart game, and later create another league using the same settings with only a few mouse clicks. You could also zip up a quickstart game and share it with a friend. For example, you could set up a game scenario wherein you challenge your friends to take over a weak ballclub.

Quickstart games are complete leagues. That is, they already have teams and players defined. You cannot take a quickstart league and start over the same structure, but with different players.

Note: Saving your game as a quickstart just after you have started a new game is also an excellent way to create a backup copy of your game file!

3.1.2.1. Saving a Game as a Quickstart Game

Saving a game as a quickstart game is simple. Create a game, and then select Save Game as Quickstart from the Game menu. You will be brought to a dialog box like the one below.

Figure 32 Quickstart Save



The dialog box has the following options:

Option	Description
Enter Name for the Quickstart Game	Type a name to help you remember the quickstart game. This can be different from the name of your saved game. The name can have a maximum of 20 characters.
Enter Game Description	Enter a description for the quickstart game. This will help you remember when to use the quickstart game later. It's best to be descriptive. For example, you could write "Asian league setup with Japan and Korea, full minors."

Once you have entered this information, click the Save button at the bottom of the screen. Your quickstart game will be saved, and will now be available when you choose Load Quickstart Game from the Game Menu, or when you choose Quickstart Game from the Main screen.

3.1.2.2. Loading a Quickstart Game

Loading a quickstart game is easy as well. From the Main screen, click the Quickstart Game option. Alternately, you can choose Load Quickstart Game from the Game Menu once a game is loaded. When you do this, you will be presented with a load page like the one below:

Figure 33 Quickstart Load



Quickstart games you have saved are listed in the top half of the screen. In the bottom half is the description of the currently selected quickstart game.

The game comes with two quickstart games:

- Fictional Quickstart is a fictional league of 16 teams, including a full minor league system. This is a great place to start if you just want to dive in.
- MAL is a large league with 16 minor league systems included. A lot more complicated, for those of you who wish to get in trouble early.

To start a new game based on a quickstart game, click the quickstart game you would like to base your game on in the top half of the screen. Enter a name for your new game – the one that will be based on the quickstart game. Then click **CREATE GAME** at the bottom of the screen.

The new game will be created, and a dialog box will display alerting you to create a new human manager persona for the game. See Section 3.4.2 for more information on [adding managers](#).

3.1.2.3. Sharing Quickstart Games

Quickstart games are saved in their own directory on your computer. There is a directory called **quickstart_games** in your game data directory (c:\program files\sports interactive\OOTP Baseball

2006\data\quickstart_games, if you installed in the default directory.) Each quickstart game has its own directory, ending with **.quick**.

If you would like to share a quickstart game, simply zip up this entire folder and get it to another player. The second player unzips the folder so that it resides in the same location on the second PC. Then the game can be accessed through the Load Quickstart Game option.

3.1.2.4. What is Saved in a Quickstart Game?

A quickstart game is just like any other saved game. Although most quickstart games are created just after the creation of a league, you could just as easily play 10 years of a franchise before saving it as a quickstart game. All players, teams, and history are migrated to the copy of the game you create. The only difference will be the name of the saved game.

3.1.3. The Game Preferences Screen

The Game Preferences screen contains a number of options that affect the way OOTPB behaves. The Game Preferences settings are global, meaning that these changes affect all OOTPB games saved on your computer. The settings can be changed at any time with no ill effect. Use the Reset button to set all preferences back to the game defaults.

Figure 34 Game Preferences Screen

The screenshot shows a 'Preferences' dialog box with a dark wood-grain background. It lists ten settings, each with a label and a dropdown menu. The settings are: Height Unit (Feet), Weight Unit (Pounds), Use Simulation Screen (NO, faster Dialog View), News Ticker (Display Ticker (slows low-end machines down)), Menus (Click To Open), Use page-selector for lists (Yes, use if appropriate), Display Mode (Windowed), Starting Page (Joe Unknown News), Current Skin (brown green), and CSV field delimiter (Comma). At the bottom left is a 'Reset' button, and at the bottom right are 'OK' and 'Cancel' buttons.

There are six options on the page, most of which define how certain values will be displayed in the game.

Option	Description
Height Unit	Sets the default unit for displaying player height. You can choose inches, feet, centimeters, or meters.
Weight Unit	Sets the default unit for displaying player weight. You can choose kilograms, stone, or pounds.
Use Simulation	Determines whether the standings and the leaderboard will be shown during auto-play, or

Screen	whether a simpler dialog box will be displayed. You can choose from “No, faster Dialog View” or “Yes, display more info.” See Section 23.4 for more information on the simulation screen options .
News Ticker	Determines whether on the news ticker on the bottom of the screen will be displayed. On some computers, particularly those below the minimum hardware specifications, leaving the ticker on may cause high processor utilization. Turning this off has no impact on what news you are able to see.
Menus	Sets the behavior of in-game menus. You can choose from the following options. <ul style="list-style-type: none"> • Auto-Open (game menus open automatically when you mouse over them). • Click to Open (game menus open only when you click on them). • Use Style Set (Style Sets are part of the custom skinning feature of OOTPB. See Section 1.1.4 for more information about customization.)
Use page-selector for lists	Sets the behavior of large lists in the game. By default, the game uses the page selector described in Section 1.6.2. Some people prefer to have a simple scrolling list, even if it is thousands of rows long. You can choose to use the page selector, or to always use scrollbars. Even if you choose the page selector, the game will only use the page selector on large lists.
Display Mode	Determines whether the game will run in Windowed mode or full screen mode. In full screen mode, all other applications or programs are hidden from view. In Windowed mode, you can still easily switch between other applications. For example, Windows users will still be able to see the Windows taskbar at the bottom of the screen. <i>Note: Even in Windowed mode, you cannot resize the game window.</i>
Starting Page	Sets the default page in your game. This page will be the first one displayed each time you open a game. For example, if you want the game to display your league’s standings first, you can choose it here. However, the list of options is built from pages you have already visited in the game. Therefore, until you have navigated a bit through the game, there won’t be many options available here.
Current Skin	Sets the “skin” for the game. A skin defines the visual appearance of the game: the colors and fonts, the background, and so forth. OOTPB comes with three skins: “ootp blue,” “pearl,” and “brown green.” You can change skins at any time without affecting your game. Warning! Changing skins can take up to several minutes. Be patient! <i>Note: You can create your own custom skins and load skins that others have created. See Section 1.1.4 for more information on customization.</i>
CSV field delimiter	Sets the delimiter used when exporting game data to text files as described in Section Error! Reference source not found. You can choose from comma-delimited and semicolon-delimited.

3.2. OOTPBStarting a New Game

All right, we’ve covered most of the foundation; it’s time to get you into the game! To get you up to speed on the inner workings of OOTPB, let’s start walking through the game screens from the perspective of a solo player. You can see Section 26.0 for more information on [online leagues](#). However, we still recommend that you try the game out as a solo player first, to get familiar with the game.

Any solo game begins with the creation of a new game. To create a new game, go to the Main screen and click on the New Game button.

Figure 35 New Game Button



The game will take several seconds to load information about the game world. You will see a progress bar as the game data is loaded. It will then display the Create New Game screen. But before we get into the details of creating a new game, you should understand some of the key terminology used in the game.

3.2.1. Game Universe Terminology

Before you can understand what choices to make in creating a game, it's important to know some of the terminology used in the game. Even for OOTPB veterans, there are important changes here.

A **game** is one "universe" of baseball in OOTPB. A game could contain one league, five leagues, one league with multiple "subleagues," or any other combination of leagues and subleagues. In fact, in OOTPB, there is no limit to the combinations of leagues you can put into one game, other than hard disk space. Each game you create generates a distinct directory on your computer's hard drive.

A **league** consists of one group of baseball teams, players, and the rules for how that league operates. Leagues roll up into a game / universe. OOTPB supports four types of leagues: Standard Leagues, Historical Leagues, Fictional Leagues, and imported leagues from previous versions of OOTPB (version 6.12 or 6.5 only). Each of these are described in Section 3.2.2, [League Types](#). There is no limit to the number of leagues your game can have.

Note for users of previous versions of OOTPB: Individual leagues are no longer stored in separate directories on your computer's hard drive. It is now one directory per game instead.

A league can be considered to be a **parent league** or an **affiliated league**. A parent league can have affiliated leagues "beneath" it, such as minor leagues. Most league settings cascade from parent leagues down to affiliated leagues. That is, in most cases you cannot set an affiliated league's league settings, because they are obtained from the parent league. An affiliated league cannot have more than one parent league. A parent league and all the affiliated leagues that roll up to it can be referred to as a single **league system**. However, these terms are used primarily to help explain how the league hierarchy works in the game, and they don't appear on the actual game screens.

A **subleague** is a group of teams within a league. A league can have one or two subleagues. For example, if you create a league called My League and divide it into a Northern League and Southern League, the latter two are subleagues of My League.

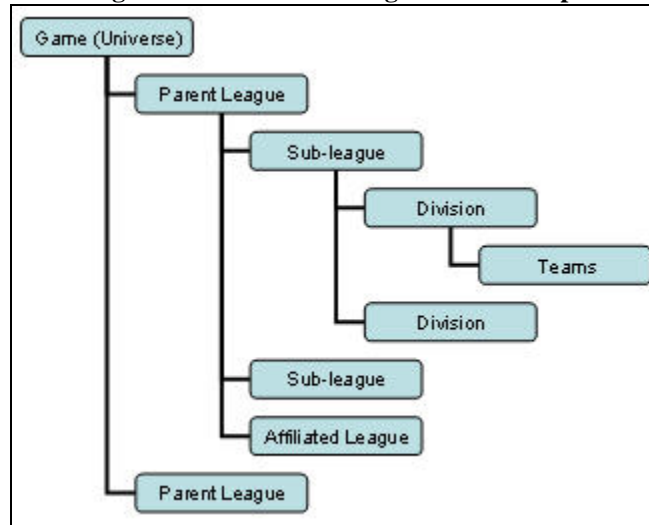
A **division** is a group of teams within a subleague. A league or minor league can contain between 1 and 50 divisions. Each division can contain between 2 and 50 teams.

A **minor league** is usually an affiliated league rolling up to a parent league, usually called a **major league**. However, it is possible to have a minor league that is independent. Independent minor leagues behave just like any parent league. Minor leagues typically involve a lower level of play than major leagues. OOTPB supports five levels of minor league play: Triple-A, Double-A, Single-A, Short Season A, and Rookie. Each minor league you create must be classified with one of these five levels. However, the classifications have no real impact on game play. As with all leagues, you can customize your minor leagues to perform in the manner that suits you best. There is no limit to the number of minor leagues you can have.

Note: Minor league teams do not need to be affiliated with a major league team. Please see Section 3.3.7.3 for more information on [minor league team affiliations](#).

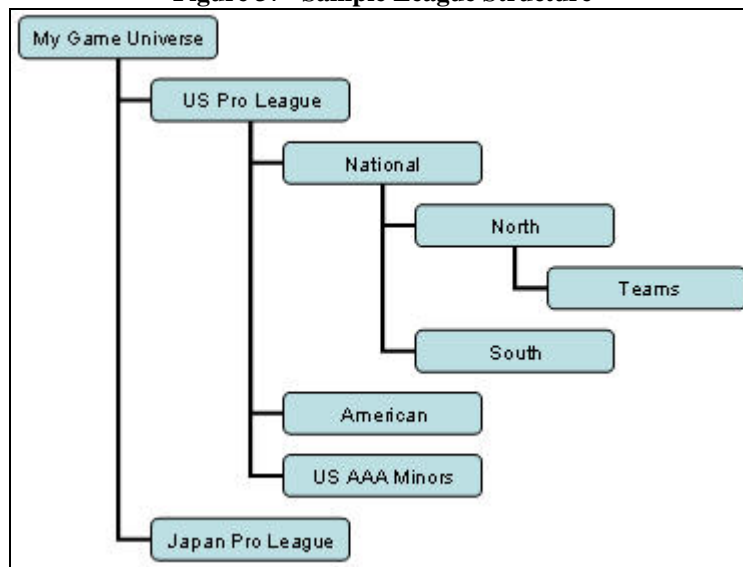
One way to map out the relationships between these elements is shown below.

Figure 36 Game and League Relationships



An actual game might look something like this:

Figure 37 Sample League Structure



3.2.2. League Types

There are four types of leagues in OOTPB: standard, historical, fictional, and imported.

Standard Leagues are based closely on a professional baseball league that exists in the world today. In standard leagues, league details have been preconfigured to match the real-world details of those leagues as closely as possible, although the player and team names are different. Standard leagues are also configured

by default with a number of minor leagues and subleagues, to match the real-world structure of those leagues. See Section 3.3.1.2 for more information on [adding Standard Leagues](#).

Historical Leagues are closely based on historical data. This option is most commonly used by players who prefer to do historical simulations. OOTPB does not include historical leagues, but it provides the ability for you to load historical data from a third-party database. See Section 3.3.1.3, [Adding Historical Leagues](#), for more information.

Fictional Leagues allow you to create your own baseball universe from scratch. You can define all the details of a fictional league however you see fit, from the financial structure to the teams and player settings. See Section 3.3.1.4 for more information on [adding Fictional Leagues](#).

Imported Leagues allow you to import a league that was created in a previous version of OOTPB. Specifically, only leagues that were created in version 6.12 or 6.5 of OOTPB can be imported. See Section 3.3.1.5 for more information on [importing OOTPB 6.12/6.5 leagues](#).

Note: Remember, your game universe can contain a combination of all these types of leagues.

3.3. The Create New Game Screen

The Create New Game screen can be a little overwhelming. To make it easier to grasp, think of the screen as divided into two panes, left and right. The left pane holds global settings—settings that affect your entire game universe. The right pane contains settings that affect one specific league within your universe.

Note: Games created are “solo” games by default. If you want to enable a game for online play, this is done after the game creation process. See Section 26.0 for more information on [online leagues](#).

Figure 38 Create New Game Screen



We'll walk you through the pages in the game creation process, starting from the left.

Warning! It's generally easier to go through league creation once and get it right than to try to change some details later on. Some league settings cannot be changed after the game has started. Don't click on the **START GAME** button until you've gone through every tab on both sides of this screen.

3.3.1. The Create Game Page

The left pane contains two pages, each containing global settings that affect all the leagues in your game universe. The page that is initially displayed is the Create Game Page, wherein you define some of the basics of your game. Use this page to select a name for your game, a starting year for your baseball universe, and select leagues for inclusion in your game universe.

Note: Remember, your game can contain any combination and quantity of leagues of any type, including mixing among the league types.

Figure 39 Create Game Page

This screen has the following options.

Option	Description
Enter Game Name	Enter the name of your game here. The game name can be no longer than 49 characters. The game name can contain spaces, but should not include special characters such as punctuation or “\” and “/”. Game names must be unique. <i>Note: OOTP will automatically give your game a name of “New Game” plus a sequential number, if you do not choose a name yourself.</i>
Enter Starting Year	Enter the starting year for your game. The year does not have any effect

	on the players, teams, or settings of your game. For example, the game does not automatically determine appropriate salary levels based on the year you select.
Cancel	Clicking Cancel cancels the game creation process, and sends you to the Database Info screen without saving your game.
Templates	Allows you to load or save a <i>world template</i> . See Section 3.3.1.7 for more information on templates .
START GAME	Clicking START GAME creates your game with all the settings you have specified. Warning! <i>Do not click START GAME until you have changed all the settings you want, on both panes of the screen.</i>
Select Standard League	Select a check box next to one of the listed standard leagues to include that league in your game universe. See Section 3.3.1.2, Adding Standard Leagues , for more information.
Add Historical Major League	Click on the Add Historical Major League button to add a historical league to your game. See Section 3.3.1.3, Adding Historical Leagues , for more information.
Add Fictional League	Click the Add Fictional League button to add a fictional league to your game. You can add multiple fictional leagues. See Section 3.3.1.4, Adding Fictional Leagues , for more information.
Import OOTP 6.12/6.5 League	Click the Import OOTP 6.12/6.15 League button to import a league from a previous version of OOTP. See Section 3.3.1.5 for more information on importing OOTP 6.12/6.5 leagues .

*Note: Once your league is created, a directory will be created in your OOTPB directory, in the **data\saved_games** directory. The directory will be called “**yourgamename.lg**,” where “yourgamename” is the name of the game you entered on this screen. So, if you entered a name of “MyLeague,” there would be a new directory called **data\saved_games\MyLeague.lg**.*

3.3.1.1. The All Included Leagues Box

In the lower left corner of the screen is the All Included Leagues box, which displays a running list of all the leagues you have selected for your game. When you add leagues to your universe, this list is updated automatically. Clicking on a league in this list enables you to edit the characteristics of that league on the right-hand pane of the screen.

3.3.1.2. Adding Standard Leagues

To add a Standard League, select a Standard League using the appropriate check box. Many Standard Leagues have a predefined league system. For example, if you select the check box for Major American League, the All Included Leagues box is populated with a major league and several minor leagues.

Figure 40 Adding Standard Leagues



Note: You can have only one of each standard league in a single game. In other words, you cannot have two copies of the Japan Professional Baseball League within one game, although you could accomplish something similar with a fictional league.

3.3.1.3. Adding Historical Leagues

The process for adding historical leagues is a little different. If you want to play an OOTP league with great, real players from the past, you must first obtain a third-party historical database file. OOTP has no affiliation with any third-party historical database makers.

Follow these steps to create a historical league:

1. Download a third-party historical database and follow any instructions for installing the file(s). Typically, these databases consist of many comma-separated files, with one called Master.csv. The third-party database should be stored in a separate directory from OOTP.
2. Start up OOTP and select Create New Game.
3. Click on the Add Historical Major League button.
4. You will then be prompted to find the location of the Master.csv file on your computer. Once you have found the directory, select the Master.csv file and click on Confirm.
5. The next screen gives you several options for how you want to import your historical league.

Figure 41 Historical League Import Options

Historical League Import Options

Enter Season Year: 1977

☐ Keep this season's statistics in player career stats

Base Potential Ratings on...: Career Totals

Left/Right Split Ratings: ☒ Generate random L/R Splits

Adjust Hitters Options

Adjust Hitters with less than X At-Bat: 200

Make bad Hitters with less than X At-Bat: 50

Adjust Pitchers Options (Starting Pitchers get the quadruple number of IP applied)

Adjust Pitchers with less than X Innings: 25

Make bad Pitchers with less than X Innings: 10

Import League Cancel

The options on this screen are described below.

Option	Description
Enter Season Year	The season in which you want to have your historical replay begin. You can type in any year between 1901 and 2005.
Keep this season's statistics in player career stats	If this box is checked, the real-life statistics from the season you are about to play will appear in each player's career statistics in OOTPB. For example, let's say you decide to import the year 1927. If you check this box, Babe Ruth will have 60 homers added to his career total (the number he hit in 1927). If you leave it unchecked, it will be as if we are beginning the 1927 season and only homers he hit prior to 1927 will be in Ruth's career total.
Base Potential Ratings on...	<p>There are three options in this drop-down, used to determine the potential ratings assigned to imported players.</p> <ul style="list-style-type: none"> Career Totals: Player ratings will be assigned based on a player's entire career. Remaining Years of Career: Perhaps the most accurate way to replay history. With this option, a player will be rated only on what he has not yet done in his career. For example, if you start a league in 1930, this option will base all players' ratings only on what they accomplished in 1930 or later. Peak Seasons: Player ratings will be assigned based on the best years of a player's career. <p><i>Note: See Section 14.0, The Player Rating Model, for more information about player ratings in OOTPB.</i></p>
Left / Right Split Ratings	Historical databases do not usually include data on how hitters performed specifically against right-handed or left-handed pitchers. If you select this option, a right-handed hitter will generally have better ratings against a left-handed pitcher. If you leave this unchecked, players will generally hit equally against all pitchers.

Adjust Hitters with Less than X At Bats	This setting forces the game to adjust the hitting ratings for players who did not play very much in the selected season. For example, this would prevent a player who hit .500, but in limited at bats, from being rated very highly. By default, players with fewer than 200 at bats will be adjusted.
Make Bad Hitters with Less than X At Bats	Similar to the prior setting, this setting forces the game to severely reduce the hitting ratings for players who had a very low number of at bats in the selected season. By default this is set to 50 at bats.
Adjust Pitchers with Less than X Innings	This setting forces the game to adjust the pitching ratings for players who did not play very much in the selected season. For example, this would prevent a player who pitched well, but in just 5 innings of play, from being rated very highly. By default, players with fewer than 25 innings pitched will be adjusted.
Make Bad Pitchers with Less than X Innings	Similar to the prior setting, this setting forces the game to severely reduce the pitching ratings for players who had a very low number of innings pitched in the selected season. By default this is set to 10 innings.

6. Once you have the settings you want, click on the Import League button, and your league will be created. It might take several minutes to import, as the game is loading and creating ratings for each player from the season you selected.
7. When the import is complete, you will be returned to the Create New Game screen, where you can make additional adjustments to your game, or even add a second historical league. In OOTPB, you could have a 1927 league running alongside a 1977 league, and even allow players to move freely from league to league.

Note: If you are importing historical players, you may want to schedule your amateur draft between October and November. Otherwise your rookies may make their major league debuts a year earlier than you expected.

Note: Because OOTPB is not affiliated with any third-party historical database makers, we cannot provide you with precise instructions for the database of your choice. However, the forums for the OOTP community (<http://www.ootpbaseball2006.com>) are full of people who enjoy historical simulations using these databases and can assist newer players.

Note: You can also [import historical players individually](#). See Section 25.13 for more information.

3.3.1.4. Adding Fictional Leagues

To add a Fictional League, click on the Add Fictional Leagues button. When you do, a new entry will appear in the All Included Leagues box titled “Fictional Baseball League.”



Any leagues added using this button are *parent leagues*. Affiliated leagues are added through the right side of the screen. We'll cover that in a minute. For more information about the [different league types](#), see Section 3.2.2.

3.3.1.5. Importing OOTP 6.12/6.5 Leagues

Before you can import an OOTP 6.12 or 6.5 league, you must first make sure the the league date in the league you wish to import is set to Opening Day. If it is not Opening Day, the import process will not complete successfully.

Note: Always make a backup copy of your league before importing!

Once you have your league prepared, use the following steps to import an OOTP 6.12 or 6.5 game:

1. Click on the Import OOTP 6.12/6.5 League button.
2. You will be presented with a browser window. Find the **league.dat** file for the league you wish to import. It should be immediately inside your league directory (myleague.lg, for example).
3. Select your league.dat file by clicking on it, and then click the Confirm button in the lower right.
4. OOTPB will import your league. The import process may take some time, depending on the size and complexity of your league, as well as the memory and processing power of your computer.
5. Once the import is complete, you will be returned to the Create New Game screen, and your league will have been added to the All Included Leagues Box in the lower left.

Because minor leagues are handled differently in OOTPB 2006, your minor leagues and player assignments are not recreated automatically during the import process. To ensure that your minor leagues and players are imported as they were in OOTP 6.12 or 6.5, use the following steps:

1. Click on your league's name in the All Included Leagues Box in the lower left.
2. On the right side of the screen, select "Triple A" from the Add Minor League action menu.
3. Repeat Steps 1 and 2 for "Double A" and "Single A." Remember to click on your league's name after adding each minor league! (You can repeat these steps for Low Single A and Rookie, if you wish to take advantage of those additional levels of minors.)
4. Complete your league setup and start your game.

Warning! *If you attempt to import a league with a different minor league configuration, such as multiple AAA level leagues, players may not be assigned to the appropriate teams or levels. You may have to go through some trial and error to get the results you like best.*

In addition, new players will be created during the import process. Previous versions of OOTP allowed "ghost players" in the minors. These were invisible players used to fill out rosters that did not have enough players. OOTPB does not use ghost players, and all rosters must have a full complement of players. Therefore, most imported leagues will not have enough players to fill out the minor league rosters. As a result, OOTPB will generate new players to fill the empty roster slots. These players will be very weak, so that they will have as little impact on your current minor leagues as possible.

The AI will assess and make changes to roster assignments based on the influx of new players. Therefore, it is likely that many of your minor league players will be moved into higher minors after the addition of newer, weaker players.

Due to radical differences in data structures between OOTP 6.12/6.5 and OOTPB 2006, not all data can be successfully converted into the new version of the game. The following data will not be imported:

- Minor league cities and nicknames
- Player origins
- History records of any kind (team history, league history, player history, record books, etc.)
- Coaches (fictional coaches/scouts get generated and added instead)
- Lineups, depth charts and pitching roles

- Career minor league stats
- Team logos or player pictures (the game no longer supports the .BMP files that were used for logos or pictures previously)
- Manager mode (your manager persona)
- Any passwords

Additionally, although your imported league was on Opening Day, the date of the game after import will be reverted to January 1st. To avoid duplication of Spring Training, there will be no Spring Training in the first season of an imported league. You may need to consider changing the date of the amateur draft if you have already held your draft.

3.3.1.6. Important Note About Leagues

Leagues cannot be added to your game after the creation of the game, so be sure to establish all of the leagues you will need before starting the game. Many league settings can be changed on the fly, and divisions and teams can be added or removed as well. See Section 5.4.2.8 for more information on [editing your league structure](#).

3.3.1.7. Templates

Templates are a neat feature that can save you time when you create multiple worlds. They are related to quickstarts, but instead of containing a full copy of a completed world, they only contain a skeleton of the game you have created. For example, a completed quickstart would contain a fully defined game, including a full set of players. A template would contain only the structure for a game, and you could use this template to create five different games with identical structures but different players.

To save the structure of a game as a template, click on the Templates action menu and select “Save this Setup as a Template. Then simply enter a name for your template and click “Save Template.”

To load an already saved template, select Load World Template from the Templates action menu.

Templates are saved in the world_templates directory inside your OOTPB installation (C:\Program Files\Sports Interactive\OOTPB Baseball 2006\data\world_templates, if you installed in the default directory) as files with a .wtp extension. You can share these templates with other users as well. Simply share the .wtp files and make sure they are saved in the world_templates directory. The next time you fire up OOTPB, you will be able to select the new template.

3.3.2. The Game Options Page

On the left side of the screen, the second tab displays the Game Options page. This page sets a number of key variables for your baseball universe. The settings on this page cannot be set for individual leagues. Changes you make here affect every league in your game. They are, however, game-specific. For example, you can have different Game Option settings in two separate saved games.

Figure 43 Game Options Page, Part 1

Game Options	
<input checked="" type="checkbox"/>	Use Complete Scouting System
<input checked="" type="checkbox"/>	Use Complete Coaching System
Player Options	
Batter Aging Speed	1.000
Batter Dev. Speed	1.000
Pitcher Aging Speed	1.000
Pitcher Dev. Speed	1.000
<input type="checkbox"/>	Disable Player Development
<input type="checkbox"/>	Create and maintain hidden players
<input checked="" type="checkbox"/>	Show & use player personality ratings
Retiring Players Options	
<input type="checkbox"/>	Delete those who never reached Majors
Financial Modifiers	
Financial Coefficient	1.000
AI Options	
Lineup Selection	Traditional
Trading Options	
AI Trading Frequency	Average
Trading Difficulty	Average
Trading Preference	Neutral

Figure 44 Game Options Page, Part 2

Injury & Fatigue Options	
<input checked="" type="checkbox"/>	Enable Injuries
Injury Frequency	Average
Position Player Fatigue	None
Rating Scales	
Player Ratings	1 to 20
Player Potential	1 to 20
Coach/Scout Ratings	1 to 20
Auto-Save & Boxscore/Logs Options	
Auto-Save	Never
Save Boxscores from...	ALL Leagues
Save Game Logs from..	ALL Leagues

The Game Options page has eight sections.

3.3.2.1. Game Options

There are two main game options.

Option	Description
Use Complete Scouting System	If this box is checked, OOTPB's scouting system will be in use. See the section on scouting for further details. If scouts are turned off, all the player ratings and potential values you see in the game will be the "true" values.

Use Complete Coaching System	If this box is checked, OOTPB's coaching / personnel system will be in use. If coaches are turned off, all teams are treated as if they had an average coaching staff. "Coaching" in this case includes other team personnel such as team doctors. See the coaching / personnel section for further details on these features.
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3.3.2.2. Player Options

Modifiers are used in a number of places in OOTPB to give you greater flexibility. The default setting of 1.000 for modifiers is designed to produce results that are consistent with modern-day baseball. You can, however, change these modifiers to suit your baseball universe.

To decrease a modifier, enter a number less than 1. For example, a modifier of .500 should roughly halve the expected results. To increase a modifier, enter a number greater than 1.

The following options are available in this section.

Option	Description
Batter Aging Speed	This modifier affects the speed with which players lose their hitting skills as they age. The lower this modifier is set, the more slowly players will lose their skills as they age. So, a modifier of .500 would result in players maintaining their hitting skills much later in their careers. A modifier of 1.500 would cause players' hitting skills to drop much earlier in their careers.
Batter Dev. Speed	This modifier affects the speed with which players' hitting skills develop. The lower this modifier is set, the more slowly players will develop their hitting skills. So, a modifier of .500 would result in players developing hitting skills much more slowly. A modifier of 1.500 would cause players to develop hitting skills much more quickly.
Pitcher Aging Speed	This modifier affects the speed with which players lose their pitching skills as they age. The lower this modifier is set, the more slowly players will lose their skills as they age. So, a modifier of .500 would result in players maintaining their pitching skills much later in their careers. A modifier of 1.500 would cause players' pitching skills to drop much earlier in their careers.
Pitcher Dev. Speed	This modifier affects the speed with which players' pitching skills develop. The lower this modifier is set, the more slowly players will develop their pitching skills. So, a modifier of .500 would result in players developing pitching skills much more slowly. A modifier of 1.500 would cause players to develop pitching skills much more quickly.
Disable Player Development	Select the Disable Player Development check box if you do not want players to develop in your game world. This option is generally used by historical simulation fans who want the game to generate very specific statistical results, which could be thrown into disarray if player skill levels change during a season.
Create and Maintain Hidden Players	Select the Create and Maintain Hidden Players check box if you want the game to create hidden players in nations outside of the league nation. A hidden player is an unscouted player who does not appear in the game until a team has scouted a nation and found that player. See Section 16.8 for more information on scouting hidden players . If this is not selected, no hidden players will be created, and the "scout nation" functionality will be disabled. Additionally, if you have turned scouting off, you will be unable to access hidden players, even if this checkbox is checked. <i>Note: You cannot change this value after the creation of the game.</i>
Show & use player	Players in OOTPB have distinct personalities based on a number of personality ratings. If this option is checked, the game will display these player personalities in

personality ratings	the player profile and use them in game decision-making. See Section 14.11 for more information on player personalities .
---------------------	---

Note: As a rule, it's safest to make only small changes in modifiers, until you are more certain of the effect.

3.3.2.3. Retiring Players Options

This option allows you to automatically delete players from the game database if they have retired without ever playing in a major league. This can potentially help keep the size of the database file down somewhat, and some players feel it removes clutter when looking at league history. This option is turned off by default, meaning that all player history is retained forever.

3.3.2.4. Financial Modifiers

Financial Coefficient: The Financial Coefficient is an easy way to adjust the monetary figures that appear across your entire league. Changing this value will cause a corresponding increase or decrease in financial values throughout your universe. For example, if a player has a \$1,000,000 contract, changing the Financial Coefficient to 1.100 would cause the contract to become a \$1,100,000 contract.

The Financial Coefficient is a strict multiplier. For example, lowering the Financial Coefficient might lower player salaries, but it would not change the curve of salary distributions. For more information on this topic, see Section 3.3.8.6, [Financial Rules](#).

Note: When you change the Financial Coefficient, values such as the “typical salary” values in the league setup will change automatically. For example, if your typical coach salary was set to \$200,000, and you change the Financial Coefficient to .50, the typical coach salary would become \$100,000. However, you must switch tabs before the changes will become apparent. To make sure you are looking at the most recent information after changing the Financial Coefficient, simply click on any tab and then return to the tab that you wish to view.

3.3.2.5. Trading Options

These options affect how trading is handled in your universe. Individual leagues also have other trade-related settings.

Option	Description
AI Trading Frequency	This option determines how often computer general managers will make trades. The value can be set from Very Low to Very High.
Trading Difficulty	This option determines how difficult it is to trade. The harder the difficulty, the more computer general managers will ask for in trades, and the less likely they will be to fall for bad deals. The value can be set from Very Easy to Very Hard.
Trading Preference	This option determines whether computer general managers favor veteran players or young prospects in trades. The value can be set from Heavily Favor Veterans to Heavily Favor Prospects. In addition to this global setting, computer general managers also value players differently based on their preferences. See Section 15.2, Coach / Personnel Personalities and Strategies , for more information.

Also see Section 18.0, [Trading](#), for more information on player trading.

3.3.2.6. Injury Options

These options affect how player injuries are handled in your universe.

Option	Description
Enable Injuries	When this check box is unchecked, no players will experience injuries.
Injury Frequency	This option determines how frequently injuries occur in your universe. The higher the frequency, the more injuries will occur. The value can be set from Very Low to Very High. The default setting (Average) approximates the same frequency as in the real world.

See Section 14.10, [Injuries, Fatigue, and Aging](#), for more information on player injuries.

3.3.2.7. Rating Scales

OOTPB uses a number of ratings to describe the abilities of players and coaches. You can customize the numeric range used for these ratings by selecting any of the three menus in this part of the Game Options Page. Ratings are defined later in the guide, but the numeric range you choose is strictly a matter of preference.

OOTPB supports any of the ratings scales listed below. In each numeric scale, the higher a player's rating, the better he is at that particular skill:

NONE displayed
1 to 5
2 to 8
1 to 10
1 to 20
20 to 80
1 to 100

"NONE displayed" will prevent ratings from displaying. Even if ratings are not displayed, they still exist and are used by the computer in decision-making. They are simply not visible to the human player.

There are three sets of ratings in the game, each of which can use a different scale:

Option	Description
Player Ratings	Sets the numeric scale used to define players' current ratings. See Section 14.0, The Player Rating Model , for more information on player ratings.
Player Potential	Sets the numeric scale used to define players' potential ratings. See Section 14.0, The Player Rating Model , for more information on player potential ratings.
Coaches / Scouts Rating	Sets the numeric scale used to define coach and scout ratings. See Section 15.0, Coaches and Personnel , for more information on coaches and scouts.

Note: You can change rating scales at any time during a game without adversely affecting your league.

3.3.2.8. Auto-Save & Box Score / Logs Options

The Auto-Save & Box Score / Logs Options section of the Game Options Page contains a few additional choices for administering your league.

Option	Description
Auto-Save	The Auto-Save option tells the game how frequently to auto-save the progress in your game. You can choose never, once a year, once a month, once a week, or daily. The time frames given are in-game times, and not real world times.

Save Box Scores from...	The Save Box Scores from . . . option allows you to choose which box scores will be saved. The more box scores you save, the more space is taken up on your computer. You can choose to save box scores from all leagues, human leagues, human organizations, human teams, or none.
Save Game Logs from...	The Save Game Logs from . . . option allows you to choose which game logs will get saved. The more game logs you save, the more space is taken up on your computer. You can choose to save game logs from all leagues, human leagues, human organizations, human teams, or none.

Box scores and game logs are stored and overwritten each season. Each game in your universe is given an ID. For example, the first game on the schedule is game 1. The box scores and game logs for game 1 will be saved until the next season, when game 1 of that season is played. At that time, the old game 1 box score and game log will be overwritten. Therefore, if you want to save all your old box scores and game logs, be sure to back them up at the end of each season. See Section 28.1, [Backups](#), for more information.

Box scores are stored in the `\data\saved_games\your league.lg\news\html\box_scores` directory. See Section 12.36 for more information on [box scores](#). Game logs are stored in the `\data\saved_games\your league.lg\news\html\game_logs` directory. See Section 12.37 for more information on [game logs](#).

3.3.3. League Settings Page

The right side of the screen contains league-specific settings for the leagues you added to your game on the left side of the screen.

Figure 45 League Settings Page

Structure Names & Affiliations Rules Options Strategy & Equivalencies

Selected League: Fictional Baseball League

League Level: Major League Level

League Nation: The United States

Parent League: Not Affiliated

League Structure Set Up (editing will reset team names and affiliations)

Number of Sub Leagues: 2

Sub League 1 Sub League 2

Number of Divisions: 2 Number of Divisions: 2

Number of Teams in Division 1: 4 Number of Teams in Division 1: 4

Number of Teams in Division 2: 4 Number of Teams in Division 2: 4

Sub League 1 Sub League 2

Division 1 Division 1

Norfolk Snow Badgers Tucson Ramblers

Jacksonville Roaring Lions Indianapolis Baysox

New York Firestars Tulsa Bears

Portland Red Wave Fort Worth Westerwinds

Division 2 Division 2

Los Angeles Chippewas Milwaukee Riverhawks

New Orleans AMcats Mesa Lone Stars

Charlotte Annihilators Colorado Springs Armory

Philadelphia Sonics Rochester Colonials

Action Add Minor League

Each league in your game has a separate set of options, but only one league's information can be displayed at a time. When you have multiple leagues in a game, make sure you are modifying the correct league by looking at the Selected League display, just underneath the tabs on this side of the screen. To edit a different league, click on the league name in the All Included Leagues box on the left side of the screen. By default, the selected league is the last league you added to the game.

The right side of the screen has a large amount of information spread across five tabs / pages, which we will cover in detail below.

Warning! Before clicking the *START GAME* button, be sure that you have set the options for each of your selected leagues.

3.3.4. The Action Menu

The Action menu has three options that remain the same, no matter which tab you are on during the league creation process.

Option	Description
Delete this League	This option deletes the currently selected league from your game universe. Warning! You have no chance to confirm this choice.
Randomize Cities	This option randomly assigns new cities to all the teams in the selected league. All existing city settings for this league are replaced by this action. To do this, OOTPB uses its internal world database and selects cities based on the nation you have chosen for the

	league, and the level of the league. Cities chosen for affiliated league teams will generally be chosen from cities with smaller populations than those of parent league teams. The world database is customizable. See Section 1.1.4 for more information on customization . <i>Note: It is possible to have duplicate city names. Since the game generates cities randomly, it is possible that the game will select the same city for two franchises.</i>
Randomize Team Nicknames	This option randomly assigns new nicknames to each team in the league, based on a set of 2,000 team nicknames. The list of nicknames used by OOTPB is customizable. See Section 1.1.4 for more information on customization .

3.3.5. The Add Minor League Menu

The Add Minor League menu allows you to add a minor league to your universe. Leagues added in this manner are automatically affiliated with the currently selected league. OOTPB supports five levels of minor league play: Triple-A, Double-A, Single-A, Short Season A, and Rookie. A minor league cannot have a minor league underneath it, unless it is an independent league. Therefore, when you are editing an affiliated minor league, this option is not available. Clicking the Add Minor League menu brings up several options for a new minor league.

Figure 46 Add Minor League



Clicking the All Levels option creates five new minor leagues underneath the currently selected league, one at each level (AAA, AA, A, Short Season A, and Rookie). Clicking any of the other options creates one new minor league at the selected level. The new minor league is now shown in the All Included Leagues box on the left side of the screen.

Warning! *If you add minor leagues, and subsequently change the fundamental structure of the parent league, all team affiliations will be lost, and you will have to manually reassign the affiliations.*

3.3.5.1. Adding Independent Minor Leagues

Minor leagues created through the Add Minor League action menu are automatically affiliated with the currently selected league, meaning that the teams in the minor league will roll up to a team in the parent league. General management decisions will be made by the parent league club. To create an independent minor league, first add a new fictional league, and then use the League Level drop-down to set the league level to the desired level of play.

An independent minor league behaves just like any parent league. For example, an independent minor league could have an amateur draft, and could potentially have affiliated leagues underneath it as well.

Note: You cannot affiliate an independent league with another league after creation. So, you could not have a league that is independent for several years, and then affiliates with a major league.

3.3.6. The Structure Page

The Structure page is where you define the basic layout for the currently selected league.


Figure 47 Structure Page

The screenshot shows the 'Structure' tab of a software interface for a 'Fictional Baseball League'. At the top, there are tabs for 'Structure', 'Names & Affiliations', 'Rules', 'Options', and 'Strategy & Equivalencies'. Below the tabs, the 'Selected League: Fictional Baseball League' is displayed. The main area contains several dropdown menus and input fields for configuring the league structure. The 'League Level' is set to 'Major League Level', 'League Nation' is 'The United States', and 'Parent League' is 'Not Affiliated'. A red warning message states: 'League Structure Set Up (editing will reset team names and affiliations)'. Below this, the 'Number of Sub Leagues' is set to '2'. The structure is then divided into two columns for 'Sub League 1' and 'Sub League 2'. Each sub league has 'Number of Divisions' set to '2', 'Number of Teams in Division 1' set to '4', and 'Number of Teams in Division 2' set to '4'. The teams are listed under their respective divisions. For Sub League 1, Division 1 includes 'Des Moines Lowriders', 'Saint Louis Xpress', 'Laredo Breeze', and 'Jacksonville Sabres'. Division 2 includes 'Austin Sharpshooters', 'El Paso Golden Tornadoes', 'Virginia Beach Berserkers', and 'Philadelphia Flying Fleet'. For Sub League 2, Division 1 includes 'Chula Vista Forecasters', 'Orlando Jawz', 'Omaha Curve', and 'Honolulu Kodiaks'. Division 2 includes 'Denver Pucks', 'Winston-Salem Herons', 'Atlanta Swarms', and 'Milwaukee Flies'. At the bottom right, there are buttons for 'Action' and 'Add Minor League'.

3.3.6.1. League Overview

The League Overview, three lines of information beneath the Selected League display, allows you to set a few key variables for the selected league.

Option	Description
League Level	<p>You choose one of the following league levels for a league:</p> <ul style="list-style-type: none">• Major League Level• Triple-A (AAA)• Double-A (AA)• Single-A (A)• Short Season A (S A)• Rookie League (R)• International (INT)

	<ul style="list-style-type: none"> Winter League (WL) <p>League levels are used only as classifications. Although each league level has slightly different default settings, they are fundamentally the same. Once you have selected a league level, the abbreviation for the league level will be added to the league name in the All Included Leagues box:</p> <p style="text-align: center;">Figure 48 League Level Abbreviations</p>  <p>Additionally, player statistics are tracked separately for each league level, giving you the ability to view a player's statistics for only certain league levels, or all combined.</p> <p><i>Note: In the real world, teams send players to play in Winter Leagues. This does not happen in OOTPB. Winter Leagues are just a different classification of league. A Winter League behaves the same as any other league.</i></p> <p><i>Note: If you have selected a Standard League, the league levels are set by default to the appropriate values.</i></p>
League Nation	<p>Each league must have a home nation. OOTPB comes with a list of every nation in the world today. However, for those who want to create a totally fictional world, the nations used in the game are completely customizable. See Section 1.1.4 for more information on customization.</p> <p>Nation selection affects the nationality of players and personnel in the league, but has no other impact. For example, creating a U.S. league won't automatically create "better players" because the level of baseball is higher in the U.S. than in other countries.</p>
Parent League	<p>This field identifies the league that is the parent of the currently selected league. If the selected league is a parent league, this display reads "Not Affiliated."</p> <p>See Section 3.2.1, Game Universe Terminology, for more information on parent and affiliated leagues.</p>

3.3.6.2. League Structure Set Up

The League Structure Set Up section defines the number of subleagues in the currently selected league. A league can have one or two subleagues. Subleagues are commonly used in larger leagues. Subleagues also factor into playoffs; the winner of one subleague frequently faces the winner of the other for the league championship.

Warning! You cannot change the number of subleagues in a league after the game has been started. Also, you cannot change the number of subleagues in a Standard League.

3.3.6.3. Subleagues

The Subleagues section defines the configuration of each subleague in the currently selected league. There are two options.

Option	Description
--------	-------------

Number of Divisions	Defines the number of divisions in the selected subleague. There can be anywhere from 1 to 50 divisions in a subleague.
Number of Teams in Division	Defines the number of teams in each division. There will be a separate drop-down for each division you create. There can be anywhere from 2 to 50 teams in a division.

Beneath these options, the teams and divisions of each subleague are displayed.

3.3.7. The Names & Affiliations Page

The Names & Affiliations page is used to modify the names and abbreviations used in your league.

Figure 49 Names & Affiliations

The screenshot displays the 'Names & Affiliations' page, which is divided into two main sections: 'League Name Setup' and 'Award Names Setup'.

League Name Setup

League Name	Fictional Baseball League	
League Abbreviation	FBL	
Sub League 1 Name	Sub League 1	
Sub League 1 Abbreviation	SL1	
Division 1 Name	Division 1	
Team Name	Team Nickname	Abbreviation
New Orleans	Power	NEW
New York	Mules	NEW
Mesa	Arctic Cats	MES
Washington	Auggies	WAS
Division 2 Name	Division 2	
Team Name	Team Nickname	Abbreviation
Long Beach	Seashells	LON
Paradise	Bay Dogs	PAR
San Antonio	Barnstormers	SAN
San Jose	Snow Frogs	SAN
Sub League 2 Name	Sub League 2	
Sub League 2 Abbreviation	SL2	
Division 1 Name	Division 1	

Award Names Setup

Pitcher Award Name	Outstanding Pitcher Award
Hitter Award Name	Outstanding Hitter Award
Rookie Award Name	Newcomer of the Year Award
Defense Award Name	Glove Wizard Award

The page is divided into sections called League Name Setup and Award Names Setup.

3.3.7.1. League Name Setup

The League Name Setup section of the page allows you to customize all the names and abbreviations for your league, subleagues, divisions, teams, and their nicknames. Although names and abbreviations can be up to 49 characters in length, names longer than 30 characters often don't look very good on in-game reports and in other messages, so it's best to keep names short when possible. Abbreviations should generally be three or fewer characters.

To edit any of the names, click in the relevant text box and make the desired changes.

The names of your teams, leagues, and subleagues are frequently used in the game to create news articles. Since the names you input will be used verbatim, it's typically best to have your names in the following formats:

Name	Format	Example
League	X League Baseball	“World League Baseball”
Subleague	X League	“Northern League”
Team Name	typically a city name	“Boston”
Team Nickname	any plural or mass noun	“Dogs,” “Crowd”
Abbreviations	any combination of capital letters	“ABA”

Names entered in formats different from those listed above will still work. However, you might find that the in-game news articles sound awkward. Abbreviations longer than 3 characters are possible, but 3-letter abbreviations assure the best appearance on the various game screens and reports.

3.3.7.2. Award Names Setup

OOTP automatically generates awards at the end of each season for the best pitcher, hitter, rookie, and the best fielder at each of the nine defensive positions. The names of these awards can be customized in the Award Names Setup section.

Award names are frequently used in news articles in OOTP. Since the names you input will be used verbatim, it’s typically best to have your names in the format specified below.

Name	Format	Example
Award	X Award	“Perfect Pitching Award”

Note: Include the word “Award” in your award names to ensure the best-sounding news articles.

3.3.7.3. Affiliation Setup

In an affiliated league, teams can be affiliated with parent league teams. In such a case, the general manager of the parent league makes all decisions for the organization. In a typical real-world setup, minor league teams are affiliated with major league teams.

When you add a minor league to your game using the Add Minor League menu, OOTP automatically affiliates the teams in the new minor league to teams in the parent league.

Figure 50 Affiliations

Structure Names & Affiliations Rules Options Strategy & Equivalencies			
Selected League: Fictional Baseball League Triple-A			
League Name Setup			
League Name		Fictional Baseball League Triple-A	
League Abbreviation		FBLAAA	
Sub League 1 Name		Sub League 1	
Sub League 1 Abbreviation		SL1	
Division 1 Name		Division 1	
Team Name	Team Nickname	Abbreviation	Affiliation
Anchorage	Heretics	ANC	Denver
Tampa	Sternwheelers	TAM	Cleveland
Irving	Sioux	IRV	Atlanta
Santa Ana	Web	SAN	San Diego
Division 2 Name		Division 2	
Team Name	Team Nickname	Abbreviation	Affiliation
Henderson	Boom	HEN	Houston
Lubbock	Iron Rangers	LUB	Chicago
Santa Fe	Koalas	SAN	Huntington Beach
Chesapeake	Blade Bandits	CHE	Philadelphia
Sub League 2 Name		Sub League 2	
Sub League 2 Abbreviation		SL2	
Division 1 Name		Division 1	

This screen can be used to change minor league affiliations. To change a team's affiliation, just choose the team you want a minor league team to affiliate with from the drop-down. There is no limit to how many teams can be affiliated with one parent team.

It is also possible to have some minor league teams with no affiliation. However, an unaffiliated team does not receive players from a parent league through an amateur draft, and therefore must obtain all players through the free agent market – a tricky proposition!

Note: The affiliation drop-down appears only if you are editing an affiliated affiliated league.

Warning! If you add minor leagues during the game creation process, and subsequently change the fundamental structure of the parent league, all team affiliations will be lost, and you will have to manually reassign the affiliations.

3.3.8. The Rules Page

The Rules page defines the select league's set of core rules. The Rules page is divided into six sections.

3.3.8.1. Designated Hitter Rule

If the Designated Hitter Rule box is selected, then the selected subleague will use the designated hitter rule. This rule allows teams to have a player other than the pitcher take a place in the batting order, resulting in greater offensive output. In leagues that use the designated hitter rule, pitchers do not bat.

Figure 51 Rules Page (Designated Hitter Rules)

Designated Hitter Rule	
Sub League 1 Designated Hitter Rule	<input type="checkbox"/> Enabled
Sub League 2 Designated Hitter Rule	<input type="checkbox"/> Enabled

3.3.8.2. Roster Rules

The Roster Rules section includes a number of settings that define how rosters are handled in the currently selected league.

Figure 52 Rules Page (Roster Rules)

Roster Rules	
Active Roster Size	25 Players
Foreign Players Limit	No Limit
Expanded Roster Size	40 Players
Roster Expansion Date	1st September 2006
Secondary (40-Man) Roster Size	40 Players
Minimum Days of Service for one Service Year	172
Waiver Period Length	3 Days
DFA Period Length	10 Days
Minor League Option Years	<input checked="" type="checkbox"/> Enable Option Years
Rule 5 Draft	<input checked="" type="checkbox"/> Enable Rule 5 Draft

Option	Description
Active Roster Size	The maximum number of players allowed on each team's active roster. Players who are not on the active roster are not eligible to play in the team's games. A league's active roster can have between 15 and 50 players. See Section 20.1, Active Rosters , for more information.
Foreign Players Limit	The maximum number of foreign players allowed on the active roster of each team. A foreign player is defined as any player not from the League Nation defined for the league. The foreign player limit can be between 1 and 10 players. Teams can have as many foreign players as desired on nonactive rosters.
Expanded Roster Size	The maximum number of players allowed on each team's active roster, after the Roster Expansion Date. Typically, leagues will allow expanded rosters late in the season. Expanded Roster Size can be between 20 and 50 players. Expanded rosters can be disabled. See Section 20.4, Expanded Rosters , for more information.
Roster Expansion Date	The date on which expanded rosters become effective. Rosters return to normal size on the first day of the playoffs. See Section 20.4, Expanded Rosters , for more information.
Secondary (40-Man) Roster Size	The Secondary (40-Man) Roster Size defines the number of players allowed on each team's secondary roster, which can be between 20 and 50 players. Secondary rosters can be disabled. See Section 20.3, Secondary (40-Man) Rosters , for more information. <i>Note: Even if you set your secondary roster to a number other than 40, some screens may still refer to the "40-man roster."</i>
Minimum Days of Service for One Service Year	The number of calendar days a player must be on a team before he accumulates 1 "service year." Service Years impact free agency for players. See Section 19.4, Service Time , for more information.
Waiver Period Length	The number of days a player must remain on waivers before he "clears waivers." This time can be between 1 and 14 days, or waivers can be disabled. See Section 20.6, Waivers , for more information.
DFA Period Length	The number of days a player must be "designated for assignment" before the assignment is completed. This time can be between 2 and 21 days, or DFA can be disabled. See Section 20.8, Designated for Assignment (DFA) , for more

	information.
Minor League Option Years	If this box is checked, the league will use minor league option years. See Section 20.7, Minor League Option Years , for more information.
Rule 5 Draft	If this box is checked, the league will have a Rule 5 Draft. See Section 20.5, The Rule 5 Draft , for more information.

3.3.8.3. Trade Rules

The Trade Rules section of this page establishes league rules for trades.

Figure 53 Rules Page (Trade Rules)

Trade Rules	
Player Trades	<input checked="" type="checkbox"/> Enable Trading
Trading Deadline Date	31st July 2006
Trades with other Major Leagues	<input checked="" type="checkbox"/> Enabled
Allow Draft Pick Trading	<input type="checkbox"/> Enabled

There are four options here:

Option	Description
Player Trades	If this box is checked, players can be traded within the league.
Trading Deadline Date	The date after which all players must clear waivers before completion of a trade.
Trades with other Major Leagues	If this box is checked, players can be traded to other parent. Otherwise, trades can happen only within the selected league, if allowed at all.
Allow Draft Pick Trading	If this box is checked, teams can trade draft picks in the upcoming amateur draft to other teams. Only the upcoming draft's picks can be traded.

See Section 18.0, [Trading](#), for more information on trading in OOTPB.

3.3.8.4. Historical Rookies Options

The Historical Rookies Options section affects the treatment of rookies in historical leagues. If you are not using a historical league, there is no need to touch these settings.

Figure 54 Rules Page (Historical Rookies Options)

Historical Rookies Options	
<input type="checkbox"/>	Automatically Import Historical Rookies
(Disable Amateur Draft in order to assign imported rookies to original teams)	
Database Path:	

There is just one option in this section:

Option	Description
Automatically Import Historical Rookies	<p>If this box is checked, each year the actual rookies from the historical database will be imported into your league automatically.</p> <p><i>Note: If you want the historical rookies to be assigned to the same teams they played for in real life, you must disable the amateur draft, described in Section 3.3.8.5. The rookies will be imported on the first day of the preseason. If you do not do this, all historical rookies will be dumped into the amateur draft</i></p>

	<i>pool.</i>
Database Path	<p>During game creation, this area displays the text “Please set after game has been created!” When you access this screen through the Game Setup option later, the database path will be set to whichever directory stores your historical database. If you have moved your historical database, or if you didn’t use a historical database during game creation, you can enter a new path here.</p> <p>Warning! If the historical database is moved or deleted without correcting this value, your game will be unable to continue!</p>

Note: If you are importing historical players, you may want to schedule your amateur draft between October and November. Otherwise your rookies might make their major league debuts a year earlier than you expected.

3.3.8.5. Amateur Draft Rules

The Amateur Draft Rules establish league rules concerning amateur drafts.

Figure 55 Rules Page (Amateur Draft Rules)

There are three options here:

Option	Description
Amateur Draft	If this box is checked, an amateur player draft will be held each year in the league.
Amateur Draft Date	The date on which the amateur draft will be held.
Amateur Draft Number of Rounds	The number of rounds in the amateur draft. This value can be between 5 and 50 rounds.

See Section 17.2 for more information on [amateur drafts](#).

Note: If you elect not to have an amateur draft, and your league does not have free agency enabled, OOTP will create a number of young players before each offseason and dump them into the free agent pool, so that the league can still have some influx of talent.

Note: Affiliated leagues never have amateur drafts. Affiliated leagues receive players directly from their parent leagues. Any parent league may or may not have an amateur draft.

3.3.8.6. Financial Rules

The Financial Rules section sets up the financial model to be used in the league.

Figure 56 Rules Page (Financial Rules)

Financial Rules	
Average Attendance per Game	30000
Average Ticket Price	\$15.00
Financial System	<input checked="" type="checkbox"/> Enable Financials
Minimum Service Years for Free Agency	6 Years
Free Agents from other Leagues can be signed	<input checked="" type="checkbox"/> Enabled
Free Agents may leave this League	<input checked="" type="checkbox"/> Enabled
Draft Pick Compensation for lost Free Agents	<input checked="" type="checkbox"/> Enable Compensation
Minimum Service Years for Salary Arbitration	3 Years
Average Media Contract	\$25,000,000
Media Contract fixed?	No, based on team market size
Salary Cap	\$0
Team Owner controls Budget?	Yes, owner decides over budget
Revenue Sharing	Yes, cash over maximum will be shared
Cash Maximum	\$10,000,000
Average Coach Salary	\$200,000
Minimum Player Salary	\$350,000
Super Star Quality Player typical Salary	\$16,000,000
Star Quality Player typical Salary	\$12,000,000
Good Quality Player typical Salary	\$7,000,000
Above Average Quality Player typical Salary	\$3,500,000
Average Quality Player typical Salary	\$1,500,000
Below Average Quality Player typical Salary	\$1,000,000
Fair Quality Player typical Salary	\$600,000
Poor Quality Player typical Salary	\$400,000

There are many options in this section.

Option	Description
Average Attendance per Game	The average attendance per game in the league. This figure is used as a baseline to determine attendance figures for each team.
Average Ticket Price	The average ticket price in the league. Some team owners might set prices higher or lower.
Financial System	If this box is checked, the league has a financial system. If unchecked, the entire financial model will be disabled for this league.
Minimum Service Years for Free Agency	The number of service years a player must accumulate before becoming eligible for free agency. Can be between 1 and 12, or free agency can be disabled. See Section 19.5, Free Agency , for more information.
Free agents from other leagues can be signed	If this box is checked, free agents from other leagues can be signed to play in the currently selected league. If unchecked, players from other leagues cannot be signed. See Section 19.5, Free Agency , for more information.
Free agents may leave this league	If this box is checked, free agents from this league can sign with teams in other leagues. If unchecked, free agents cannot sign with teams from other leagues. See Section 19.5, Free Agency , for more information.
Draft Pick Compensation for Lost Free Agents	If this box is checked, teams get draft picks as compensation for players lost during free agency. See Section 19.5.2, Draft Pick Compensation for Lost Free Agents , for more information.
Minimum Service Years for Salary Arbitration	The number of service years a player must accumulate before becoming eligible for salary arbitration. Can be between 1 and 5, or salary arbitration can be disabled. See Section 19.6, Salary Arbitration , for more information.
Minimum Service Years for Minor	The number of service years a player must accumulate before becoming eligible for minor league free agency. Can be between 1 and 12, or minor

League FA	league free agency can be disabled. See Section 19.5.1, Minor League Free Agency , for more information.
Average Media Contract	The average media contract in the league, in dollars. Media contracts affect team income.
Media Contract Fixed?	This option determines whether media contracts in the league are fixed, or can change. Contracts can either be equal for each team, or they can vary based on team market size.
Salary Cap	<p>Sets a cap on team salaries. Total team salaries must be below this figure. The computer will disallow any contract offer or trade if it would put a team over the salary cap during the current year or the following year. An entry of \$0 means there is no salary cap.</p> <p><i>Note: If you create a game with a salary cap already turned on, be aware that the initial salaries generated by the game will not necessarily fall under the cap. Since player salaries are generated based on the player salary averages in the league setup, it may be best to play with the player salary averages a bit before assigning a specific salary cap.</i></p>
Team Owner Controls Budget?	Determines whether or not the team owner controls the budget. Either the team owner controls the budget, and the general manager has limited use of money, or the team's entire revenue is available to the general manager.
Revenue Sharing	<p>Determines whether or not the league uses revenue sharing. Either there is no revenue sharing, or any cash in a team's treasury above the Cash Maximum (see below) is shared between all teams. The revenue sharing calculation takes place on the first day of the offseason.</p> <p>Revenue sharing works as follows: At the end of the season, all profits that would put any team above the Cash Maximum are put into a pool. This pool is then divided evenly among all teams that had a financial loss.</p>
Cash Maximum	The maximum amount of cash a team is allowed to have at the end of the season. If revenue sharing is turned on, surplus is shared between other teams. If revenue sharing is turned off, excess cash is lost. The Cash Maximum is calculated on the day the offseason starts.
Average Coach Salary	The salary of an average coach or personnel member in the league. (This is not the average salary, it's the salary for a coach who has average ratings.)
Minimum Player Salary	Minimum player salary in the league. All players who have a major league contract receive at least this amount.
Player typical Salary (multiple)	These settings establish the typical salary figure for players of differing caliber. These values are used by the computer in a number of areas of the game, such as computer GMs determining contract offers and players assessing the value of an offer. The eight categories of players are superstar, star, good, above average, average, below average, fair, and poor.

3.3.9. The Options Page

The Options page contains numerous miscellaneous league options. The Options page is divided into eight separate sections.

3.3.9.1. Team Rosters / Draft

If the Inaugural Fantasy Draft / Hold Draft check box is checked, the league will begin with a draft involving all players in the league.

Figure 57 Options Page (Team Rosters/Draft)



If unchecked, players will be distributed among teams automatically when the league is started. See Section 17.1 for more information on [inaugural drafts](#).

3.3.9.2. Tracked Statistics Detail

The Select Stats Detail drop-down defines the level of detail of game statistics. As the level of detail goes up, more and more statistics are available. However, higher levels of detail also cause league files to take up more disk space. More detail also slows down auto-play.

Figure 58 Options Page (Tracked Statistics Detail)



You can choose from the following options:

Option	Description
Low	Tracks the complete batting, pitching and fielding set for the career and the current season, including L / R splits, but excluding spring training statistics.
Normal	Additionally tracks game-by-game stats, so all basic splits (L / R, monthly, weekly, home / away) are supported.
High	Tracks all info for every hitter, so all possible splits are supported, as well as opposing batter splits for pitchers.
Very High	Additionally tracks career matchup stats for batters and pitchers.

The default setting is Very High.

3.3.9.3. Spring Training Options

Check the Schedule Spring Training check box to conduct Spring Training each season. See Section 22.4 for more information on [Spring Training](#).

Figure 59 Options Page (Spring Training Options)



Note: Spring Training settings can be changed only during the offseason.

3.3.9.4. Schedule Options

The Schedule Options section allows you to customize the rules of league schedule creation.

Figure 60 Options Page (Schedule Options)

Schedule Options		
Season Start Date	1st	April 1977
<input type="checkbox"/> Force Start on Certain Weekday	Monday	
<input checked="" type="checkbox"/> Auto adjust date if matching XML schedule found		
Number of Games per Team	162	
Schedule Balance	<input type="checkbox"/> Use Balanced Schedule Format	
Select Typical Series Length	3 Games	
Interleague Play	<input type="checkbox"/> Enabled	

Option	Description
Season Start Date	The date of the first game of the season (unless you change it by activating the next option).
Force Start on Certain Weekday	If this box is checked, you gain access to a drop-down menu that enables you to schedule the first game of the season to begin on a certain day of the week. If the Season Start Date does not correspond to this day of the week, the season will start on the next appropriate day after the Season Start Date. For example, if your Season Start Date is April 1, 2006 (a Saturday), and you force the schedule to start on Wednesday, then the season will start on April 5.
Auto-adjust date if matching XML schedule found	OOTPb comes with a number of predefined league schedules designed to match real world schedules. These are stored as XML files on your computer. This option allows the game to search for an XML-based schedule that matches your league configuration. If one is found, the schedule dates will be automatically adjusted to match the XML-based schedule.
Number of Games per Team	The number of games each team plays during the regular season, which does not include playoff games. <i>Note: If you change the number of games in a schedule, you should generate a new schedule. Otherwise, your league will continue to use the original setting. See the schedule editor in Section 25.7 for more information.</i>
Schedule Balance	If the Use Balanced Schedule Format box is checked, the league uses a balanced schedule format in which each team plays every other team in its subleague the same (or nearly the same) number of times during the season, regardless of the subleague structure. If this box is unchecked, the game will generate an unbalanced schedule in which each team plays every other team in its division more frequently than teams in other divisions. <i>Note: If a subleague is not separated into divisions, it will not have an unbalanced schedule, regardless of whether this box is checked.</i>
Select Typical Series Length	The length of a typical series between two teams. Typical series can be anywhere between 1 and 5 games.
Interleague Play	If this box is checked, teams in different subleagues will be scheduled for games against each other. If unchecked, teams will be scheduled only against other teams in their subleague. <i>Note: This option will not appear for leagues that have only one subleague.</i>

OOTPb has a very flexible custom schedule system that uses XML schedule files. The game comes with a number of predefined schedules that match all of the standard leagues as well as a number of historical and fictional league scenarios. When you create a league, and on the first day of each preseason in subsequent seasons, the game will check the predefined schedules to see if one exists

matching your specific league setup. If a match is found, that schedule will be used, and the computer will randomly juggle the team matchups from year to year. If multiple matches are found, the game will cycle through the different schedules each year. If no match is found, the game will auto-generate a schedule consistent with your league setup.

All of this allows for a more realistic scheduling process that can be seamless to you as a player. However, you can also customize individual schedules after the creation of the league. See Section 1.1.4 for more information on [customization](#). Schedule files are stored, and may be downloaded from other sources and saved, in the **data\schedules** directory in your game directory, and end with an .lsdl file extension.

Also see the [Schedule Editor](#) in Section 25.7 for more information on editing schedules.

Note: Schedule options on this screen can only be changed during the offseason and preseason.

3.3.9.5. All-Star Game Options

The All-Star Game Options section allows you to define how All-Star games will be handled in the currently selected league.

Figure 61 Options Page (All-Star Game Options)



There are two options in this section:

Option	Description
Hold All-Star Game	If this box is checked, the league will hold an All-Star game each season. If left unchecked, there will be no All-Star game.
Automatically Schedule All-Star Game	If this box is checked, the game will use the All-Star game date specified in the schedule file. If you decide to hold an All-Star game but not use the automatic schedule option, the game will create a three-day break in the schedule and place the All-Star game on the second of those days. This will push all the games after the created break to later dates in the schedule.

3.3.9.6. Playoff Options

The Playoff Options section is designed to give you a flexibility in determining the playoff model for the currently selected league.

Figure 62 Options Page (Playoff Options)

Playoff Options	
<input type="checkbox"/> Disable Playoffs	<input type="checkbox"/> Enabled
Split Season Format	
Play-Off Mode	No Wildcards, Division Winners qualify
Number of Wildcard Teams per Sub-League	0
Number of Playoff Rounds	2
Name of Round 1	Round 1
Best Of in Round 1	Best Of Five
Name of Round 2	Round 2
Best Of in Round 2	Best Of Seven

Option	Description
Disabled Playoffs	If this box is checked, there will be no playoffs in the currently selected league.
Split Season Format	If this box is checked, the playoffs will be in a split-season format. See below for more information on split-season playoffs..
Playoff Mode	The way in which playoffs will be structured. Either only division winners qualify for the playoffs, or division winners plus a wildcard team (or teams) in each subleague qualify.
Number of Wildcard Teams per Subleague	<p>The number of wildcard teams that make the playoffs. A wildcard team is one that was not a division winner, but that had a won-lost record good enough to qualify for the playoffs. For instance, if each subleague has one wildcard team, it is the team with the best won-lost record that was not a division winner. If each subleague has three wildcard teams, they are the ones with the three best won-lost records among teams that were not division winners.</p> <p>The number of wildcard teams is determined by the game automatically, based on the number teams in the league. The number of teams in the playoffs must be a power of two. Therefore, the number of wildcard teams equals the number of teams required to get from the total number of division winners to the next power of two. For example, if there are 6 division winners, then there have to be 2 wildcards to equal 8 teams in the playoffs.</p>
Number of Playoff Rounds	The number of rounds in the playoffs. The game sets this number automatically based on the number of teams in the league.
Name of Round X	The name of each playoff round. You can accept the defaults or change these names as you choose
Best Of in Round X	The maximum number of games in each round of the playoffs. You can accept the defaults or change these parameters as you choose, selecting from a series length of 1, 3, 5, 7, or 9 games. The first team to win a majority of the scheduled games wins the round.

“Split season” is a playoff format in which the regular season schedule is divided into two halves, with each half declaring a champion. As a result, the same division could be won by two different teams—one team might finish first in the division in the first half of the season, and a different team might finish first in the second half of the season. At the end of the regular season, the winners from each half of the season meet each other in a playoff to determine the division champion.

When this format is enabled, the Playoff Mode and Number of Wildcard Teams options are disabled, and the Number of Playoff Rounds is calculated by the game. A one-division league would have one round of playoffs (first-half winner against second-half winner). A two-division league, or two subleagues each with a single division, would have two rounds (first-half winner against second-half

winner in each division or subleague in the first round, with the winners of the first round meeting in the second round). A four-division league, or two subleagues each with two divisions, would have three rounds, and so on.

Figure 63 Split Season Playoffs

Playoff Options	
Split Season Format	<input checked="" type="checkbox"/> Enabled
Number of Playoff Rounds	3
Name of Round 1	Round 1
Best Of in Round 1	Best Of Five
Name of Round 2	Round 2
Best Of in Round 2	Best Of Seven
Name of Round 3	Round 3
Best Of in Round 3	Best Of Seven

3.3.9.7. Player Options

The Player Options section gives you flexibility in defining your player population.

Figure 64 Options Page (Player Options)

Player Options	
Foreigner Percentage	10

During the creation of your league, and during subsequent amateur drafts if enabled, OOTPB generates players for your league. By default, the majority of these players will be from the league nation defined in the [Structure page](#) described in Section 3.3.6. The Foreigner Percentage setting defines what percentage of players in the currently selected league will be from nations other than the league nation. For example, if Foreigner Percentage is set to 10, then 90% of your players will be from your league nation. The remaining 10% will be from other nations.

The game uses its internal world database to determine the nationalities of any foreign players. Each nation in the world has a Baseball Quality level as described in Section 6.8, [Explore World](#). Proportionally more foreign players will be generated from nations with high Baseball Quality ratings. Nation population is not a factor in this process. So, for example, if you create a league in the U.S., with 10% foreign players, you can expect most of the 10% to be from strong baseball nations such as the Dominican Republic or Japan.

3.3.9.8. Hall of Fame Requirements

The Hall of Fame Requirements section defines the minimum requirements for players to be automatically inducted into the Hall of Fame.

Figure 65 Options Page (Hall of Fame Requirements)

Hall of Fame Requirements for automatic Induction	
Minimum Hits	3000
Minimum Homeruns	500
Minimum AVG	.300
Hits minimum for AVG above	2000
Minimum VORP	500
Minimum Wins	300
Minimum Saves	500
Maximum ERA	3.50
Minimum Wins for ERA above	200

By setting these values, players who have retired and who meet the minimum requirements will be automatically inducted into this league's Hall of Fame. Commissioners can still manually induct players into the Hall of Fame. See Section 7.8.2 for more information on the [Hall of Fame](#).

Most of the options are self-explanatory. However, there are two that merit further explanation:

“Hits minimum for AVG above” works together with the Minimum AVG. This means that a player will be automatically inducted only if he has a certain batting average and a certain number of hits. This will prevent players with a good batting average, but just a few hits, from being automatically inducted. Similarly, “Minimum Wins for ERA above” works in conjunction with Maximum ERA to prevent pitchers with a good

You can also leave Hall of Fame requirements blank. If a value is left blank, it will not be considered. If all values are blank, there will be no automatic induction.

Retired players who meet these criteria are inducted into the Hall of Fame on the first day of the preseason following their retirement. There is no waiting period for induction.

Note: The statistical values in the Hall of Fame requirements apply to statistics accumulated in the currently selected league only. For example, if a player has 250 home runs in one league, and 55 in another league, that doesn't count as 305 home runs total. He must meet any requirement completely within that league.

3.3.10. The Strategies & Equivalencies Page

The Strategies & Equivalencies page provides options that allow you to tailor your game.

3.3.10.1. General Strategic Tendencies

The General Strategic Tendencies section of this page enables you to choose the “brand of baseball” that your league plays.

Figure 66 General Strategic Tendencies

General Strategic Tendencies	
Use of Relievers	Often
Use of Closers	Very Often
Pitcher Endurance	Normal
Typical Starting Rotation Size	5 Men Rotation
Pinch Hit for Pitchers	Normal
Pinch Hit for Position Players	Normal
Defensive Substitutions	Normal
Stealing Bases	Normal
Hit & Run	Normal
Bunting	Normal

There are ten options in the General Strategic Tendencies section. Most of them have five settings to choose from: Very Rarely, Rarely, Normal, Often, or Very Often. Exceptions are noted below.

Option	Description
Use of Relievers	How frequently the computer will use relief pitchers.
Use of Closers	How frequently the computer will use closers.
Pitcher Endurance	A measure of how quickly pitchers tire in your league. Can be set to very low, low, normal, high, or very high.
Typical Starting Rotation Size	The typical number of pitchers in a starting rotation in this league. Can be set to 3, 4, 5, or 6.
Pinch Hit for Pitchers	How frequently the computer will pinch hit for pitchers.
Pinch Hit for Position Players	How frequently the computer will pinch hit for position players.
Defensive Substitutions	How frequently the computer will substitute players late in games to insert players who are better defensively.
Stealing Bases	How frequently the computer will attempt to steal bases.
Hit & Run	How frequently the computer will attempt a hit & run play.
Bunting	How frequently the computer will bunt.

General strategic tendencies affect the entire league. Similar settings are available at the player or coach level to change the tendencies for individuals one at a time. See Section 15.2, [Coach / Personnel Personalities and Strategies](#), and Section 8.7.2, [Player Strategy](#), for more information.

3.3.10.2. Historical Modifiers & Totals Options

The Historical Modifiers & Totals Options gives you further flexibility if you are importing historical leagues.

Figure 67 Historical Modifier & Totals Options

Historical Modifier & Totals Options	
<input type="checkbox"/>	Automatically adjust league totals modifiers after each season for historical accuracy
<input type="checkbox"/>	Automatically import historical player-creation modifiers

There are two options here:

Option	Description
Automatically adjust league totals modifiers after each season for historical accuracy	If this checkbox is checked, the game will automatically make an adjustment to your league totals after each season, so that the results of the next season will be statistically close to the real-world historical ratio of that season. So, if your league overall hit .250 in 1980, and the real world league batting average for 1981 was .275, the game will automatically adjust your Hits league totals modifier to 1.100, because you need to get hits 10% more often than this past season to approximately match the real world values. See Section 3.3.10.5 for more information about league totals .
Automatically import historical player creation modifiers	If this checkbox is checked, players created in the game will be automatically adjusted to have ratings similar to players of a given historical era. For example, if you start a fictional league in 1901 (the “Deadball Era”) with this setting checked, you will see many pitchers with high movement and low stuff because and many hitters with very low home run power, to reflect the types of players who played at that time. These modifiers update every season to generate new rookie classes. So, as you move from the Deadball Era into the 1920’s, you will start to see hitters developing higher home run power and contact ratings, since there was an offensive explosion in the 1920’s. Essentially, this allows you to create a fictional baseball universe that mimics the history of baseball and will, in theory, evolve in a similar way. See Section 3.3.10.3 for more information about player creation modifiers .

Note: We strongly recommend you use these two options in conjunction.

Note: If you are not using historical leagues or fictional leagues based on historical data, you should leave both of these boxes unchecked.

3.3.10.3. Player Creation Modifiers

Player creation modifiers allow you to modify the abilities of players who are created for your league. Doing this will impact your inaugural draft as well as subsequent amateur drafts. As with all modifiers in OOTPB, the default value of 1.000 is set to generate a distribution of players similar in nature to modern professional baseball. Increasing the modifier will generate players who are stronger in that particular area.

Figure 68 Player Creation Modifiers

Player Creation Modifiers (1.000 equals Modern-Day MLB Performance)	
Batting Contact	1.000
Batting Gap Power	1.000
Batting Power	1.000
Batting Eye	1.000
Batting Avoid K's	1.000
Pitching Stuff	1.000
Pitching Movement	1.000
Pitching Control	1.000
Running Speed	1.000
Fielding Ratings	1.000

Increase or decrease a modifier to change the ratings of newly created players. For example, setting Batting Contact to 1.500 will generate players who are significantly better than the default at making contact with the ball.

Each modifier impacts one player rating. Player ratings are described in detail in Section 14.0, [The Player Rating Model](#), and therefore we will not describe them here.

Player creation modifiers cascade down through a league system, so that a parent league and all affiliated leagues rolling up to it share the same player creation modifiers. To put this in real-world terms, let's say you create a universe with both an American major league and a Japanese baseball league (two separate "league systems"). The major league might have the player creation modifiers set at the default of 1.000. This means that the major league and all the minor leagues beneath it (AAA, AA, A, rookie ball, and so forth) have player creation modifiers of 1.000. Your Japanese league might have different values, such as .800, and those would cascade down into the Japanese minor leagues. As a result, you cannot even see the player creation modifiers in the setup screen for a affiliated league.

So how do the player creation modifiers actually work? If you create a league with 1.000 player creation modifiers, your best players will have current ratings and potential ratings near the high end of the ratings scale. If you set the modifiers to .800, the ratings will be about 80%. In the former example, you can expect to see your batting champ have a Contact rating near 100, on a 1-100 scale. In the latter example, it would be somewhere around 80. The equation is not totally linear, though. For example, a .500 player creation modifier does not guarantee that 50 is the maximum rating.

Note: Player creation modifiers have no direct impact on statistics. The actual statistical output of your universe is based entirely on the performance of your players, modified by the league totals. The point is, player creation modifiers affect player ratings and potential, and not the statistics that result from actual games played.

3.3.10.4. Major League Equivalencies

Major League Equivalencies are another way of affecting the outcomes of your league. These values are the key to defining the comparative skill levels between leagues. In conjunction with the player creation modifiers, major league equivalencies give OOTPB players a very flexible way to approach the talent levels in their universe. As with other modifiers in OOTPB, the default setting of 1.000 is equates to modern professional baseball levels.

Figure 69 Major League Equivalencies

MLB Equivalencies (Level of Performance, 1.000 equals MLB Performance)	
Batting Average	1.000
Extra-Base Hits	1.000
Homeruns	1.000
Walks	1.000
Strikeouts	1.000

You can set major league equivalencies for the following areas:

Batting Average
Extra-Base Hits
Home Runs
Walks
Strikeouts

Equivalencies define how strong a league is. For example, in the real world, the players in the Japanese Professional Baseball League are considered to have less home run power overall than the players on

Major League Baseball teams. Therefore, the Japanese league in your game might have a 0.750 equivalency in home runs.

Unlike player creation modifiers, which strictly impact player creation, major league equivalencies play a part in a number of aspects of OOTP2006, including: player creation, player development, and AI decision-making.

Below is more information on how major league equivalencies are used in OOTP. However, to follow this, it is important to understand the [Player Rating Model](#), which can be found in Section 14.0.

When a new player is generated, either for a fantasy draft or an amateur draft, equivalencies are applied in addition to player creation modifiers. In OOTP, there are two times when players are created: initial league creation, and subsequent amateur drafts. These are each handled a bit differently by the game, and the distinction between major and minor leagues is also relevant.

Let's take amateur drafts first, because they are a little less complex. When a league system holds an amateur draft, it occurs at the major league level, meaning your affiliated league cannot have an amateur draft. At the time of your amateur draft, the game creates rookies and applies both the player creation modifiers *and* the major league equivalencies of the parent league to the players' potential ratings.

Note: The player creation modifiers and major league equivalencies are cumulative. So, if you set both to .800, your players will actually have potential that is closer to a .640 level (.800 x .800).

A separate, complex formula calculates the current ratings for amateurs by assessing a number of factors, including player creation modifiers, the age of the player, whether he is coming out of high school or college, and a certain "inexperience factor." Additionally, the major league equivalencies of the lowest minor league within the league system are applied to the player's ratings as well. This complex formula helps the game decide how far along each rookie is in his development toward his potential, and it helps to ensure that most rookies are at least 2 to 5 years away from being ready for the big leagues. Based on what happens in the draft, naturally, players will subsequently get assigned to the appropriate minor league level by human or computer general managers.

Initial league creation is similar, but the formulas are slightly different, because players are created both for the major leagues and minor leagues simultaneously. When an initial draft occurs, the game generates enough players for the entire major league and the minor leagues as well, with some left over. When the game creates this huge pool, it predetermines a set number of players for each level of play. Player creation modifiers and major league equivalencies are then applied differently to player ratings and potential for each group of players. For example, for major league players, the player creation modifiers and the equivalencies are applied to both the player potential and the current player ratings. But when a player is created at the AA level, the player creation modifiers and major league equivalencies of the parent league are used for the player potential, and the AA equivalencies are used for the current player ratings. Age and other data are also factored into the equation. This approach ensures that all the players in the league system are in the right range for potential, but that there is also a fair distribution in terms of current skill levels on day 1 of your new league.

Major league equivalencies are also a factor in player development, although it's difficult to see exactly what that impact is. OOTP uses a very complex formula for player development. Part of that formula determines whether a player is over- or under-matched in a certain league, and equivalencies are part of that. That can then affect a player's development. The game considers equivalencies when trying to decide whether your AA shortstop is really improving when he's hitting .580 four months into the season, or whether he's just too good for that level. A player playing in a league that is far

below his level will probably not improve much. Similarly, a player who is overwhelmed might regress.

Major league equivalencies factor into computer decision-making throughout the game. As we just mentioned, equivalencies are used in determining if a player is at the “right” level. The computer will consider this information when deciding when to promote or demote players. Major league equivalencies will also be considered during trade negotiations, contract negotiations, drafting, and most any player-related decision a computer general manager has to make.

3.3.10.5. League Totals and Modifiers

League totals and modifiers are the final piece in modifying your league output. While player creation modifiers and major league equivalencies affect player ratings and potential, league totals and modifiers are used to directly change the statistical output of a league. This information is most commonly used by historical players who want overall statistical results to match a specific target.

Figure 70 League Totals and Modifiers

League Totals		Modifiers
At Bats	167353	
Hits	44522	1.000
Doubles	8919	1.000
Triples	898	1.000
Homeruns	5451	1.000
Bases On Balls	16222	1.000
Hit by Pitches	1850	1.000
Strikeouts	31828	1.000
BABIP	.300	

Players can adjust the league totals for the following categories:

At Bats
Hits
Doubles
Triples
Home Runs
Bases on Balls
Hit by Pitches
Strikeouts
BABIP

OOTPB generates a “proposed” league total for each category. The overall performance of players over the course of a season will ultimately produce approximately that number. For example, if the league total for home runs is 5400, then the total home run output each season will be somewhere in the neighborhood of 5400.

To modify this, change the number from 5400 to some other number. However, the actual modification is a little counterintuitive. The results in your league are indirectly related to the league totals. In other words, if you increase the home runs league total to 7000, it would actually result in fewer home runs in your league.

To make this more intuitive, the right column contains a modifier column, similar to the other modifiers we have seen, with a default setting of 1.000—you guessed it, equivalent to modern professional baseball level. These modifiers are a more intuitive way of modifying the league totals. For example, if you want 10% more home runs, you could leave the league total at 5400, and just change the home runs modifier to 1.100. Editing the totals directly and editing the modifier have identical effects, so you can use either. Just remember that they work in opposite ways.

One important point to understand about the league totals and modifiers is that, unlike player creation modifiers, league totals *directly affect the statistical output of the game engine*. They have no impact at all on player ratings, potential, or player development. Even if you reduce your home run league total modifier to 0.150, your slugger with a 100 Power rating would still have 100 Power, and he would still hit more home runs than other players. But the numbers of home runs across the league overall would be drastically reduced.

3.3.11. Completing Your League Setup

Whew! That was quite a lot of information. You’ve made your way through the league setup process. For now, let’s get started with the rest of the game! Click on the START GAME button in the lower left of the screen to complete your league configuration.

Warning! *Once again, don’t forget to change the league settings for all your leagues before proceeding. Many settings cannot be changed after you start the game.*

3.4. Manager Identities

Once you have clicked on the START GAME button, you will be prompted to create a new manager on the Add Manager to Game screen. This screen can also be accessed at any time after league creation through the Game menu. A manager is the identity of a human player within your game. Each human player must have at least one manager identity, although one human player could control one, two, or ten manager identities.

In OOTPB, manager identities belong only to human players. Managers of computer-controlled teams do not appear in the manager list. If you wanted to create a specific manager to assign to a computer-controlled team, you would do so by having the commissioner edit a coach using the [coach editor](#) described in Section 25.2. Do not create manager identities for your computer teams!

Only one manager identity at a time can be active in OOTPB. This is similar to “logging in” on a computer. For more information on [changing the currently active manager](#), see Section 5.3. Also, see Section 21.0, [Manager Careers](#), for more information on the life of a manager in OOTPB.

Managers are unique to a game. That is, if you create a manager named Steve Smith in one game, that manager will not be available if you create a new game file. However, managers are not unique to a league. If you have five leagues in your game, your managers can be hired in any of the five leagues.

3.4.1. Manager Roles

There are a number of roles that you can play in OOTPB. Now that we’ve made our way through the league creation process, let’s look at the roles a little more closely.

Manager Role	Role
Commissioner	A commissioner is the absolute ruler of a baseball universe. A commissioner can control every aspect of a league, including editing players, making changes to rules, and controlling any team’s actions. A commissioner can take control over any team in the league and force trades. You can be a commissioner and a general manager or manager simultaneously. Solo players often choose this option. There

	can be multiple commissioners in a single game.
General Manager	A general manager is a manager hired by a parent league team. A general manager is responsible for all transactions related to teams in his league system, including drafting players, trading, signing free agents, and more. A general manager can also control the day-to-day inner workings of any club in his organization, changing depth charts, lineups, the pitching staff, and more.
Manager	A manager generally controls a single affiliated league team, such as a minor league team. A manager handles the day-to-day operations of his club, including depth charts, lineups, and so forth. However, a manager has no control over “front-office” functions like trading, drafting, or signing players. Managers also have to contend with the fact that the general manager of their organization may make roster transactions that radically change the roster for which they are responsible.

Whether you are a general manager or a manager is determined simply by which job you take. Whether or not you are a commissioner is determined through the [team & play mode](#) setting described in Section 3.4.2.2, or in the [manager profile](#) described in Section 6.1.1.

Note: You can have multiple manager identities in a solo game. For example, you could create separate managers, each one in control of a different team.

3.4.2. The Add Manager to Game Screen

The Add Manager to Game screen is where you create your initial manager identity. It is also where you can add additional identities later in the game.

Figure 71 Add Manager to Game Screen

OOTPB starts with one default manager, “Joe Unknown.” When you first start your game, you can edit Joe to your liking. The left side of the screen has a number of options you can modify. The right side of the screen contains a list of active managers in the game and which team each one manages.

3.4.2.1. Personal Info

In the Personal Info section, you can edit the manager’s name, nationality, and date of birth. These values generally have no noticeable impact on the game. They are there just to give your manager identity more “life.” However, the nationality of the manager can have a slight impact on the way a player perceives a team. For example, a Dominican player is more likely to feel favorably toward an

organization with a Dominican general manager than he would toward a manager from another country.

Note: In OOTPB, human managers do not retire or die of old age. Unlike in previous versions of OOTP, there is no role-playing associated with human managers.

3.4.2.2. Team & Play Mode

The Team & Play Mode section defines what role the manager identity will play in your game.

Option	Description
Play Mode	Check this box to make this manager identity into a commissioner. A player can be both a commissioner and the general manager or manager of a specific team.
Select Team	This drop-down menu shows a list of all the teams in your game file, including every league. By selecting a team from this menu, you are “hiring” this manager identity as the manager of the selected team. You can also choose to have a manager identity start as unemployed.

3.4.2.3. Password

The Password section allows you to provide a password for your manager identity. When you have set a password, you will be prompted to enter it any time you start the game or change manager identities. Typically, manager passwords are used in online leagues, not solo play.

Warning! *There is no way to recover a lost password. If you lose your password, you will be forced to create a new identity. Passwords cannot be recovered by contacting technical support!*

3.4.2.4. List of Active Managers

The List of Active Managers displays all human manager identities in the current game file. The team that employs the manager is given in parentheses. Commissioners are identified with the word “Commissioner,” while unemployed managers are identified as “no team.”

3.4.2.5. Adding Managers

To add a new manager to the game, navigate to the Add Manager to Game screen. This happens automatically when you create a new game, or you can access this screen by selecting Add General Manager from the Game menu.

To add a new manager, click the Add Another Manager button in the lower left of the Add Manager to Game screen. A new identity with the default name Joe Unknown will be created. Edit the name and other relevant details on the left side of the screen, and then click OK. (For brand new games, this will be the “Start Game” button instead of “OK.”)

Warning! *You must click the Add Another Manager button to create a new manager identity. If you edit the manager who is initially highlighted, you will be editing an existing manager.*

When you add a new manager, the manager is not automatically selected for play. That is, when you click OK, you will be returned to the game screens, but you will still be “logged in” as the previous manager identity. For more information on changing the active manager, see Section 5.3, [Select Human Manager](#).

3.4.2.6. Deleting Managers

You can delete existing manager identities from the Add Manager to Game screen. You can access the screen by selecting Add General Manager from the Game menu.

To delete an existing manager, click on the manager in the List of Active Managers on the right side of the screen. Then, click the Delete Selected Manager button.

Warning! *When a manager identity is deleted, all records of the manager are lost. Therefore, if you want to retain the history of a manager, just have the manager resign and remain active, but unemployed.*

Warning! *Be careful with the Delete Selected Manager button. You have no chance to confirm after you click this button, so make sure you really want to delete the manager before proceeding.*

3.4.2.7. Editing Existing Managers

You can edit existing manager identities on the Add Manager to Game screen. You can access the screen by selecting Add General Manager from the Game menu.

To edit an existing manager, click on the manager in the list of active managers on the right side of the screen. Then, edit the identity on the left side of the screen. When you are through, click OK.

An unemployed manager can be given a management job from this screen. However, you cannot edit the team assignment of a manager who is already employed. An employed manager must first resign from his current job before he can be assigned to a new team.

3.4.3. I Created a Manager, Now What?

If you are starting a new game, click the Start Game button to proceed once you have created your manager identity or identities. Remember, you can always create more identities later! In new games, it is not until this point that OOTPB actually creates your entire game file. So, when you click Start Game, the game will take a brief time to load your game data, displaying a number of progress bars as your game file is built. Of course, the more leagues and teams your game has, the longer this process will take, since the game needs to create all the players for your league.

When the game data has loaded, there are two scenarios:

- If you elected to hold an inaugural draft, and you assigned your manager identity to a team, you will be taken straight to the [inaugural draft](#) page described in Section 17.1, with a game date of January 2 of the year you selected in your league setup.
- If you aren't holding an inaugural draft, or if you did not assign your manager identity to a team, you will arrive at the [Manager News Page](#) described in Section 6.2, on January 1 of the year you selected in your league setup.

At this point, you are in control!

4.0 Main Game Screens

Congratulations—you've made it through the game creation process! (Or, perhaps you just skipped right to here.) Here's where the fun begins. You're now a manager, general manager, or commissioner in your game, and it's January 1. Time for you to take control and get going!

Most of the activity in OOTPB takes place on the main game screens. If you haven't done so already, take a few minutes to familiarize yourself with some of the [features of the interface](#), which can be found in Section 1.6.

If this is a new game, you've probably arrived first at the [Manager News Page](#). (Depending on your game setup, you might have ended up on the draft page. If that's the case, go to the Manager menu and select Home Page, so you can follow along!)

Figure 72 The Manager News Page



Across the top of the page are five menus: Game, Manager, the League menu (using your league abbreviation), the League Teams menu (using your league abbreviation), and Recent.

The next few sections of the guide will introduce you to these menus one by one, taking you through the available options in each menu in a detailed fashion.

5.0 The Game Menu

The Game menu is primarily used for the administration of your game. It's used for handling manager identities, league setup, and game functions such as loading or saving games.

5.1 The Human Manager Status Screen

Selecting Human Manager Status from the Game menu brings you to the Human Manager Status screen. This screen displays a list of all the human managers in your game file.

Figure 73 Human Manager Status Screen

Manager	Age	Nationality	Current Team	Lifetime Record	Reputation
Joe Rawlings	29	American	Unemployed	0-0, .000 PCT	Greenhorn
Lisa Bedrosian	29	American	Cleveland Bulls (FBL)	0-0, .000 PCT	Very inexperienced
William Hollis	29	American	Nashville Gar (FBL)	0-0, .000 PCT	Very inexperienced
Joe Unknown	29	American	Unemployed	0-0, .000 PCT	Greenhorn

This screen shows the following information about each human manager.

Field	Description
Manager	Name of the human manager.
Age	Age of the manager, as of the current game date.
Nationality	Manager's nationality.
Current Team	The name and league of the team that currently employs the manager.
Lifetime Record	The total win-loss record for the manager, across all leagues and teams. For example, if a manager has managed four teams, this would be the combined win-loss record for all four teams.
Reputation	A text description of the manager's reputation in your game universe.

There are no actions that can be taken on this screen, although nationalities are hyperlinked to the [Nation Profile Page](#) described in Section 6.8.1.

5.1.1. Manager Reputations

Manager reputations are determined primarily by experience and results. Managers start out as “greenhorns” and can grow through ten other “ranks.” A manager’s reputation is calculated using a large formula that factors in experience, lifetime record, playoff appearances, championships, and more. Your reputation affects your attractiveness to potential employers, and is a definite factor when you are unemployed and looking for work. For example, a very experienced manager with an excellent lifetime record will be much more attractive to a team than a greenhorn or a manager with a poor track record.

Note: Reputation is the main driving factor behind your ability to get a job. For example, different owners do not prefer different kinds of managers.

5.2. The Add General Manager Screen

Selecting Add General Manager from the Game menu takes you to the [Add Manager to Game screen](#) described in Section 3.4.2.

5.3. The Select Human Manager Screen

Selecting Select Human Manager from the Game menu takes you to the Select Human Manager screen, which defines which manager identity is currently in control of the game. In effect, only one manager identity can be logged in to the game at a time.

To switch manager identities, click on the manager you want to use, and click OK.

For example, in the graphic below, let’s say that you have been playing as Lisa Bedrosian, the manager of the Cleveland Bulls. You have created a commissioner identity called Joe Rawlings as well, and you realize you would like to use the commissioner to edit a player. Come to this screen, and select Joe Rawlings. Once you click OK, you are returned to the game screens, but now as Commissioner Joe Rawlings. Once you have made the changes you want, return to this screen to pick up again as Lisa Bedrosian.

Figure 74 Select Human Manager Screen



You can always confirm which manager is currently logged in by checking the game information in the top right corner of the screen.

Note: When you have multiple manager identities in a game, it's always a good idea to password protect your manager identities to avoid mistakes.

5.4. The Game Setup Screen

Selecting Game Setup from the Game menu takes you to the Game Setup screen, which allows you to change game and league settings. The Game Setup screen functions much like the [Create New Game screen](#), described in Section 3.3. The primary difference is that the Game Setup screen is accessible only after a game has started, while the Create New Game screen is available only before a game has been started.

Not all game and league settings can be changed after the initial game creation, but some values can be changed at any point during a game's history. For example, you could have free agency turned off for the first 10 years of your game, and then turn it on at that point.

Like the Create New Game screen, the Game Setup screen has a Global Setup page and a League Setup page.

5.4.1. The Global Setup Page

The Global Setup page is nearly identical to the [Game Options page](#) described in Section 3.3.2.1, with two exceptions. First, the Create and Maintain Hidden Players option is unavailable. This option can only be set at the start of a game. Second, the Global Setup page includes a section that allows you enable your game for online play.

Figure 75 Online League Options



When the Enable Online League Mode check box is checked, a number of additional fields and buttons become available. These are described in more detail in Section 26.3 on [online league setup](#).

Note: Online League Mode does not change the way in which the game fundamentally works. If you want to play solo but also want to post reports to a web server, then go ahead and enable Online League Mode, so that you can take advantage of those features.

5.4.2. The League Setup Page

The League Setup page behaves similarly to the screens defined in Section 3.3, [The Create New Game Screen](#). The League Setup page contains the same five tabs: Structure, Names & Affiliations, Rules, Options, and Strategy & Equivalencies. The main difference is that not all the settings are editable from the League Setup page. Some options can be configured only before the start of a game. We will review all five tabs here, but in many cases, we will refer you back to the Create New Game screen for details.

The League Setup page also contains four important action menus that do not exist in the Create New Game screen.

5.4.2.1. The Structure Page

The Structure page behaves similarly to the [Structure Page](#) defined in Section 3.3.6. However, you cannot change the structure of a league here. League structure can only be edited during the preseason, and only through the [Edit League Structure action](#) described in Section 5.4.2.8. You can change the League Level and League Nation at any time. Changing the League Nation will not change anything related to your current crop of players. However, during the next amateur draft (if enabled), the player nationalities will reflect the new nation.

5.4.2.2. The Names & Affiliations Page

The Names & Affiliations page behaves similarly to the [Names & Affiliation Page](#) defined in Section 3.3.7. You can change the names and abbreviations of any entity or award in a league at any time. You can also change the affiliations of any minor league teams in affiliated leagues.

Note: Changing names of leagues, divisions, and teams will not affect the accuracy of historical reporting. However, historical changes are not tracked within the reports. That is, if you play for five years in the World Baseball League, and then change the name of the league to My Baseball League, subsequent history reports will show “My Baseball League” for all years. You won’t be able to generate reports that say “World Baseball League” for the first five years, and then “My Baseball League” for subsequent years.

5.4.2.3. The Rules Page

The Rules page behaves similarly to the [Rules Page](#) defined in Section 3.3.8. Most league rules can be changed at any time. However, some financial rules can only be changed during the offseason. Specifically, you cannot enable or disable the overall financial system during the season, nor can you change free agency or salary arbitration settings.

5.4.2.4. The Options Page

The Options page behaves similarly to the [Options Page](#) defined in Section 3.3.9. You can change most league options at any time, with the following exceptions:

- Spring Training options can only be changed during the offseason.
- Schedule options can only be changed during the offseason or preseason.

5.4.2.5. The Strategy & Equivalencies Page

The Strategy & Equivalencies page behaves similarly to the [Strategy & Equivalencies Page](#) defined in Section 3.3.10. You can change your league strategy and equivalencies at any time.

5.4.2.6. The Import / Export Action Menu

The Import / Export action menu allows you to import or export the rosters in the current league.

Option	Description
Import Rosters	This option can be used to import customized player rosters into OOTPB.
Export Rosters	This option exports all rosters in the currently selected league to a text file, saved in your game directory. The text file is in comma-separated format.

Importing and exporting players is covered in more detail in the customization manual. See Section 1.1.4 for more information on [customization](#).

5.4.2.7. The Financial Functions Action Menu

The Financial Functions action menu allows you to make a number of financial changes in the currently selected league.

Option	Description
Release All Players / Clear Rosters	All players at all levels in the league will be released into the free agent pool.
Assign Fictional Financials to Teams	Checks all team payrolls and recalculates financial numbers (income and other data) and market size for the team. This happens automatically after the inaugural draft is finished. You can use this, for example, if you edited many players and want the league to be financially balanced again.
Make Fictional Player Contracts	Assigns realistic contracts to all players in the selected league, based on ratings, experience, and age. This is done automatically after the inaugural draft, just before it assigns fictional financials to teams.
Make Fictional Personnel Contracts	Does the same as Make Fictional Player Contracts, but for team personnel.

5.4.2.8. The Other Functions Action Menu

The Other Functions action menu has several helpful functions for managing an already existing league.

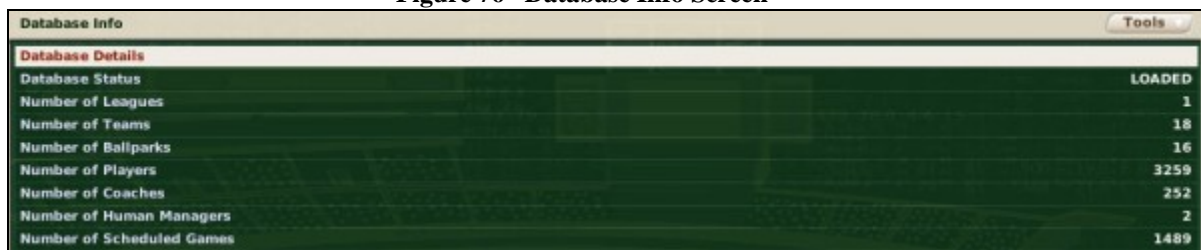
Option	Description
Randomize Cities	Randomizes the cities of all teams in the currently selected league.
Randomize Team Nicknames	Randomizes the nicknames of all teams in the currently selected league.
Randomize Player Names	Randomizes the player names of all players in the currently selected league.
Run SISA Rescoute	Forces the SISA scouting organization to rescoute the entire league.
Edit Park	Allows you to edit ballpark data. Although solo players can also use this editor, we have described all of the editor tools together under commissioner tools. The ballpark editor is described in more detail in Section 25.5. <i>Note: Editing ballparks is also covered in more detail in the customization manual. See Section 1.1.4 for more information on customization.</i>
Edit League Structure	Allows you to edit the structure of the currently selected league. Although

	solo players can also use this editor, we have described all of the editor tools together under commissioner tools. The league structure editor is described in more detail in Section 25.6.
Edit Schedule	Allows you to edit the currently selected league's schedule. Although solo players can also use this editor, we have described all of the editor tools together under commissioner tools. The schedule editor is described in more detail in Section 25.7. <i>Note: Editing schedules is also covered in more detail in the customization manual. See Section 1.1.4 for more information on customization.</i>
Release all players and schedule inaugural draft	Releases all players immediately and starts a new inaugural draft. People sometimes do this after simulating several years to give the players some statistics, then redistribute the players to the various teams in the league through an inaugural draft. This option is only available during the preseason.
Erase the service time of all players	Sets the service time of all players in the league to 0. This is commonly used in leagues where all players begin as rookies.
Erase <league> career stats of all players	Erases all career stats for all players, but only for the specifically listed league. Any stats accumulated while playing in other leagues will remain intact.
Erase all career stats of all players	Erases ALL statistics for all players in the league.
Fill Teams with Fictional Players	Can be used to fill empty minor leagues with players. Roster set creators often do this after creating minor leagues without players and adding some self-created players.
Run computer manager on all teams	Tells the AI to assess all teams and make necessary roster moves and adjustments.
Set all teams to NOT allow AI roster changes	Forbids the AI from making any roster changes. This would often be used by players who want to control all aspects of every team in the league.
Set all computer-controlled teams to allow AI roster changes	Restores the ability of computer-controlled teams to make roster changes, essentially turning off the previous option.
Set all teams to being controlled by Joe Unknown	Allows a single human manager to control all teams.
Set all teams back to being computer-controlled	Returns all teams to computer control.

5.5. The Database Info Screen

Selecting Database Info from the Game menu takes you to the Database Info screen, which displays data on the currently loaded game file.

Figure 76 Database Info Screen



The screenshot shows a window titled "Database Info" with a "Tools" button in the top right corner. The main area is titled "Database Details" and contains a table with the following data:

Database Status	LOADED
Number of Leagues	1
Number of Teams	18
Number of Ballparks	16
Number of Players	3259
Number of Coaches	252
Number of Human Managers	2
Number of Scheduled Games	1489

This screen displays the number of leagues, teams, ballparks, players, coaches, human managers, and scheduled games in the game file, as well as the current status of the game database. This information is not necessary as part of managing a team, it's just provided for informational purposes.

Note: You are also taken to this screen when you cancel out of the Create a New Game screen.

5.5.1. Tools Action Menu

The Database Info screen also has an action menu in the upper right, labeled "Tools." There are three options here:

Option	Description
Create SQL Dump for MS Access	Generates a series of SQL scripts that can be used by database-savvy users to create a Microsoft Access database with all of the raw data for your game file. These scripts are stored in the import_export directory inside your saved game directory.
Create SQL Dump for MySQL	Generates a series of SQL scripts that can be used by database-savvy users to create a MySQL database with all of the raw data for your game file. These scripts are stored in the import_export directory inside your saved game directory.
Export data to CSV files	Generates a series of .csv files, readable by any text editor or Microsoft Excel. These files contain all of the raw data for your game file. These files are stored in the import_export directory inside your saved game directory. <i>Note: Although .csv files are typically comma-separated, these files can actually be semi-colon or comma-separated. See the Game Preferences in Section 3.1.3 for more information on changing this.</i>

More detail on exporting data can be found in the customization manual. See Section 1.1.4 for more information on [customization](#).

Note: With an online league, you are required to enter the commissioner password before you can use these tools. This is because these tools export raw data, such as the true ratings for all players. In online leagues, giving players access to this data would make the scouting system worthless.

5.6. The Create New Game Screen

Selecting Create New Game returns you to the [Create New Game Screen](#) described in Section 3.3.

5.7. The Load Saved Game Screen

Selecting Load Saved Game from the Game menu brings you to the Load Saved Game screen, where you can see a list of all current saved games. To load a game, click on the game, and then click OK.

Figure 77 Load Saved Game Screen



5.7.1. Deleting a Game

You can also delete a game from the Load Saved Game screen by selecting a stored game and clicking the Delete button. You can also delete a game directly from your hard drive. Game files are stored in the directory where your game was installed, in the data\saved_games directory. Game files each have one full directory, ending in a .lg extension. For example, if your game is called “MyGame,” then there will be a directory called “MyGame.lg.” To delete this game, delete the entire MyGame.lg directory.

Note: Do not attempt to delete a game directly from your hard drive while OOTP is running.

5.7.2. Renaming a Game

You can rename a game from the Load Saved Game screen by selecting a stored game and clicking the Rename button. You can also rename a game directly from your hard drive. Game files are stored in the directory where your game was installed, in the data\saved_games directory. Game files each have one full directory, ending in a .lg extension. For example, if your game is called “MyGame,” then there will be a directory called “MyGame.lg.” To rename this game, rename the MyGame.lg directory to something else, such as “YourGame.lg.” However, the game directory must end in .lg, or OOTP will not recognize it as a valid game.

Note: Do not attempt to rename a game directly from your hard drive while OOTP is running.

5.8. Save Game

Selecting Save Game from the Game menu immediately saves all progress in your game. By default, OOTP saves games only when loading and quitting the game. In the interest of keeping your saved games safe, it is advisable to save your game at regular intervals. See Section 3.3.2.8 for information about OOTP’s [auto-save options](#).

We also recommend that you make and keep regular backups of your saved games in both a different directory and an external device in order to ensure the safety and longevity of your games. See Section 28.1 for more information on [backing up OOTP games](#).

5.9. Make Backup

Selecting Make Backup from the Game menu immediately makes a backup of critical game files. This process creates a date-stamped folder inside your game directory (my_game.lg) and copies your main data files (*.dat) into this folder.

Note: While this sort of backup is quick and effective, it only backs up the absolute minimum files required to run your game. We recommend performing full backups of all files in your game directory for maximum safety.

5.10. Load Online League File

The Load Online League File option is available only in online leagues. With this option, a player in an online league can automatically grab the most recent copy of his league's files from the commissioner's server. For those who want to know more about how this works, it does the following:

- Opens an FTP connection to the online league server.
- Checks whether the online league file exists in the export directory on the server. The name of the file must be the default name which is used by the "Upload league file" dialog.
- Get the modification date/time of the file from the FTP server.
- Open the file /league-folder.lg/settings/online_league_file_time.cfg to get the modification date/time of the file as of the last download.
- If the date/time stamps are equal, the download will be stopped because the file hasn't changed.
- If the date/time stamps are not equal, the file will be downloaded and unzipped into the import_export folder.
- The database will be saved and closed.
- All .dat files with the exception of names.dat will be renamed to .bak.
- The league files will be unpacked from the tar file and saved according to the relative paths saved in the tar file, overwriting existing files.
- The database will be loaded.
- The date/time info of the file will be saved in /league-folder.lg/settings/online_league_file_time.cfg.

5.11. Load Quickstart Game

Selecting Load Quickstart Game from the Game menu brings you to a dialog box where you can load a quickstart game. [Loading quickstart games](#) is described in Section 3.1.2.2.

5.12. Save Game as Quickstart

Selecting Save Game as Quickstart from the Game menu brings you to a dialog box where you can save a quickstart game. [Saving quickstart games](#) is described in Section 3.1.2.1.

5.13. OOTP Preferences

Selecting OOTP Preferences from the Game menu returns you to the [Game Preferences Screen](#) described in detail in Section 3.1.3.

5.14. OOTP Main Screen

Selecting **OOTP Main Screen** from the Game menu returns you to the [Main Screen](#) described in detail in Section 3.1.1.

5.15. Credits

Selecting Credits from the Game menu will display a list of people who participated in the production of Out of the Park Baseball.

5.16. Check for Updates

Selecting Check for Updates from the Game menu will cause the game to check for any updates to the game program. If an update is found, you will be directed to a web site where you can download and install the latest version. The update will not be applied automatically. You must have an active internet connection in order to check for updates.

5.17. Quit

Selecting Quit from the Game menu will save your current league and then quit OOTPB. You will be prompted to confirm that you want to quit.

Note: It is not possible to quit OOTPB without saving your game.

6.0 The Manager Menu

The Manager menu is the place to go for information relevant to your manager identity. It's used to set manager control options, check manager news and history, search for jobs, explore the game world, and to search for players and personnel.

6.1. Manager Home

Selecting Home from the Manager menu brings you to the Manager Home page, your landing point when you start a new game, but also the hub of your managerial career. This page includes demographic information, a wealth of statistical information about your manager identity for the current season, and a number of management settings to customize the way you manage your team or organization.

Figure 78 Manager Home Page

The screenshot shows the Manager Home page for William Hollis. The page is divided into several sections:

- Profile:** First Name: William, Last Name: Hollis, Date of Birth: 03-15-1977 (Age 29), Nationality: American, Current Team: Nashville Gar. There are checkboxes for "Use password for login" and "Play in Commissioner Mode".
- Team Control Settings:** A list of settings with dropdown menus, all currently set to "William Hollis": Setting Lineups/Depth/Pitching Staff, Roster Moves (Demotions, Promotions etc), Transactions (Signing, Releasing Players etc), Minor League Team Management, and Initiate and react to trades.
- Vacation Settings:** A list of settings with dropdown menus, all currently set to "Use Current Settings": Setting Lineups/Depth/Pitching Staff, Roster moves (Demotions, Promotions etc), Transactions (Signing, Releasing Players), Minor League Team Management, and Initiate and react to trades.
- Exit Auto-Play...** A section with four checked items and dropdown menus: "When a player is injured:" (Out for at least 3 days), "When a player suffers a DTD injury:" (Continue 20th performance day), "When you receive a personal message", and "When you have received a trade proposal message".
- Team Information:** Overall record: 14-28, .333 PCT, 15 GB; Position in Division: 4th place; Record at home: 5-17, .227 PCT; Record on the road: 9-11, .450 PCT; Record in extra-inning games: 1-2, .333 PCT; Record in one-run games: 4-7, .364 PCT; Record versus left-handed SP: 6-11, .353 PCT; Record versus right-handed S: 8-17, .320 PCT; Record last 10 games: 3-7, .300 PCT; Record in April: 7-21, .250 PCT; Record in May: 7-7, .500 PCT.
- Team Batting Stats & Rankings:** A list of statistics and rankings: Batting Average (.259 - 5th in SL1), On-Base Percentage (.342 - 5th in SL1), Slugging Percentage (.387 - 8th in SL1), On-Base + Slugging (.729 - 7th in SL1), Runs Scored (188 - 7th in SL1), Hits (380 - 6th in SL1), Extra-Base Hits (109 - 8th in SL1), Home runs (35 - 8th in SL1), Bases-On-Balls (173 - 2nd in SL1), Strikeouts (318 - 2nd in SL1), and Stolen Bases (61 - 1st in SL1).
- Team Pitching Stats & Rankings:** Earned Run Average (5.41 - 7th in SL1).

At the bottom of the page, there are four buttons: "Get Commitment", "Get Password", "Go on Vacation", and "Resign from Team".

The Manager Home page is divided into eight sections, described below. There are also a number of action menus at the bottom of the page.

6.1.1. Profile

The Profile section contains the basic demographic information for your manager identity.

Figure 79 Manager Home: Profile

Profile	
First Name	William
Last Name	Hollis
Date of Birth	03-15-1977 (Age 29)
Nationality	 American
Current Team	Nashville Gar
Password	<input type="checkbox"/> Use password for login
Play Mode	<input type="checkbox"/> Play in Commissioner Mode

The Profile section includes the following information.

Option	Description
First Name	The manager's first name.
Last Name	The manager's last name.
Date of Birth	The manager's date of birth. <i>Note: Your manager's age does not really matter in-game. Your manager identity cannot die of old age.</i>
Nationality	The manager's nationality. The manager's nationality has a slight impact on how players view the manager. Players are more likely to be comfortable with a manager of the same nationality. This factor can impact contract negotiations.
Current Team	The manager's current team, if any.
Password	If the Use Password for Login check box is selected, the Set Password action button at the bottom of the screen will be activated. When you have set a password, you will be prompted to enter it any time you start the game or change manager identities. Typically, manager passwords are most commonly used in online leagues. Warning! <i>There is no way to recover a lost password. If you lose your password, you will be forced to create a new identity. Passwords cannot be recovered by contacting technical support!</i>
Play Mode	If the Play in Commissioner Mode check box is selected, this manager is also the commissioner, and has the ability to interact with the game in many ways that managers can't. See Section 25.0, Commissioner Functions , for more information. This option will also activate the Set Commish Password action button at the bottom of the page, described in Section 6.1.9.

This information can also be edited through the Add Manager to Game screen. See Section 3.4.2.7, [Editing Existing Managers](#), for more information.

6.1.2. Team Controls

OOTPB allows you great flexibility in managing your team or organization. Some managers love to micro-manage, while others prefer to act as on-the-field managers and leave the details to their staff. The Team Controls section allows you to specify which aspects of your team or organization you want to control.

Figure 80 Manager Home: Team Controls

Team Control Settings	
Setting Lineups/Depth/Pitching Staff	William Hollis
Roster Moves (Demotions, Promotions etc)	William Hollis
Transactions (Signing, Releasing Players etc)	T. Spears (Computer AI)
Minor League Team Management	
Initiate and react to trades	William Hollis

The Team Controls section has five settings.

Option	Description
Setting Lineups / Depth / Pitching Staff	Defines who is responsible for setting lineups , depth charts , and the pitching staff for your team. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 15.0.
Roster Moves	Defines who is responsible for making roster moves (promotions, demotions, and so forth) for your team. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 15.0. See Section 20.0 for more information on Roster Rules and Management .
Transactions	Defines who is responsible for making transactions for your team. Transactions include signing and releasing players. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 15.0. See Section 20.0 for more information on Roster Rules and Management .
Minor League Team Management	Defines who is responsible for managing the day-to-day affairs of minor league teams in your organization, including all settings, strategy, and roster moves for minor leagues. You can choose from your manager identity or the minor league managers from your team personnel as described in Section 15.0.
Initiate and react to trades	Defines who is responsible for initiating and reacting to trades. You can choose to manage these aspects of the team yourself, or delegate them to the manager from your team personnel as described in Section 15.0. See Section 18.0, Trading , for more information.

Note: If you are the manager of an affiliated league, such as a non-independent minor league, then all roster moves, transactions, and trades will be handled by the GM of the parent club. Additionally, there is no option for Minor League Team Management in this case—you are the minor league team management!

6.1.3. Vacation Settings

Even a manager needs a break sometime! The Vacation Settings section can be used to define how your team should be managed while you are on vacation, which is done through the Go on Vacation action button defined in Section 6.1.9, [Actions](#). As with the Team Control section, you can choose to delegate some or all of these responsibilities.

Figure 81 Manager Home: Vacation Settings

Vacation Settings	
Setting Lineups/Depth/Pitching Staff	Use Current Settings ▼
Roster moves (Demotions, Promotions etc)	Use Current Settings ▼
Transactions (Signing, Releasing Players)	Use Current Settings ▼
Minor League Team Management	Use Current Settings ▼
Initiate and react to trades	Use Current Settings ▼

There are five Vacation Settings that match the [Team Control](#) settings: setting lineups, roster moves, and so on.

Each Vacation Setting has a drop-down, and each drop-down includes the Use Current Settings option. This option forces the game to use the value you selected in the Team Control section. Alternatively, you can delegate authority to the appropriate member of your [team personnel](#).

If you normally control all aspects of your team, and don't want anyone to make changes while you are on vacation, leave the Vacation Setting set to "Use Current Settings." For example, if you don't want anyone to make trades while you are in Aruba working on your tan, set the Initiate and react to Trades option to "Use Current Settings." No trades will be made in your absence. If you decide instead to delegate this authority in your absence, you might return to find that your subordinate pulled off a blockbuster trade with your favorite hand-picked player!

6.1.3.1. Effective Delegation

Be sure to delegate effectively! If you have taken responsibility for an area in the Team Control section, and then select Use Current Settings in the Vacation Setting area, you will have no one to cover your responsibilities if you go on vacation. In this case, no changes will be made in your absence, other than the minimum required to keep the team running.

Note: If you fail to delegate your responsibilities, and a change is needed while you are on vacation, the computer will make any necessary changes to keep the team functioning, but there is no guarantee that the computer will make the best choice. For example, if a hole in your lineup opens up due to an injury, your team won't take the field with just 8 players. But, the computer manager won't rearrange your batting order for you, either. If you had delegated authority, your staff members would rearrange the batting order to the best of their ability.

6.1.3.2. Why Would I Go on Vacation?

Most professional managers are unlikely to take vacations, especially during the season. However, in OOTPB, there are some cases where you might want to do so. For example, while auto-playing a season, managers are frequently interrupted for decisions on lineups, injuries, trade offers, and so forth. Going on vacation is one way to auto-play for a length of time without being interrupted—as long as you trust your personnel.

6.1.4. Exit Auto-Play

The Exit Auto-Play section defines events that will cause the auto-play engine to stop immediately to allow you to react. (See Section 23.0, [Auto-Play \(Simulating Games\)](#), for more information on auto-play.) For example, you can use these settings to instruct OOTPB to stop auto-play if one of your players gets injured, giving you a chance to shift your depth charts and lineups around, sign a free agent replacement, or work a trade.

Warning! If you turn off all these options, you might miss critical news or opportunities, or hurt the performance of your team. The computer will still make the minimum changes required to keep your team functioning. For example, if you have Exit Auto-Play turned off for injuries, and your starting shortstop suffers an injury, the computer will play one of your reserves instead. But the computer will not rearrange your lineups effectively and might not pick the best reserve to play.

Figure 82 Manager Home: Exit Auto-Play

Exit Auto-Play...	
<input checked="" type="checkbox"/> When a player is injured:	Out for at least 3 days
<input type="checkbox"/> When a player suffers a DTD injury:	Minimum 20% performance drop
<input checked="" type="checkbox"/> When a player is eligible to come off the DL	
<input checked="" type="checkbox"/> When you receive a personal message	
<input checked="" type="checkbox"/> When you have received a trade proposal message	

There are four Exit Auto-Play options.

Option	Description
When a player is injured:	If this box is checked, auto-play will stop any time a player on a team that you are directly managing suffers an injury that will keep him out for a certain amount of time. Use the drop-down box to specify the severity of injury that will cause auto-play to stop. You can choose a number of options, ranging from No Injury Limit (any injury that puts a player out of action causes auto-play to stop) to Out 2 months or more (auto-play is not stopped unless a player is out for 2 months or more.) See Section 14.10 for more information on player injuries .
When a player suffers a DTD injury:	If this box is checked, auto-play will stop any time a player on a team that you are directly managing suffers a “day-to-day” injury. A day-to-day injury is one where the player can play, but at a lower performance level, and at greater risk of injury. Use the drop-down menu to specify the severity of injury that will cause auto-play to stop. You can choose a number of options, ranging from No Limit (any day-to-day injury causes auto-play to stop) to 30% or more performance drop (auto-play is not stopped unless a player has a day-to-day injury that will reduce his performance by at least 30%). See Section 14.10 for more information on player injuries .
When a player is eligible to come off the DL	If this box is checked, auto-play will stop any time a player on your disabled list is ready to be removed from the list. This prevents you from simming days or weeks while forgetting to reactivate a key player. See Section 20.9 for more information on the disabled list .
When you receive a personal message	If this box is checked, auto-play will stop any time you receive a personal message. This does not include news articles specific to your team, but rather specific messages to your manager identity, such as a note from your owner. See Section 6.2.1, Types of Messages , for more information.
When you have received a trade proposal message	If this box is checked, auto-play will stop any time you receive a trade proposal message. See Section 18.0, Trading , for more information. <i>Note: If you have given control of trades to your staff, you will not receive trade proposal messages, even if you have selected this option.</i>

6.1.5. News Subscription Settings

The News Subscription Settings allow you to specify what types of news articles you would like to receive in your “in-box,” the [Manager News Page](#), described in Section 6.2.

Figure 83 Manager Home: News Subscription Settings



News Subscription Settings

Subscribe to: News from your league

☒ Subscribe to news that involve players from your shortlist

There are two News Subscription Settings. The first defines what kind of news you would like to subscribe to. You have the following options to choose from.

Option	Description
No news, only personal messages	You will receive no news other than personal messages, such as messages from your owner and trade proposals.
News from your team only	You will receive only news involving the team that you manage. If you are a general manager in a parent league, you will not receive any news regarding affiliated leagues in your organization.
News from your entire organization	You will receive news involving any team in your organization. <i>Note: With this selection, you will not receive league news. You will receive only news for your organization.</i>
News from your league	You will receive only news that pertains to the league of the team that you manage, as well as news from your team. You will not receive any news from affiliated leagues.
News from your league & organization	You will receive news involving any team in your organization, as well as news from the league of the team that you manage. <i>Note: You will not receive league news for leagues other than your own with this setting. For example, if you manage a major league team, you will receive major league news, plus team news for your team and all minor league teams in your organization.</i>
News from the entire world	You will receive all baseball news from all leagues throughout the world.

See Section 6.2.1 for more information on the [types of messages](#).

The second News Subscription Setting is a check box that, if checked, allows you to receive any news articles that involve players on your [shortlist](#), described in Section 6.7.

6.1.6. Team Information

The Team Information section displays current season team statistics for the team you currently manage.

Figure 84 Manager Home: Team Information

Team Information	
Overall record	14-28, .333 PCT, 15 GB
Position in Division	4th place
Record at home	5-17, .227 PCT
Record on the road	9-11, .450 PCT
Record in extra-inning games	1-2, .333 PCT
Record in one-run games	4-7, .364 PCT
Record versus left-handed SP	6-11, .353 PCT
Record versus right-handed S	8-17, .320 PCT
Record last 10 games	3-7, .300 PCT
Record in April	7-21, .250 PCT
Record in May	7-7, .500 PCT

Note: This is the information for your current team, whether or not you have been the manager for the duration of the season. For example, if it is halfway through the season, and you were just hired yesterday, this section will still show your new team's numbers for the entire current season.

6.1.7. Team Batting Stats & Rankings

The Team Batting Stats & Rankings section displays current season batting statistics for the team that you currently manage. Rankings are within your subleague, not the entire league.

Figure 85 Manager Home: Team Batting

Team Batting Stats & Rankings	
Batting Average	.259 - 5th in SL1
On-Base Percentage	.342 - 5th in SL1
Slugging Percentage	.387 - 8th in SL1
On-Base + Slugging	.729 - 7th in SL1
Runs Scored	188 - 7th in SL1
Hits	380 - 6th in SL1
Extra-Base Hits	0 - tied for 1st in SL1
Homeruns	35 - 8th in SL1
Bases-On-Balls	173 - 2nd in SL1
Strikeouts	318 - 2nd in SL1
Stolen Bases	61 - 1st in SL1

Note: This is the information for your current team, whether or not you have been the manager for the duration of the season. For example, if it is halfway through the season, and you were just hired yesterday, this section will still show your new team's numbers for the entire current season.

6.1.8. Team Pitching Stats & Rankings

The Team Pitching Stats & Rankings section displays current season pitching statistics for the team that you currently manage. Rankings are within your subleague, not the entire league.

Figure 86 Manager Home: Team Pitching

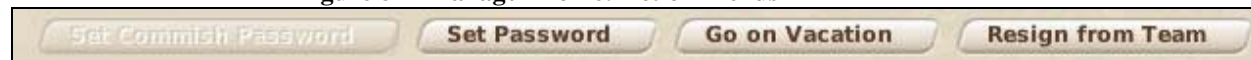
Team Pitching Stats & Rankings	
Earned Run Average	5.41 - 7th in SL1
Starters' ERA	5.68 - 7th in SL1
Bullpen ERA	4.86 - 4th in SL1
Runs allowed	244 - 7th in SL1
Hits allowed	416 - tied for 6th in SL1
Opponents AVG	.281 - 7th in SL1
BABIP	.300 - 6th in SL1
Homeruns allowed	71 - 8th in SL1
Bases-On-Balls	162 - 5th in SL1
Strikeouts	261 - 6th in SL1

Note: This is the information for your current team, whether or not you have been the manager for the duration of the season. For example, if it is halfway through the season, and you were just hired yesterday, this section will still show your new team's numbers for the entire current season.

6.1.9. Actions

There are four actions that can be taken on the Manager Home page.

Figure 87 Manager Home: Action Menus



Action	Result
Set Commish Password	Sets the commissioner's password. <i>Note: You must be logged in as a manager identity that has the Play in Commissioner Mode check box selected in order for this button to be available.</i>
Set Password	Sets the manager's password. <i>Note: You must be logged in as a manager identity that has the Use Password for Login check box selected in order for this button to be available.</i>
Go on Vacation / Return from Vacation	Sends your manager on a well-deserved vacation. While you are on vacation, your team will be managed according to the settings you established in the Vacation Settings in Section 6.1.3. When you are on vacation, the Go on Vacation button becomes a Return from Vacation button. Click on Return from Vacation to immediately return to work.
Resign from Team	Causes you to resign from your post as manager, effective immediately. You will be asked to confirm before you are released from your duties. Once you have resigned, you are eligible to sign with any team in the game. See Section 6.5, The Available Jobs Page , and Section 21.0, Manager Careers , for more information about resigning and finding a new job.

6.2. Manager News

Selecting News from the Manager menu brings you to the Manager News page, your source for news about your team, league, organization, or for personal communications from your owner and players. You can define what news you receive by changing the [News Subscription Settings](#) described in Section 6.1.5.

Figure 88 Manager News Page



All communications related to your manager identity, public or private, are viewed from the Manager News page. One way to think of this page is to imagine that you have an assistant who is responsible for bringing you relevant newspaper clippings and messages each morning.

The Manager News page is divided into two panes. The upper pane displays your in-box with a list of messages and their subject headers. News items are sorted chronologically, with the most recent items at the top. There is also a status column on the left, marked with the letters "ST." Messages with a small circle (●) in the ST column are still unread. To view a news article, just click on one of the subjects in the upper pane, and the contents will be displayed in the lower pane. The lower pane displays the content of the message. Messages frequently include hyperlinks to people or teams of interest.

There are a few other items of note regarding the Manager News page.

6.2.1. Types of Messages

There are two types of messages you can receive in OOTPB: public and personal.

Public messages are visible to the whole world. All public messages are visible through the [League News Page](#), described in Section 7.2.1. However, a manager typically receives only a small subset of the league news in his Manager News page, based on the [News Subscription Settings](#) described in Section 6.1.5. For example, there might be 100 league news articles, but if you elected to receive only news about your team, your Manager News page might show just 10 messages. Again, think of an assistant who clips out only the most relevant articles for you to read.

Public messages can include the following:

- SION (Sports Interactive Online Network) news articles about league awards
- League newsletters informing managers about key events
- SION rumors about contract negotiations around the league

- SION transaction news, such as completed trades
- SION news about important hirings and firings
- SION news articles about noteworthy game performances, such as shutouts or games with 3+ home runs by a single hitter

Personal messages are visible only to you. These messages do not appear in the League News Page, nor can other human managers see them when they are logged in.

Personal messages can include the following:

- Messages from your team's owner about your performance or the team's expectations
- Trade offers from other teams, or responses to trade offers
- Player responses to your contract offers

Receiving a personal message can trigger auto-play to stop, depending on your [Exit Auto-Play settings](#), described in Section 6.1.4.

6.2.2. The Manager News Icon

There is a second way to get to the Manager News page, in addition to using the Manager menu. In the lower left corner of most pages is a small icon of a rolled-up newspaper with a number on it. This is the Manager News icon.

Figure 89 Manager News Icon



Clicking this icon will bring you to the Manager News page. The number on the icon tells you how many unread messages you have.

6.2.3. Player Card

In the lower right corner of the page is a small graphic that shows a player card any time the currently open message features a specific player.

Figure 90 Manager News: Player Card

#25
Keith
"The Rogue"
Lane

3B - Bats: R - Throws: R
Age: 28
Baltimore Cold Fusion

Stats of the past Years:

Yr	Tm	AB	H	HR	RBI	AVG
2006	BAL	676	225	44	159	.333
2007	BAL	649	197	51	145	.304

The player card includes a player photo, if player photos are being used. It also shows some key biographical data and statistics for the player. See Section 1.1.4 for more information on [customization](#) and player photos.

Also, you might notice that the player statistics on the player card do not match those in the associated news article. That is because the player card has up-to-the-minute player statistics, while the news article shows only what his numbers were when the article was created.

Note: If there is no player specified in the current message, the player card will not be shown, such as for an article about a manager.

6.2.4. Filter Messages

In the top right of the screen is an action menu called Filter Messages. This filter is similar but not identical to those described in Section 1.7.2, [Filters](#). It allows you to filter messages to help you quickly find certain ones.

Note: Regardless of the filter setting, you will still receive all types of messages. The filter controls only which messages you see at the moment.

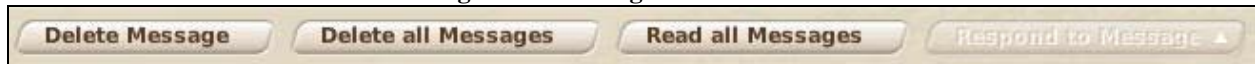
Filter	Messages Displayed
All Messages	Any and all messages will be displayed.
Unread Messages	Only unread messages, of any type, will be displayed.
General Messages	Only messages of a general nature will be displayed, including league newsletters, game news, and league news.
Transactions	Only messages pertaining to personnel transactions will be displayed. This includes trades, draft pick compensation for lost free agents, and the like.
Contracts	Only messages pertaining to contract negotiations will be displayed. This includes public rumors of contract negotiations as well as personal negotiation messages.
SION News	Only official SION (Sports Interactive Online Network) news messages will be displayed. These typically include award articles and game performance articles.

Note: The Filter Messages drop-down resets each time you leave the page.

6.2.5. Actions

There are four actions that can be taken on the Manager News page, three of which are simply to help keep your in-box tidy.

Figure 91 Manager News Actions



Option	Description
Delete Message	Deletes the currently selected message, with no confirmation.
Delete all Messages	Deletes all messages. You will be asked for confirmation.
Read all Messages	Marks all messages as “read.”
Respond to Message	This action menu is available only when you have received a message that requires a response. This happens when you have received a trade proposal or a response to a trade proposal that you submitted. The specific usage of this action menu is covered in more detail in Section 18.0, Trading .

Note: If you delete public messages, they will still be visible from the [League News](#) page. However, if you delete personal messages, they are lost forever!

6.2.6. Customizable News Articles

Most news articles in OOTPB are customizable. See Section 1.1.4 for more information on [customization](#) and news articles.

6.3. History

Selecting History from the Manager menu takes you to the Manager History page, which contains a year-by-year summary of your manager identity’s career.

Figure 92 Manager History Page

Elijah Stein History									
Year	Team	Record	AVG	Runs	ERA	Runs allowed	Position	Playoffs	
2006	Boston Blues (FBL)	64-98, .395 PCT, 29 GB	.241	622	4.80	841	4th	Not qualified	
2008	Baltimore Legion (FBL)	85-77, .525 PCT, - GB	.281	898	4.45	804	1st	Made Playoffs	
2009	Baltimore Legion (FBL)	90-72, .556 PCT, - GB	.283	886	4.63	812	1st	Made Playoffs	
TOTAL		239-247, .492 PCT	.268	2406	4.63	2457		2 time(s) qualified	

Records that are below a .450 winning percentage are displayed in red text. Records that are above a .550 winning percentage are displayed in green text. Records in between those two are displayed in white text.

6.4. Manager Team

The Manager menu also lists the current manager’s team name, if employed. Selecting this option takes you to the current manager’s [Team Home page](#), described in Section 8.1.

6.5. Available Jobs

Selecting Available Jobs from the Manager menu bring you to the Available Jobs page, the place to go if you should find yourself unemployed. This situation can happen if you started a manager career without a team, or if

you find yourself jobless after a subpar management performance. You can also apply for a new job even if you are currently employed.

The manager contract system is fairly basic. Human managers do not have a salary or a fixed-length contract. You're either employed, or not. See Section 21.0 for more information on [manager careers](#).

Figure 93 Available Jobs

Available General Manager Jobs			
Teams Offering a Job	League	Level	Action
Tacoma Power	Fictional Baseball League Double-A	Double-A	Apply as Manager
Anaheim Pyramids	Fictional Baseball League Single-A	Single-A	Apply as Manager
Stockton Purple Dragons	Fictional Baseball League Single-A	Single-A	Apply as Manager
Winston-Salem Sea Dawgs	Fictional Baseball League Single-A	Single-A	Apply as Manager
Ball Seagulls	Fictional Baseball League Single-A	Single-A	Apply as Manager
Seattle Hill-Silver Firs Snow Bears	Fictional Baseball League Single-A	Single-A	Apply as Manager
Gouverneur Windjammers	Fictional Baseball League Single-A	Single-A	Apply as Manager
Jersey City Lumber Kings	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Somerset Hydra	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Rotonda Hatters	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Piano Concordes	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Scottsdale Forge	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Cincinnati Brewmasters	Fictional Baseball League Low Single-A	Low Single-A	Apply as Manager
Bethel Acres Twisters	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Fortuna Foothills Jackals	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Grand Rapids Green Knights	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Huntington Beach Squires	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Franklin River Rats	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Saint Louis Demolition	Fictional Baseball League Rookie League	Rookie League	Apply as Manager
Yomiuri Giants	Nippon Baseball Ni-Gun League	Triple-A	Apply as Manager

The Available Jobs page lists open manager positions that are being offered to you from throughout the game universe. Teams are hyperlinked to make it easier to research a team before applying for a job.

Note: There might be other openings in the game world, but for whatever reason, those teams are not offering a position to you. This reluctance could be due to your track record, your level of experience, or mistreatment of previous ownership.

6.5.1. Applying for a Job

To apply for an open position, click on the Apply as Manager button next to the team you want to ask for a job. You will be asked to confirm before you take on your new responsibilities. There are no negotiations for manager positions, and there are no salaries or fixed length of contract. You either take the job, or not.

If you are already employed, you can still apply for a job from this screen. If you do accept a new job, you will transition effective immediately. However, your actions do have an effect on your reputation in the game world.

6.6. Resign From Team

Choose Resign From Team from the Manager menu if you no longer want to work for your current team. You will be asked to confirm your choice. Once you have resigned, you are now unemployed. You can check for available jobs on the [Available Jobs](#) page described in Section 6.5

6.7. Player / Staff Search & Shortlist

A manager needs to have quick access to data on players and staff throughout the game world, as well as the ability to keep track of people of interest. The Player / Staff Search and Player / Staff Shortlist pages provide just that. There are separate menu options for player and staff searches. However, the functionality is nearly identical between the two options, so we will cover them together here.

6.7.1. Player / Staff Search Page

The Player / Staff Search Page lists all players or staff in the entire game world. Depending on the scope of your universe, there could be thousands of people in this list. A note in the bottom left of the screen tells you how many players there are.

Note: Retired players are not listed in the search or shortlist pages.

Figure 94 Player Search Page

PO	Inf	Name	Team	League	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P		Javier Baca	Hialeah	Fictional Baseball FBL / S A			11-21-198 24		USA	5' 9"	195 lb	Right	Right
CF		Estevón Bacquez	Irving	Fictional Baseball FBLR	R		04-19-198 20		USA	6' 2"	155 lb	Right	Right
LF		Matt Badger	Buffalo	Fictional Baseball FBLAA AA			07-06-198 21		USA	6' 5"	195 lb	Left	Right
P		Cory Bailey	Colorado Spri	Fictional Baseball FBL	MLB		12-18-197 31		PUR	5' 11"	190 lb	Left	Left
P		Matt Bain	Tularosa	Fictional Baseball FBLAA AA			05-02-197 34		USA	6' 5"	210 lb	Right	Right
RF		Ernie Baker	Hialeah	Fictional Baseball FBL / S A			08-13-198 23		USA	6' 3"	230 lb	Left	Left
3B		Mike Baker	Yonkers	Fictional Baseball FBLA	A		02-19-198 17		USA	6' 0"	190 lb	Switch	Right
P		Mario Balboa	Otisfield	Fictional Baseball FBLAA AA			02-20-198 24		DOM	6' 0"	180 lb	Switch	Right
P		Justin Baldock	Detroit	Fictional Baseball FBL	MLB		05-03-197 33		USA	5' 10"	210 lb	Right	Right
SS		Mateo Balinbin	Los Angeles	Fictional Baseball FBL	MLB		07-16-198 23		VEN	5' 11"	160 lb	Right	Right
SS		Octavo Ballina	Yonkers	Fictional Baseball FBLAA AAA			12-20-198 24		VEN	6' 1"	185 lb	Right	Right
SS		Cachi Baltasar	Yonkers	Fictional Baseball FBLA	A		02-20-198 19		DOM	6' 0"	200 lb	Switch	Right
P		Bill Bancroft	Denver	Fictional Baseball FBL	MLB		04-13-198 25		USA	6' 5"	215 lb	Right	Right
3B		Nobuo Bando	Hiroshima	Nippon Baseball h NGN	AAA		12-19-197 31		JPN	6' 3"	215 lb	Right	Right
3B		Jerry Bandy	Pittsburgh	Fictional Baseball FBLA	A		02-05-198 18		USA	6' 2"	190 lb	Left	Right
P		Juan Banegac	Fortuna Footh	Fictional Baseball FBLR	R		04-16-198 21		PUR	5' 10"	195 lb	Left	Left
P		Dan Banks	Greensboro	Fictional Baseball FBLA	A		09-26-198 19		USA	6' 1"	175 lb	Left	Left
P		Miguel Bantellano	Bethel Acres	Fictional Baseball FBLR	R		04-09-198 18		PUR	6' 1"	200 lb	Right	Right
P		Galtero Bantista	Jersey City	Fictional Baseball FBL / S A			04-05-198 19		USA	6' 6"	215 lb	Right	Right
CF		José Banuelos	Scottsdale	Fictional Baseball FBL	MLB		08-20-197 27		USA	6' 0"	150 lb	Right	Right

3360 Players found

Report

On this page, you can take advantage of OOTP's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

6.7.2. Player / Staff Shortlist Pages

Want to keep tabs on that shortstop you covet? Want to follow the career of a player you almost picked in the draft, but decided against at the last moment? Watching to see when an experienced manager you're interested gets fired? In OOTP, managers can build a "shortlist" of such people. Once people have been shortlisted, managers can visit the Player Shortlist page or the Staff Shortlist page to view their shortlists.

Figure 95 Player Shortlist Page

PO	Inf	Name	Team	League	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
C		Shigeke Abukara	Hiroshima To	Nippon Professional NPB	INT		02-25-1973	30	JPN	5' 11"	190 lb	Right	Right
SS		Lloyd Adkins	Franklin	Fictional Baseball FBLR	R		12-25-1983	23	USA	6' 3"	225 lb	Right	Right
C		Carlomagno Aceuedo	San Bernardin	Fictional Baseball FBLAA AA			01-13-1978	28	VEN	5' 11"	195 lb	Right	Right
P		Alfredo Abrante	-	-	-	-	02-19-1988	18	VEN	6' 1"	190 lb	Right	Right

4 Players found

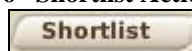
Each manager has two separate shortlists: one for players and one for staff. On this page, you can take advantage of OOTP's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

You can also elect to receive news about players and personnel that you have shortlisted by changing your [News Subscription Settings](#), described in Section 6.1.5.

6.7.2.1. Shortlisting People

It's easy to add players and personnel to your shortlists. There are two ways to shortlist a person. One way is to click the Shortlist action button that appears in the lower right of every individual player or coach profile page:

Figure 96 Shortlist Action Button



The second way to shortlist a person is to right-click on any hyperlinked name and select Shortlist Player or Shortlist Person from the right-click menu.

Figure 97 Right-Click Menu Shortlist Option



When you shortlist a player, you do not receive any special notification, nor are you taken directly to the Shortlist page. However, the next time you visit the Shortlist page, the person will be visible in your shortlist.

6.7.2.2. Removing People from Shortlists

It's just as easy to remove players from your shortlist. You can use the same methods you used to add the player. The difference is that for players on a shortlist, the option will read Unshortlist.

6.8. Explore World

Selecting Explore World from the Manager menu brings you to the Explore World page. A manager needs to keep a global perspective, and this page helps you do just that.

Figure 98 Explore World Page

Nation	Abbreviation	Continent	Population	Leagues	Teams	Players	Baseball Quality
Afghanistan	AFG	Asia	7679470	0	0	0	Non-Existent
Albania	ALB	Europe	1589264	0	0	0	Non-Existent
Algeria	ALG	Africa	22124773	0	0	0	Non-Existent
American Samoa	ASA	Oceania	46630	0	0	0	Non-Existent
Andorra	AND	Europe	72013	0	0	0	Non-Existent
Angola	ANG	Africa	4629062	0	0	0	Non-Existent
Anguilla	AIA	North America	5554	0	0	0	Non-Existent
Antigua & Barbuda	ATG	North America	33991	0	0	0	Non-Existent
Argentina	ARG	South America	27386045	0	0	0	Average
Armenia	ARM	Europe	2892078	0	0	0	Fair
Aruba	ARU	North America	49443	0	0	5	Average
Australia	AUS	Oceania	19880285	0	0	11	Good
Austria	AUT	Europe	5077849	0	0	0	Fair
Azerbaijan	AZE	Europe	4406978	0	0	0	Non-Existent
Bahamas	BAH	North America	320752	0	0	0	Poor
Bahrain	BHR	Asia	659343	0	0	0	Non-Existent
Bangladesh	BAN	Asia	25716749	0	0	0	Non-Existent
Barbados	BRB	North America	114121	0	0	0	Non-Existent
Belarus	BLR	Europe	6871697	0	0	1	Poor
Belgium	BEL	Europe	10966259	0	0	1	Fair
Belize	BLZ	North America	154310	0	0	0	Non-Existent
Benin	BEN	Africa	3075699	0	0	0	Non-Existent
Bermuda	BER	North America	1892	0	0	0	Non-Existent
Bhutan	BHU	Asia	165687	0	0	0	Non-Existent
Bolivia	BOL	South America	6180743	0	0	0	Poor
Bosnia and Herzegovina	BIH	Europe	3156230	0	0	0	Non-Existent

The Explore World page displays facts and statistics about every nation in your game world. The main view provides the following information.

Option	Description
Nation	The name of the nation, hyperlinked to the Nation Profile page described in Section 6.8.1.
Abbreviation / Flag	The abbreviation of the nation, along with a graphic of the nation's flag.
Continent	The nation's continent. In the case of nations that are not strictly part of one of the continents, the closest continent is sometimes used.
Population	The approximate population of the nation. This value is static—it will not change over time.
Leagues	The number of leagues that have this nation as the League Nation. See Section 3.3.6.1 for more information about League Nations .
Teams	The number of teams based in this nation. Teams count toward the nation in which the league is based. For example, if Toronto, Canada, has a team in a U.S.-based league, then that team counts as a U.S. team.
Players	The number of active players whose origin is this nation. See the Player Profile described in Section 9.3 for more information about player origins.

Baseball Quality	A rating of the quality of baseball in the nation, ranging from “nonexistent” to “excellent.” Baseball quality comes into play when determining the nationalities of foreign players in an inaugural or amateur draft class. Generally speaking, more players will be generated from nations with high levels of play.
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6.8.1. The Nation Profile Page

The Nation Profile page gives a wealth of information about the selected nation. Much of the information was already described on the Explore World page. Additionally, there is a list of individual cities, region (U.S. state), population, latitude, and longitude.

Figure 99 Nation Profile Page

Nation Profile Players from Dominican Republic Coaches from Dominican Republic						
Nation Profile		City	Region	Population	Latitude	Longitude
Name	Dominican Republic	Santo Domingo	Distrito Nacional	2201941	18.48	-69.91
Abbreviation	DOM	Santiago	Santiago	555904	19.48	-70.69
Estimated Population	5929252	San Pedro de Macoris	San Pedro de Macoris	217899	18.46	-69.31
Number of Cities > 1000 Inhabitants	213	La Romana	La Romana	208437	18.43	-68.97
Baseball Program Quality	Excellent	San Cristobal	San Cristobal	154040	18.42	-70.11
Number of Leagues	0	San Francisco de Macoris	Duarte	124763	19.30	-70.25
Number of Teams	0	Higüey	La Altagracia	123787	18.62	-68.71
Number of Active Professional Players	244	Puerto Plata	Puerto Plata	119897	19.80	-70.70
		La Vega	La Vega	102426	19.22	-70.53
		Barahona	Barahona	77160	18.21	-71.10
		Bonao	Monseñor Nouel	73269	18.95	-70.41
		San Juan de la Maguana	San Juan	72950	18.81	-71.23
		Bajos de Haina	San Cristobal	66784	18.42	-70.03
		Bani	Peravia	66709	18.29	-70.33
		Moca	Españillat	61834	19.40	-70.53
		Azua	Azua	59139	18.46	-70.74
		Boca Chica	Santo Domingo	51245	0.00	0.00
		Mao	Valverde	48297	19.56	-71.08
		Esperanza	Valverde	42169	19.58	-70.99
		Cotuí	Sanchez Ramirez	41641	19.06	-70.15
		Villa Altagracia	San Cristobal	40027	18.67	-70.17
		Hato Mayor	Hato Mayor	35999	18.77	-69.26
		Nagua	Maria Trinidad Sanchez	33862	19.38	-69.85
		Villa Riey	San Juan	31117	19.46	-70.87

This screen also has a [Scout action menu](#) available, as described in Section 1.8.3.

6.8.2. Players / Coaches from Nation Page

The Player / Coaches from Nation page allows you to quickly see all players from a specific nation.

Figure 100 Players from Nation Page

PO	Inf	Name	League	Age	B	T	CON	P	Gap Pot.	POW P	Eye Pot.	K's Pot.	Speed	Stealing	RUN
LF		Alvin Onzaes	Fictional Baseball	22	R	R	20	-	10	-	17	5	9	12	
RF		Mario Partida	Fictional Baseball	26	S	R	20	15	20	12	18	14	13	15	
1B		Norberto Alvelo	Fictional Baseball	26	L	L	20	15	20	16	15	4	2	6	
CF		Gaspar Orozco	Fictional Baseball	36	L	R	18	15	20	7	18	10	15	18	
1B		Dario Gotay	Fictional Baseball	22	L	L	16	-	-	16	-	11	8	9	
1B		Currito Silvestre	Fictional Baseball	33	R	L	16	10	20	15	11	6	4	5	
1B		Roberto Bejarandof	Fictional Baseball	22	L	L	16	9	8	12	16	8	12	10	
2B		Pasqual Espaderos	Fictional Baseball	25	L	R	15	13	14	13	8	11	9	10	
LF		Salvatore Penya	-	34	L	L	15	15	3	9	13	6	9	4	
RF		José Herrerra	Fictional Baseball	24	R	R	14	7	12	6	9	5	5	5	
RF		Estevón Juaneza	Fictional Baseball	30	R	L	14	14	16	10	11	11	13	13	
SS		Mario Villodas	Fictional Baseball	22	S	R	14	-	-	-	11	7	6	6	
CF		Alvin Medellín	Fictional Baseball	35	L	L	14	6	13	9	9	13	15	12	
3B		Valentin Gonzales	Fictional Baseball	25	L	R	13	10	6	10	9	8	12	12	
1B		Ramon Najera	Fictional Baseball	34	R	R	13	8	8	9	11	5	3	1	
1B		Carlos Agustino	Fictional Baseball	24	L	R	13	18	13	10	12	2	3	8	
RF		Farruco Grotter	-	30	L	L	13	12	14	11	11	11	6	8	
RF		Antonio Santiago	Fictional Baseball	23	R	R	12	19	10	15	15	17	18	20	
C		Martin Molina	Fictional Baseball	31	R	R	12	9	11	11	10	2	7	4	
P		Elonzo Dueno	Fictional Baseball	20	R	R	12	8	2	4	9	3	1	2	

On this page, you can take advantage of OOTP’s [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

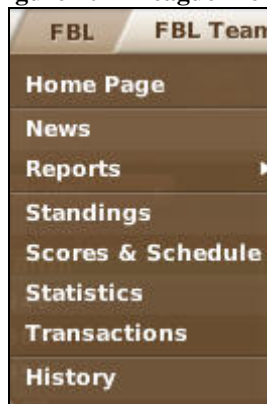
6.8.3. Customizing Nations

While OOTP comes with a complete world database, cities, nations, and continents in OOTP are entirely customizable, meaning that you can customize the game to include your own cities and nations, or even create an entirely fictional world. The details of how to accomplish this are described in a separate document. See Section 1.1.4 for more information on [customization](#).

7.0 The League Menu

The League menu is the place to go for information relevant to the currently selected league within your game world. Remember, you can always switch leagues using the [League drop-down](#) described in Section 1.6.2. This menu is not actually called the “League menu” within the game. Instead, the menu is labeled with the league abbreviation that you established when creating your league. So, if your league is the “Fictional Baseball League (FBL),” this menu will be called “FBL.”

Figure 101 League Menu



In the League menu, you will find the league standings and schedule, up-to-the-minute statistics and league news, league history, and the important transaction area where managers can work trade, free agent, and waiver-wire magic.

7.1. The League Home Page

The League Home page is something like a web portal for the currently selected league. The League Home page is actually a series of in-game HTML reports that display breaking league news, the standings, a leaderboard, and more. It also includes links to web reports for a number of other league areas—scores, statistics, and more.

We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the League Home page.

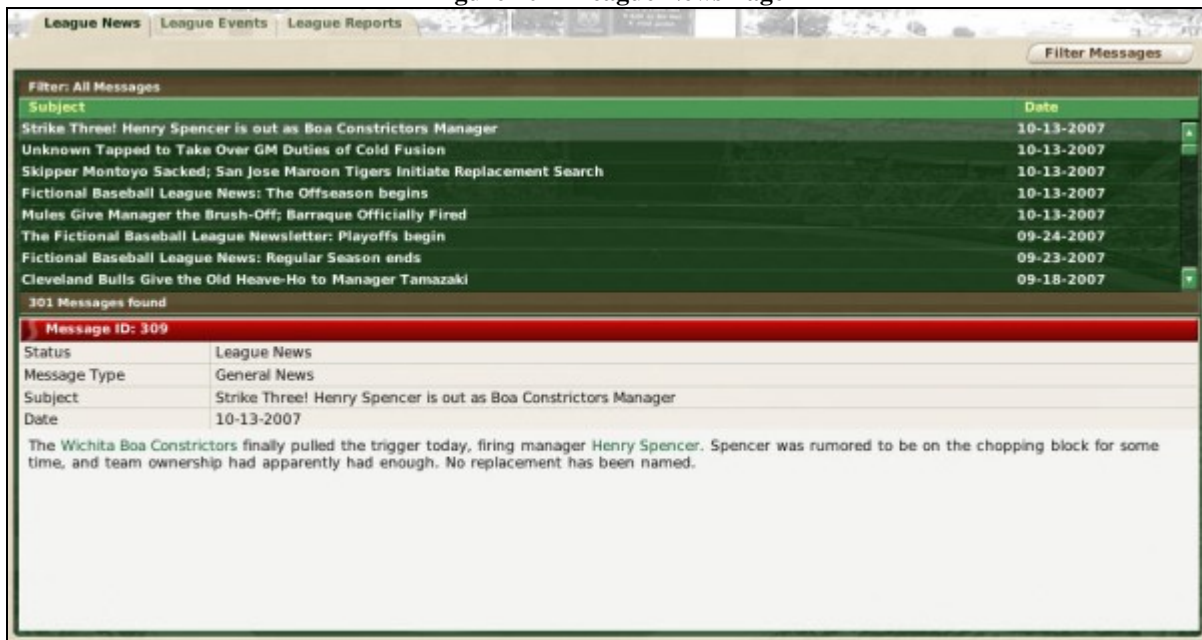
7.2. League News

League news includes news messages, reports, and a list of league-wide events, broken down into three pages of information.

7.2.1. The League News Page

The League News page is very similar in nature to the [Manager News page](#) described in Section 6.2. The main difference is that while the Manager News page contains customized data for each manager identity, the League News page is the same for all managers.

Figure 102 League News Page



The League News page displays all the public news for the currently selected league. As in the Manager News page, articles involving a player will display a player card. You can also use the Filter Messages drop-down. See the [Manager News page](#) described in Section 6.2 for more details on how these work.

Note: In the Manager News page, you can delete messages. However, you cannot delete messages from the League News page.

7.2.2. The League Events Page

The League Events page is a simple calendar of sorts, giving you easy access to a list of key dates throughout the year. Events that are slightly gray in color have already passed.

Figure 103 League Events Page

League News League Events League Reports	
<input type="checkbox"/> List minor awards	
Date	Scheduled Event
Monday, January 2nd, 2006	FBL Inaugural Draft
Sunday, April 1st, 2007	2007 OPENING DAY
Wednesday, May 16th, 2007	FBL First Year Player Draft Pool is published
Friday, June 15th, 2007	2007 FBL First Year Player Draft
Tuesday, July 31st, 2007	Trading Deadline
Saturday, September 1st, 2007	FBL Roster Expansion
Sunday, September 23rd, 2007	2007 Regular Season ends
Monday, September 24th, 2007	2007 PLAYOFFS BEGIN
Saturday, October 13th, 2007	Playoffs are over, the Offseason starts
Tuesday, October 23rd, 2007	Glove Wizard Award winners are announced
Wednesday, October 24th, 2007	Newcomer of the Year Award winners are announced
Thursday, October 25th, 2007	Manager of the Year Award winners are announced
Friday, October 26th, 2007	Outstanding Pitcher Award winners are announced
Saturday, October 27th, 2007	Outstanding Hitter Award winners are announced
Saturday, November 3rd, 2007	Salary Arbitration Hearings
Tuesday, November 6th, 2007	Eligible Players file for free agency
Monday, November 26th, 2007	Winter Meetings start
Friday, November 30th, 2007	Winter Meetings end
Friday, February 29th, 2008	2008 Pre-Season begins
Sunday, March 2nd, 2008	2008 Spring Training begins
Tuesday, April 1st, 2008	2008 Regular Season begins

By default, only major events are listed in the League Events page. However, there is a List of Minor Awards check box in the upper right. If this is selected, a number of minor awards will be added to the list, such as the “Player of the Week” and “Player of the Month” announcements.

There are no actions to take on the League Events page. The events will appear dynamically as time passes in your game universe.

See Section 22.0 for more information on [league events](#).

Warning! The League Events page shows events only from the currently selected league. If you have leagues with different settings, such as one league with free agency and one without, the leagues might have different key dates. Make sure you’re looking at the right league.

7.2.3. League Reports

The League Reports page contains a series of in-game HTML reports about various aspects of the currently selected league. The League Reports area is actually a series of in-game HTML reports that display various reports with league-specific data.

We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about League Reports.

7.3. League Reports

The Reports option in the League menu takes you directly to a number of league-related reports. These reports are the same ones that are accessible from the League Reports tab on the League Home page. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about League Reports.

7.4. The Standings Page

The Standings page is a regular haunt for fans and managers alike. It contains the basic standings for the selected league, along with typical standings measures such as GB (games behind), the team's current streak and its record over the last 10 games, and a magic number.

Figure 104 Standings Page

Fictional Baseball League Standings																	
SL1 Division 1									SL2 Division 1								
	W	L	PCT	GB	G	Last 10	Streak	Magic #		W	L	PCT	GB	G	Last 10	Streak	Magic #
Philadelphia	32	11	.744	-	43	9-1	L2	117	Tulsa	25	20	.556	-	45	6-4	W2	118
Nashville	31	14	.689	2	45	6-4	W4		Phoenix	22	20	.524	1.5	42	5-5	W4	
Jacksonville	29	16	.644	4	45	6-4	W9		Reno	22	20	.524	1.5	42	6-4	L2	
Chicago	21	23	.477	11.5	44	5-5	L1		Indianapolis	22	23	.489	3	45	4-6	L1	
SL1 Division 2									SL2 Division 2								
	W	L	PCT	GB	G	Last 10	Streak	Magic #		W	L	PCT	GB	G	Last 10	Streak	Magic #
Baltimore	20	23	.465	-	43	2-8	L6	114	Kansas City	23	22	.511	-	45	5-5	W2	117
Detroit	16	29	.356	5	45	3-7	W2		Wichita	22	23	.489	1	45	5-5	L2	
San Jose	14	30	.318	6.5	44	5-5	L3		Cleveland	21	24	.467	2	45	6-4	L3	
San Antonio	14	31	.311	7	45	4-6	W1		Oklahoma City	20	25	.444	3	45	3-7	W1	

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.5. The Scores & Schedule Page

The Scores & Schedule page is the place to check out upcoming matchups and recent game results. This page defaults to the current league date. OOTPB shows scheduled games when they have not yet been played, and scores when the games have been completed. It is possible for this screen to show some completed games and some games that have not yet been played, at the same time.

7.5.1. Calendar Navigation Bar

This page includes a Calendar Navigation Bar at the top right of the screen.

Figure 105 Calendar Navigation Bar



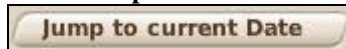
Using the Calendar Navigation Bar is simple. Click the arrows on either side to advance or go back one day in time. Alternatively, if you click on the date, month, or year, you will receive a drop-down wherein you can choose a different value.

Note: The in-game calendar allows you to review the calendar for the current season only.

7.5.2. Jump to Current Date Button

This page includes a Jump to Current Date button at the top right of the screen.

Figure 106 Jump to Current Date Button



Click this button to set the current date on this screen to the current date in the game universe. This button is helpful if you have been looking through the calendar and want to quickly return to the current date.

7.5.3. Auto-Play Action Menus

The two action menus at the bottom right of the page, Auto-Play and Auto-Play until Event, are described in Section 23.0, [Auto-Play \(Simulating Games\)](#).

One important difference in the auto-play options on this screen is the ability to auto-play to the currently selected date. If you change the calendar to a different date, a new option appears in the Auto-Play menu, Auto-Play to Selected Date. This option enables you to simulate many years at once, if so desired.

7.5.4. Schedules

Schedules, displayed when games have yet to be played, include a lot of relevant information such as the teams, their current records, the starting time of the game, and the anticipated starting pitchers.

Figure 107 League Schedule Page



7.5.4.1. Manage / Quick-Play Buttons

If you are playing as a manager, the team that you manage will have two additional buttons on the part of the screen that involves your team, Manage and Quick-Play. Commissioners have these options for any scheduled game.

Figure 108 Manager and Quick-Play Buttons



These buttons allow you to enter the Play-by-Play portion of OOTP and play out the game in detail. See Section 24.0, [Play-by-Play \(Playing out Games\)](#), for more detail about these options.

The League Scope drop-down allows you to choose between viewing statistics just for a specific subleague, or for all subleagues combined.

Figure 110 League Scope Drop-Down



7.6.1.2. Player Qualification Drop-Down

The Player Qualification drop-down allows you to choose between three options.

Figure 111 Player Qualification Drop-Down



Option	Description
View All Players	Displays all players, regardless of how much or how little each has played so far.
View Qualified Players	<p>Displays players who meet certain criteria. To qualify, a hitter must have at least 3.1 plate appearances per game that his team has played. A pitcher must have at least 1 inning pitched per game that his team has played.</p> <p>The purpose of this option is to prevent skewed results. For example, in a list of all players, someone with a .500 average in just 2 at bats could be listed at the top of the Batting Average leaderboard, ahead of a player who is hitting .330 in 400 at bats.</p>
View Qualified Rookies	Similar to View Qualified Players, except that only first-year players are displayed. Any player who had fewer than 130 AB or 25 IP in his career before the start of the season is considered to be a rookie.

7.6.1.3. Batting Leaders Page

The Batting Leaders page displays the top six players in each of eighteen offensive categories. Each player mentioned on the Batting Leaders page is hyperlinked.

Note: The number of players displayed in each category can vary depending on your monitor settings.

Figure 112 Batting Leaders Page

Player Statistics Team Statistics					
Batting Leaders Pitching Leaders Fielding Leaders Sortable Player Stats					
League Scope: Combined			Players: Qualified Players		
Batting Average PRI .429 AVG C. Rozales, PRI .429 AVG - 3 HR 11 RBI - 0 SB	On-Base Percentage PRI .520 OBP C. Rozales, PRI .429 AVG - 3 HR 11 RBI - 0 SB	Slugging Percentage PRI .762 SLG C. Rozales, PRI .429 AVG - 3 HR 11 RBI - 0 SB	On-Base + Slugging PRI 1.282 OPS C. Rozales, PRI .429 AVG - 3 HR 11 RBI - 0 SB	Win Shares PRI .0 ws R. Abercromby, WIN .245 AVG - 0 HR 3 RBI - 0 SB	VORP PRI 11.8 VORP C. Rozales, PRI .429 AVG - 3 HR 11 RBI - 0 SB
Hits WIN 19 Hits B. Barner, WIN .339 AVG - 2 HR 7 RBI - 1 SB	Doubles HIA 6 2B C. Kim, HIA .262 AVG - 1 HR 7 RBI - 0 SB	Triples ROT 2 3B K. Kawaii, ROT .277 AVG - 1 HR 5 RBI - 1 SB	Homeruns SCO 5 HR G. Fraydo, SCO .229 AVG - 5 HR 9 RBI - 2 SB	Runs Batted In RIV 15 RBI M. Marroquin, RIV .283 AVG - 4 HR 15 RBI - 3 SB	Runs Scored PRI 11 Runs P. Buehne, PRI .419 AVG - 1 HR 10 RBI - 6 SB
Stolen Bases RIP 6 SB F. Arambales, RIP .192 AVG - 3 HR 7 RBI - 6 SB	Bases on Balls SOM 11 BB L. Carrillo, SOM .250 AVG - 3 HR 9 RBI - 1 SB	Strikeouts JER 17 K's R. Mowery, JER .208 AVG - 0 HR 7 RBI - 5 SB	Isolated Power RIV .396 ISO M. Marroquin, RIV .283 AVG - 4 HR 15 RBI - 3 SB	Extra Base Hits RIV 11 XBH M. Marroquin, RIV .283 AVG - 4 HR 15 RBI - 3 SB	Total Bases RIV 36 TB M. Marroquin, RIV .283 AVG - 4 HR 15 RBI - 3 SB

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.6.1.4. Pitching Leaders Page

The Pitching Leaders page displays the top six players in each of eighteen pitching categories. Each player mentioned on the Pitching Leaders page is hyperlinked.\

Note: The number of players displayed in each category can vary depending on your monitor settings.

Figure 113 Pitching Leaders Page

Player Statistics Team Statistics					
Batting Leaders Pitching Leaders Fielding Leaders Sortable Player Stats					
League Scope: Combined Players: Qualified Starting Pitchers					
Earned Run Average	Wins	Losses	Saves	Games Started	Innings Pitched
CHI 0.38 ERA C. Valez, CHI 2-0, 0.38 - 0.5V 0.83 WHIP - 6.00 K/9	IND 3 Wins S. Cha, IND 3-0, 0.82 - 0.5V 0.77 WHIP - 8.18 K/9	SHR 3 Losses S. Avillas, SHR 0-3, 13.50 - 0.5V 2.54 WHIP - 3.12 K/9	STO 5 Saves V. Arcillares, STO 0-0, 1.08 - 0.5V 1.08 WHIP - 8.64 K/9	IND 4 GS J. Arriga, IND 2-1, 4.07 - 0.5V 1.40 WHIP - 7.77 K/9	MEM 31.0 IP M. Harris, MEM 2-1, 2.83 - 0.5V 0.90 WHIP - 4.06 K/9
1. S. Cha, IND 0.82 2. S. Flores, IND 1.50 3. J. Sembrano, SAN 1.57 4. G. Sanchez, AUS 1.78 5. T. Lummis, MEM 1.88	1. V. Chappell, ALB 1 2. M. Ouraishi, COL 3 3. J. Sembrano, SAN 3 4. W. Alfons, COL 2 5. J. Arriga, IND 2	1. K. Dancer, ALB 3 2. E. Delapole, NAS 3 3. L. Gunter, CLE 3 4. M. Parela, COL 2 5. C. Zecena, SHR 3	1. F. Baca, ALB 4 2. M. Gerhart, DAL 4 3. A. O'Dermody, COL 4 4. S. Oyama, CLE 4 5. H. Shury, SAN 4	1. V. Chappell, ALB 4 2. E. Delapole, NAS 4 3. G. Frisbee, CHI 4 4. L. D. Gould, NAS 4 5. L. Gunter, CLE 4	1. L. Gunter, CLE 28.2 2. D. Patterson, CHA 26.0 3. G. Sanchez, AUS 25.1 4. V. Chappell, ALB 24.2 5. M. Parela, COL 24.2
Shutouts	VORP	Hits per 9 IP	Homeruns per 9 IP	Bases on Balls	BB per 9 IP
MEM 1 SHO M. Harris, MEM 2-1, 2.83 - 0.5V 0.90 WHIP - 4.06 K/9	CHI 13.3 VORP C. Valez, CHI 2-0, 0.38 - 0.5V 0.83 WHIP - 6.00 K/9	CHA 5.06 H/9 B. Stizacra, CHA 1-1, 2.81 - 0.5V 1.12 WHIP - 7.31 K/9	CHI 0.00 HR/9 C. Valez, CHI 2-0, 0.38 - 0.5V 0.83 WHIP - 6.00 K/9	COL 14 BB A. Serrata, COL 0-2, 7.31 - 0.5V 2.06 WHIP - 2.81 K/9	STO 0.00 BB/9 T. Fiffet, STO 1-2, 3.71 - 0.5V 1.18 WHIP - 4.24 K/9
1. L. Pawley, SAN 1 2. G. Sanchez, AUS 1 3. O. Abales, CHA 0 4. S. Akimoto, SAN 0 5. W. Alfons, COL 0	1. M. Harris, MEM 11.5 2. S. Cha, IND 11.4 3. G. Sanchez, AUS 10.5 4. S. Flores, IND 10.4 5. J. Sembrano, SAN 9.6	1. E. McRurie, AUS 5.32 2. S. Cha, IND 5.32 3. G. Sanchez, AUS 6.00 4. G. Sanchez, AUS 6.04 5. M. Ouraishi, COL 6.04	1. G. Sanchez, AUS 0.00 2. T. Lummis, MEM 0.00 3. A. Jayregyi, CHA 0.00 4. T. Fiffet, STO 0.00 5. S. Cha, IND 0.00	1. J. Matuz, COL 12 2. A. Ortiz, DAL 12 3. M. Parela, COL 12 4. D. Patterson, CHA 12 5. J. Barboza, SAN 11	1. M. Tsukada, STO 0.82 2. C. Valez, CHI 0.82 3. E. Errasuri, DAL 1.12 4. J. Sembrano, SAN 1.17 5. G. Sanchez, AUS 1.42
Strikeouts	K's per 9 IP	K's per BB	Opponents AVG	Walks + Hits per IP	Baserunners per 9 IP
CLE 30 K's L. Gunter, CLE 2-1, 3.82 - 0.5V 1.33 WHIP - 9.42 K/9	CHI 11.81 K/9 T. Ortiz, CHI 2-1, 3.81 - 0.5V 1.50 WHIP - 11.81 K/9	DAL 9.50 K/BB L. Errasuri, DAL 2-1, 3.88 - 0.5V 1.25 WHIP - 18.69 K/9	CHA 0.164 OAVG B. Stizacra, CHA 1-1, 2.81 - 0.5V 1.12 WHIP - 7.31 K/9	IND 0.77 WHIP S. Cha, IND 2-0, 0.82 - 0.5V 0.77 WHIP - 8.18 K/9	IND 7.36 R/9 S. Cha, IND 3-0, 0.82 - 0.5V 0.77 WHIP - 8.18 K/9
1. J. Cavazos, CLE 26 2. P. Wilmoth, DAL 23 3. A. Jayregyi, CHA 22 4. G. Sanchez, AUS 22 5. J. Arriga, IND 21	1. J. Cavazos, CLE 11.70 2. J. Errasuri, DAL 10.69 3. P. Wilmoth, DAL 10.02 4. L. Gunter, CLE 9.42 5. A. Jayregyi, CHA 8.87	1. M. Tsukada, STO 7.80 2. J. Errasuri, DAL 5.50 3. G. Sanchez, AUS 5.50 4. C. Valez, CHI 5.33 5. S. Cha, IND 5.00 6. T. Lummis, MEM 4.75	1. S. Cha, IND 0.163 2. E. McRurie, AUS 0.176 3. M. Ouraishi, COL 0.188 4. C. Valez, CHI 0.189 5. T. Lummis, MEM 0.193	1. G. Sanchez, AUS 0.83 2. C. Valez, CHI 0.83 3. T. Lummis, MEM 0.83 4. M. Ouraishi, COL 0.90 5. M. Tsukada, STO 0.90 6. M. Harris, MEM 0.90	1. C. Valez, CHI 7.50 2. T. Lummis, MEM 7.50 3. G. Sanchez, AUS 7.82 4. M. Tsukada, STO 8.18 5. E. McRurie, AUS 8.18

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.6.1.5. Fielding Leaders Page

The Fielding Leaders page displays the top fourteen players in each of twelve defensive categories. Each player mentioned on the Fielding Leaders page is hyperlinked.

Figure 114 Fielding Leaders Page

Player Statistics Team Statistics					
Batting Leaders Pitching Leaders Fielding Leaders Sortable Player Stats					
League Scope: Combined Position: Combined					
Fielding Percentage	Total Chances	Putouts	Assists	Errors	Double Plays
COR 1.000 PCT A. Adron, COR	JER 146 TC G. Carryon, JER	GLE 132 PO T. MacKessock, GLE	JER 50 Assists G. Chacon, JER	BIR 5 Errors V. Agosti, BIR	WIN 16 DP E. Gutierrez, WIN
1. F. Arambales, RIP 1.000 2. E. Baker, HIA 1.000 3. J. Becho, GLE 1.000 4. K. Bergman, GLE 1.000 5. G. Bittle, SCO 1.000 6. O. Borquez, RIV 1.000 7. D. Brenis, SOM 1.000 8. C. Capriotti, WIN 1.000 9. L. Carrillo, SOM 1.000 10. G. Carryon, JER 1.000 11. C. Castillo, BIR 1.000 12. F. Cedillo, CIN 1.000 13. C. Cox, PLA 1.000	1. T. MacKessock, GLE 139 2. L. Carrillo, SOM 136 3. A. Pageau, RIV 134 4. C. Ross, PLA 130 5. J. Everard, RIP 125 6. T. Diza, BIR 118 7. T. Goodin, CIN 118 8. G. Bittle, SCO 116 9. S. Mansito, ROT 116 10. R. Abercromby, WIN 114 11. C. Devargas, HIA 114 12. D. Kay, MOD 114 13. E. Gutierrez, WIN 109	1. G. Carryon, JER 131 2. L. Carrillo, SOM 118 3. L. Carrillo, SOM 115 4. C. Ross, PLA 112 5. J. Long, MOD 111 6. D. Felker, SOM 111 7. C. Devargas, HIA 106 8. T. Mansito, ROT 106 9. D. Kay, MOD 105 10. K. Passmore, CIN 103 11. T. Goodin, CIN 103 12. G. Bittle, SCO 102 13. T. Diza, BIR 102 14. J. Bowers, PRI 100	1. K. Kawaii, ROT 50 2. I. Ramirez, RIP 48 3. B. Barner, WIN 47 4. T. MacKessock, GLE 47 5. J. Long, MOD 46 6. C. Carraman, SCO 45 7. T. Memize, GLE 45 8. I. Kawaii, PLA 43 9. K. MacCluskie, RIV 42 10. R. Fillion, GLE 39 11. I. Dellano, MOD 37 12. K. Fitzwilliam, HIA 37 13. R. Hollywood, WIN 37 14. L. Macco, COR 37	1. H. Carrabelle, SOM 4 2. K. Kawaii, ROT 4 3. T. MacKessock, GLE 4 4. R. Hollywood, WIN 4 5. J. Long, MOD 4 6. D. Cunliffe, BIR 4 7. I. Goodship, MOD 4 8. D. Kay, MOD 4 9. C. Kim, HIA 4 10. J. Long, MOD 4 11. S. Mansito, ROT 4 12. N. Nimmons, SOM 4 13. W. Quinton, ROT 4	1. B. Barner, WIN 15 2. G. Carryon, JER 14 3. L. Carrillo, SOM 13 4. R. Hollywood, WIN 13 5. J. Long, MOD 13 6. A. Pageau, RIV 13 7. R. Abercromby, WIN 11 8. C. Capriotti, WIN 11 9. G. Chacon, JER 11 10. D. Cunliffe, BIR 11 11. T. MacKessock, GLE 11 12. R. Mowery, JER 11 13. B. Young, ROT 11
Innings Played	Range Factor	Runners Caught %	Runners Caught	Stolen Bases Against	Passed Balls
MOD 117.0 IP B. Cunnick, MOD	JER 11.73 Range G. Carryon, JER	MOD 50.0 CS% J. Goodship, MOD	MOD 6 CS J. Goodship, MOD	GLE 20 SBA B. McGee, GLE	SCO 2 PB O. Hernandez, SCO
1. J. Goodship, MOD 117.0 2. D. Kay, MOD 117.0 3. T. Plapstow, MOD 117.0 4. T. Turfin, HIA 117.0 5. C. Castillo, BIR 116.2 6. D. Cunliffe, BIR 116.2 7. T. Diza, BIR 116.2 8. B. Barner, WIN 116.0 9. G. Bradbury, ROT 116.0 10. L. Carrillo, SOM 116.0 11. C. Devargas, HIA 116.0 12. E. Espino, RIV 116.0 13. K. Fitzwilliam, HIA 116.0	1. C. Ross, PLA 11.66 2. T. MacKessock, GLE 10.98 3. A. Pageau, RIV 10.67 4. L. Carrillo, SOM 10.55 5. J. Everard, RIP 10.53 6. S. Mansito, ROT 10.27 7. E. Gutierrez, WIN 10.01 8. T. Goodin, CIN 9.68 9. G. Bittle, SCO 9.49 10. R. Abercromby, WIN 9.42 11. C. Devargas, HIA 9.03 12. T. Diza, BIR 8.86 13. J. Hunt, COR 8.84 14. C. Devargas, HIA 8.84	1. H. Oliver, BIR 50.0 2. O. Borquez, RIV 42.9 3. A. Yozquez, WIN 42.9 4. C. Conley, WIN 42.9 5. O. Hernandez, SCO 40.0 6. O. Figula, COR 38.5 7. C. Rosello, RIV 35.7 8. L. West, SOM 31.3 9. C. Conley, WIN 31.2 10. J. Bowers, PRI 30.8 11. T. Turbiate, ROT 30.8 12. C. Kim, HIA 30.0 13. K. Passmore, CIN 28.6 14. V. Sullivan, PLA 26.3	1. H. Oliver, BIR 6 2. A. Yozquez, WIN 6 3. C. Conley, WIN 6 4. C. Rosello, RIV 5 5. A. Yozquez, WIN 5 6. J. Bowers, PRI 5 7. O. Hernandez, SCO 4 8. B. McGee, GLE 4 9. T. Turbiate, ROT 4 10. O. Hernandez, SCO 4 11. C. Kim, HIA 3 12. K. Passmore, CIN 3 13. L. West, SOM 3	1. V. Sullivan, PLA 19 2. C. Conley, WIN 16 3. C. Rosello, RIV 14 4. A. Yozquez, WIN 14 5. J. Bowers, PRI 13 6. O. Figula, COR 13 7. R. Abercromby, WIN 13 8. A. Adron, COR 12 9. J. Goodship, MOD 12 10. H. Oliver, BIR 12 11. O. Hernandez, SCO 10 12. R. Aikens, SOM 10 13. A. Ahern, ROT 9 14. M. Alejano, PRI 9	1. V. Sullivan, PLA 2 2. C. Conley, WIN 2 3. C. Rosello, RIV 1 4. L. Helu, JER 1 5. K. Passmore, CIN 1 6. R. Abercromby, WIN 0 7. A. Adron, COR 0 8. V. Agosti, BIR 0 9. J. Goodship, MOD 0 10. E. Agosti, BIR 0 11. R. Aikens, SOM 0 12. L. Ahern, ROT 0 13. S. Alameda, JER 0 14. M. Alejano, PRI 0

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.6.1.6. Sortable Player Stats Page

The Sortable Player Stats page is a list of all players in the league. On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

Figure 115 Sortable Player Stats Page

PG	Inf	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
P		Derry Singleton	L	L	1	3	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Nigel Stagle	L	L	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Doug Slone	L	R	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		William Smith	S	R	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Chico Sosa	L	L	4	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
2B		Francisco Soto	R	R	1	1	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Tommy Spottiswood	R	R	1	2	0	0	0	0	0	1	1	2	.000	.333	.000	.333	0	0
P		Dave Stubber	L	L	1	2	0	0	0	0	0	0	0	1	.000	.000	.000	.000	0	0
P		Frenk Sturm	R	R	1	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Michael Tabb	R	R	1	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Hyobe Taue	L	L	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Austin Thomason	L	R	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
1B		Stanley Todd	L	L	1	1	0	0	0	0	0	0	0	1	.000	.000	.000	.000	0	0
P		Ralphie Trexler	L	L	1	1	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Alvaro Vasconcelo	L	L	2	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Wally von Bittenfeld	S	R	1	1	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Mike Ward	R	R	1	3	0	0	0	0	0	0	0	1	.000	.000	.000	.000	0	0
P		Jace Wardrop	R	R	3	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Jesus Ycaza	R	R	2	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P		Octavio Zenteno	R	R	1	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0

See the [Roster page](#), described in Section 8.2, for more information on how to use the usual drop-downs on the top of the screen, such as the Stats Scope, Stats Split, and Stats Double Split drop-downs.

There are two special drop-downs on this page, the Players drop-down and the Qualify drop-down. The Players drop-down allows you to specify whether to view statistics for rookies only, or all players. The Qualify drop-down allows you to choose from all players, batting qualifiers, or pitching qualifiers. Batting qualifiers are those who have at least 3.1 plate appearances per team game. Pitching qualifiers are those who have at least 1 IP per team game.

7.6.2. The Team Statistics Page

The Team Statistics page includes three subpages that cover batting, pitching, and fielding statistics on a team-by-team basis. Each subpage in the Team Statistics page has a Subleague drop-down that allows you to select one subleague or the other.

Note: There is no way to view multiple subleagues together on the Team Statistics page.

7.6.2.1. Team Batting Statistics Page

The Team Batting Statistics page is a fairly simple table that displays batting statistics for all teams in one subleague at a time. At the bottom of the page are totals for the subleague.

Figure 116 Team Batting Statistics Page

Figure 110 Team Batting Statistics Page

Player Statistics		Team Statistics		4-6		11/22/2019 10:0		457/14-6		Date									
Team Batting Statistics		Team Pitching Statistics		Team Fielding Statistics															
Select Sub-League ▼																			
SL1 Division 1	G	PA	AB	H	2B	3B	HR	RBI	R	BB	K	SH	SF	SB	CS	AVG	OBP	SLG	OPS
Nashville	15	597	522	145	25	4	12	70	83	62	102	5	6	12	5	.278	.353	.410	.763
Memphis	14	539	474	116	15	6	14	49	55	50	82	9	4	1	3	.245	.317	.390	.707
Charlotte	15	619	553	161	28	4	18	77	82	48	114	11	4	6	5	.291	.349	.454	.803
Albuquerque	15	565	505	121	23	0	12	47	49	47	106	8	2	4	2	.240	.307	.356	.663
SL1 Division 2	G	PA	AB	H	2B	3B	HR	RBI	R	BB	K	SH	SF	SB	CS	AVG	OBP	SLG	OPS
San Francisco	14	553	477	126	32	9	8	67	70	60	72	5	7	20	8	.264	.347	.419	.766
Indianapolis	15	583	503	142	19	5	17	78	80	56	90	8	10	15	2	.282	.355	.441	.796
Chicago	15	589	518	127	25	6	11	71	73	60	85	4	3	16	7	.245	.326	.380	.707
Shreveport	15	586	519	130	23	4	7	43	47	54	80	4	3	5	5	.250	.326	.351	.677
TOTAL	118	4631	4071	1068	190	38	99	502	539	437	731	54	39	79	37	.262	.335	.401	.736

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the currently selected league has 2 subleagues.

7.6.2.2. Team Pitching Statistics Page

The Team Pitching Statistics page is a fairly simple table that displays pitching statistics for all teams in one subleague at at time. At the bottom of the page are totals for the subleague.

Figure 117 Team Pitching Statistics Page

Figure 117 Team Pitching Statistics Page

Player Statistics		Team Statistics																	
Team Batting Statistics						Team Pitching Statistics						Team Fielding Statistics							
Select Sub-League ▼		Split: Pitching Total ▼																	
SL1 Division 1	G	W	L	SV	IP	HA	R	ER	HR	BB	K	CG	SHO	AVG	OBP	SLG	OPS	BABIP	ERA
Riverside	13	9	4	4	116.0	86	32	29	8	46	67	2	1	.204	.292	.296	.588	.225	2.25
Hialeah	13	7	6	4	117.0	96	36	33	8	41	65	3	1	.219	.299	.339	.639	.240	2.54
Winston-Salem	13	6	7	5	116.0	117	52	46	8	42	81	1	0	.266	.335	.395	.730	.311	3.57
Jersey City	13	4	9	2	115.0	111	57	47	17	35	60	1	0	.247	.302	.396	.698	.252	3.68
SL1 Division 2	G	W	L	SV	IP	HA	R	ER	HR	BB	K	CG	SHO	AVG	OBP	SLG	OPS	BABIP	ERA
Somerset	13	9	4	8	116.0	106	53	47	10	52	69	0	0	.239	.317	.374	.691	.263	3.45
Modesto	13	6	7	6	117.0	110	62	48	13	57	69	1	0	.248	.338	.391	.728	.269	3.69
Rotonda	13	6	7	4	116.0	99	50	36	8	45	70	3	0	.228	.312	.326	.638	.255	2.79
Birmingham	13	5	8	3	116.2	107	69	52	8	62	91	1	0	.238	.337	.371	.708	.282	4.01
TOTAL	104	52	52	36	929.2	832	411	338	80	380	572	12	2	.236	.317	.362	.678	.262	3.27

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the currently selected league has 2 subleagues.

There is also a Split drop-down on this page that allows you choose between the following options.

Option	Description
Pitching Total	Shows data from all pitchers
Starting Pitching	Shows data from all starting pitchers.
Bullpen	Shows data from all relief pitchers.

Note: The statistics for starters and relievers are based on the role a player played in each game. For example, if you had a relief pitcher fill in as a starter for 3 games, those statistics would count toward “starting pitcher” statistics, even though the player’s role might be “middle reliever.”

7.6.2.3. Team Fielding Statistics Page

The Team Fielding Statistics page is a fairly simple table that displays fielding statistics for all teams in one subleague at a time. At the bottom of the page are totals for the subleague.

Figure 118 Team Fielding Statistics Page

Team Fielding Statistics												
Select Sub-League ▼												
SL1 Division 1	G	IP	PO	A	DP	TP	E	PCT	RNG	SB Attempts	CS	CS%
Riverside	13	1044.0	348	144	12	0	6	.988	4.24	8	4	50.0
Hialeah	13	1053.0	351	128	10	0	9	.982	4.09	10	3	30.0
Winston-Salem	13	1044.0	348	163	18	0	7	.986	4.41	15	7	46.7
Jersey City	13	1035.0	345	159	16	0	17	.967	4.38	8	3	37.5
SL1 Division 2	G	IP	PO	A	DP	TP	E	PCT	RNG	SB Attempts	CS	CS%
Somerset	13	1044.0	348	155	15	0	13	.975	4.34	9	3	33.3
Modesto	13	1053.0	351	158	14	0	10	.981	4.35	16	9	56.2
Rotonda	13	1044.0	348	155	15	0	12	.977	4.34	14	5	35.7
Birmingham	13	1050.0	350	135	8	0	14	.972	4.16	13	7	53.8
TOTAL	104	8367.0	2789	1197	108	0	88	.978	4.29	93	41	44.1

In the top left is a Select Subleague drop-down that can be used to toggle the subleague, if the currently selected league has 2 subleagues.

7.7. Transactions

The Transactions section is an absolutely critical area of the game for managers. This is where you come to negotiate trades, search the waiver wire, sign free agents, look for new team personnel, and prepare for the draft. There are seven pages in the Transactions section, but several of those pages appear or disappear depending on the current circumstances. For example, the Draft Pool page is available only shortly before the annual amateur draft, if there is one.

7.7.1. The Draft Pool Page

The Draft Pool page is a list of all amateur players who will be available to be selected in the upcoming amateur draft. The Draft Pool screen becomes available one month before the scheduled amateur draft, and disappears as soon as the draft has been completed.

Draft Pool Free Agents Player Trade Show all Players Available Personnel Transaction News												
View ▾ Filter ▾ Position: All Players ▾												
Default View - No Filter - Position: All Players -												
F.A.	Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P		Matias Alvedrez	-	-	-	08-03-1983	22	MEX	6' 1"	195 lb	Right	Right
P		Francisco Archiega	-	-	-	11-15-1987	18	DOM	6' 2"	210 lb	Right	Right
P		Marcelino Campana	-	-	-	01-20-1984	22	VEN	5' 10"	185 lb	Right	Right
P		Taurino Delavina	-	-	-	11-20-1988	17	USA	6' 0"	200 lb	Right	Right
P		Orrin Fitzhugh	-	-	-	03-03-1988	18	USA	6' 4"	205 lb	Left	Left
P		Pedro Galagos	-	-	-	12-09-1983	22	CUB	6' 4"	225 lb	Left	Left
P		Lou Hickman	-	-	-	02-09-1987	19	USA	6' 0"	185 lb	Right	Right
P		Branson Joyce	-	-	-	03-09-1987	19	USA	6' 0"	205 lb	Left	Left
P		Orlin Lara	-	-	-	07-20-1984	21	PUR	6' 0"	205 lb	Left	Right
P		D.J. Littleton	-	-	-	07-10-1984	21	USA	6' 1"	190 lb	Left	Left
P		Jack MacKinder	-	-	-	03-08-1988	18	USA	6' 2"	215 lb	Left	Left
P		Chris Oldaker	-	-	-	10-30-1984	21	ENG	6' 0"	200 lb	Right	Right
P		Luis Olea	-	-	-	05-24-1988	17	VEN	6' 3"	210 lb	Right	Right
P		Jon Owens	-	-	-	09-09-1984	21	USA	6' 0"	215 lb	Left	Left
P		Eric Prather	-	-	-	12-16-1988	17	USA	6' 3"	200 lb	Switch	Right
P		Rufio Preciado	-	-	-	07-15-1988	17	USA	6' 3"	210 lb	Right	Right
P		Cristiano Salinas	-	-	-	07-21-1988	17	PAN	6' 0"	175 lb	Switch	Right
P		Mario Selema	-	-	-	10-03-1988	17	USA	5' 10"	180 lb	Right	Right
P		Harry Sirett	-	-	-	10-27-1988	17	USA	6' 8"	215 lb	Right	Right
P		Raymond Turcotte	-	-	-	12-27-1987	18	CAN	5' 11"	215 lb	Right	Left
160 Players found												
											Report Scout Draft Pool	

On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

There might not be much information available on the players in a draft pool. Use the Scout Draft Pool action menu in the lower right to send one or more of your scouts to scout the draft. See Section 16.7 for more information on [scouting a draft pool](#).

See Section 17.0, [Player Drafts](#), for more information on amateur drafts in OOTPB.

7.7.2. The Free Agents Page

The Free Agents page consists of two subpages: one for current free agents, and another for players who are expected to become free agents at the end of the current season. This page is available year-round, although the bulk of free agent signing happens during the offseason, if you have free-agency enabled in your league.

See Section 19.5, [Free Agency](#), for more information on free agency.

See Section 3.3.8.6, [Financial Rules](#), for more information on enabling or disabling free agency in your league.

Note: Even if you do not have free agency enabled in your league, there might still be players on the free agent list. Players who do not have a contract will still appear here, such as players who went undrafted, or who were released from their contracts.

7.7.2.1. The Free Agents Subpage

The Free Agents subpage is a list of any players who are currently not under contract. These players are known as “free agents.”

Figure 119 The Free Agents Subpage

Pos	Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P		Alfredo Abrante	-	-	-	02-19-1987	19	VEN	6' 1"	190 lb	Right	Right
P		Bill Alfred	-	-	-	08-13-1988	17	USA	6' 1"	200 lb	Right	Left
P		Reynaldo Amillo	-	-	-	01-06-1987	19	USA	6' 0"	180 lb	Right	Right
P		Pacifico Amoyo	-	-	-	11-03-1986	19	PUR	6' 3"	200 lb	Switch	Right
P		Seison Baba	-	-	-	04-20-1986	19	USA	6' 3"	195 lb	Left	Left
P		Ed Boles	-	-	-	01-27-1988	18	USA	6' 3"	185 lb	Right	Right
P		Angelo Butista	-	-	-	06-14-1987	18	PAN	6' 4"	210 lb	Right	Right
P		Raimundo Camacho	-	-	-	09-29-1988	17	DOM	6' 7"	220 lb	Right	Right
P		Rico Carriera	-	-	-	07-27-1988	17	DOM	6' 5"	210 lb	Left	Right
P		Kunisada Chikafuji	-	-	-	03-31-1986	20	USA	6' 2"	195 lb	Left	Left
P		Tauro Colima	-	-	-	05-25-1982	23	VEN	6' 1"	200 lb	Right	Right
P		Harry Compton	-	-	-	11-08-1987	18	CAN	5' 10"	195 lb	Left	Left
P		Tomás Delagarzo	-	-	-	04-22-1988	17	DOM	6' 4"	220 lb	Right	Right
P		Mariano Delaisla	-	-	-	10-04-1986	19	DOM	6' 1"	220 lb	Right	Right
P		Tom Dugger	-	-	-	12-17-1988	17	USA	6' 1"	210 lb	Right	Right
P		Joe Elrod	-	-	-	12-22-1987	18	USA	5' 8"	175 lb	Right	Right
P		José Esparza	-	-	-	04-29-1987	18	VEN	5' 11"	185 lb	Left	Right
P		Andrés Gonzalez	-	-	-	06-22-1986	19	MEX	6' 0"	180 lb	Right	Right
P		Dayton Hale	-	-	-	11-26-1988	17	USA	6' 1"	195 lb	Left	Left
P		Randy Hamilton	-	-	-	02-15-1985	21	USA	6' 6"	195 lb	Left	Left

129 Players found

Report Scout League

On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

See Section 19.5, [Free Agents](#), for more information.

Commissioners have access to a number of additional options on this page, described in Section 25.4.

7.7.2.2. The Upcoming Free Agents Subpage

The Upcoming Free Agents subpage is a list of any players who are scheduled to become free agents at the end of the current season. This page is relevant only if you have free agency enabled in your league financial settings.

Figure 120 Upcoming Free Agents Subpage

Draft Pool		Free Agents		Player Trade		Show all Players		Available Personnel		Transaction News		
Free Agents		Upcoming Free Agents										
View		Filter		Position: All Players								
Default View - No Filter - Position: All Players -												
	Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P		Frank Ruth	Dallas	FBL	ML	02-18-1971	35	USA	6' 3"	215 lb	Right	Right
P		Flynn Sumpter	Oakland	FBL	ML	04-28-1974	32	USA	6' 7"	205 lb	Left	Left
P		Turner York	Austin	FBL	ML	02-07-1973	33	USA	6' 2"	185 lb	Right	Left
P		Jim Young	San Jose	FBL	ML	04-14-1975	31	USA	6' 1"	180 lb	Right	Right
P		Brad Broomfield	Aurora	FBL	ML	04-17-1975	31	USA	6' 4"	230 lb	Left	Right
P		Tony Butanda	Austin	FBL	ML	04-14-1971	35	DOM	6' 5"	215 lb	Left	Left
P		Simon Dinan	Indianapolis	FBL	ML	03-06-1975	31	USA	6' 0"	220 lb	Right	Right
P		Videl Faundez	Austin	FBL	ML	05-03-1974	32	USA	6' 5"	220 lb	Left	Right
P		Renato Gonzalez	Austin	FBL	ML	04-04-1972	34	DOM	6' 5"	215 lb	Right	Right
P		Greyson Hewes	Dallas	FBL	ML	11-28-1976	29	USA	5' 11"	190 lb	Right	Right
P		Craig Jeffords	Chesapeake	FBL	ML	02-16-1974	32	USA	6' 0"	205 lb	Left	Right
P		Ryoma Kokawa	Dallas	FBL	ML	05-23-1970	35	USA	6' 0"	195 lb	Right	Right
P		Montay Magarinos	Chesapeake	FBL	ML	07-29-1971	34	DOM	6' 6"	200 lb	Right	Right
P		Naldo Marsal	Chesapeake	FBL	ML	12-30-1975	30	MEX	6' 1"	215 lb	Right	Right
P		Gerardo Miciel	New Orleans	FBL	ML	08-02-1976	29	USA	6' 1"	200 lb	Right	Right
P		Ron Muhl	Oakland	FBL	ML	04-29-1979	27	USA	6' 0"	210 lb	Switch	Left
P		Amoldo Ocaeto	Dallas	FBL	ML	04-25-1968	38	USA	6' 7"	225 lb	Left	Right
P		Vito Olivars	Oakland	FBL	ML	03-19-1979	27	USA	6' 2"	185 lb	Left	Left
P		Gómez Riesleite	Chesapeake	FBL	ML	02-02-1969	37	DOM	6' 3"	205 lb	Right	Right
P		Kevin Swift	Dallas	FBL	ML	04-28-1970	36	USA	6' 3"	205 lb	Right	Right
41 Players found												
Report Scout League												

The Upcoming Free Agents subpage behaves identically to the [Free Agents](#) subpage. See Section 19.5, [Free Agents](#), for more information.

***Warning!** Do not assume that a player on this list will be available for you to sign at the end of the season. Teams can and will re-sign players to extensions before they reach free agency.*

7.7.3. The Player Trade Page

The Player Trade page is where managers come to execute trades.

Figure 121 Player Trade Page

Free Agents **Player Trade** Show all Players Available Personnel Transaction News

Boston Termites Offered Players

Pos	Player	Age	Stats
MR	MR Tony Raigoza	20	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Trade Summary

The initial reaction of Edmund Sanders: "OK, I have to think about this. Please submit this offer officially, I'll answer shortly."

The Boston Termites would send 20-year old reliever Tony Raigoza, a 2nd round draft pick and \$100,000 in cash to the Tucson Web, getting 21-year old reliever Ray Absher and a 3rd round draft pick in return.

SISA reports that the Boston Termites have a weakness at the catcher position, a slight weakness in right field, a weakness in their rotation and a weakness in their bullpen.

Select the second Team

Fictional Baseball League (ML)

Tucson Web

Tucson Web Offered Players

Pos	Player	Age	Stats
MR	MR Ray Absher	21	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Add Cash (Please hit 'Enter' when finished)

\$100,000

Add Draft Picks

2nd Round Draft Pick

No Pick Selected

No Pick Selected

No Pick Selected

Boston Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	S.O'Bligh	32	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	T.Remijio	36	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	J.Rodriguez	26	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	M.Sievira	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	J.Creanan	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	K.Karg	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	E.May	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	H.Moore	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	T.Raigoza	20	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Tucson Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	M.Flower	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	J.Gonzales	26	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	A.Lizardo	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	W.Robbins	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	M.Service	27	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	R.Absher	21	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	G.Debord	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	S.Dowd	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	I.Garza	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Submit Trade Offer Scout League

This screen, along with the trading process, are described in more detail in Section 18.0, [Trading](#).

7.7.4. The Waiver Wire Page

The Waiver Wire page is where waiver players can be claimed. Players who are “on waivers” will be displayed here until their waiver period has ended.

Free Agents **Waiver Wire** Player Trade Show all Players Available Personnel Transaction News

View Filter Position: All Players

Default View - No Filter - Position: All Players -

I*	Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P		Eliazar Montalvan	Portland	FBL	MLB	02-18-1975	31	USA	6' 6"	205 lb	Switch	Right
C		Ryan MacKiggan	Sacramento	FBL	MLB	03-20-1983	23	USA	6' 3"	220 lb	Right	Right

2 Players found

Report Scout League

On this page, you can take advantage of OOTPB’s [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the

[common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

See Section 20.6, [Waivers](#), for more information on waivers and how they are used.

7.7.5. The Show All Players Page

The Show All Players page is a list of all players in the currently selected league. This screen is nearly identical to the [Player / Staff Search page](#) described in Section 6.7.1, except that the Player / Staff Search page shows all players in the game universe, while the Show All Players page shows only players in the current league.

Figure 122 Show All Players Page

Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P	Luis Agilar	Philadelphia	MAL	ML	09-18-1983	22	VEN	6' 3"	225 lb	Right	Right
P	Dave Ainsworth	St. Louis	MAL	ML	11-07-1980	25	USA	5' 11"	190 lb	Left	Right
P	Raul Albelo	Texas	MAL	ML	12-02-1968	37	DOM	6' 0"	215 lb	Right	Right
P	Salvador Armito	Los Angeles	MAL	ML	02-27-1970	35	USA	6' 0"	215 lb	Left	Right
P	Earl Averett	Oakland	MAL	ML	09-21-1983	22	USA	5' 7"	190 lb	Right	Right
P	Barney Baker	Toronto	MAL	ML	01-08-1969	36	USA	6' 1"	200 lb	Right	Right
P	Kasper Barajas	Philadelphia	MAL	ML	01-27-1977	28	DOM	6' 0"	190 lb	Right	Right
P	Che Barcinas	Chicago (A)	MAL	ML	04-20-1969	36	USA	6' 3"	195 lb	Right	Right
P	Bobby Belton	New York (A)	MAL	ML	02-26-1979	26	USA	6' 0"	180 lb	Switch	Right
P	Jim Benjamin	Boston	MAL	ML	09-07-1981	24	USA	6' 1"	190 lb	Left	Left
P	Bren Benson	Houston	MAL	ML	10-04-1975	30	USA	6' 0"	180 lb	Right	Right
P	Bill Berry	San Francisco	MAL	ML	03-01-1978	27	USA	5' 11"	175 lb	Left	Left
P	Don Berry	Pittsburgh	MAL	ML	07-22-1975	30	USA	6' 3"	210 lb	Left	Left
P	Bob Best	San Francisco	MAL	ML	10-19-1985	20	USA	6' 7"	220 lb	Right	Right
P	Angelito Bethencourt	Houston	MAL	ML	01-09-1982	23	DOM	6' 0"	205 lb	Left	Left
P	Dusty Bewley	Colorado	MAL	ML	08-14-1981	24	USA	6' 1"	220 lb	Right	Right
P	Dan Bierman	Cincinnati	MAL	ML	06-16-1981	24	USA	6' 3"	190 lb	Right	Right
P	Ted Bisshopp	Washington	MAL	ML	11-25-1983	22	USA	6' 2"	205 lb	Right	Right
P	Ralph Blyth	Cleveland	MAL	ML	10-28-1974	31	USA	6' 2"	200 lb	Right	Right
P	Jonathan Bottesini	Kansas City	MAL	ML	03-29-1970	35	MEX	6' 4"	185 lb	Left	Left

On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

7.7.6. The Available Personnel Page

The Available Personnel page is where general managers come to look for new personnel to round out their team staffs. This page shows all personnel: coaches, scouts, and team doctors. Additionally, this page displays only *available* personnel. All personnel who are currently under contract are not displayed here.

Jot	Name	TM	LG	Lev	DOB	Age	Nationality	EXP	S HI	S PI	S FI	SP HI	SP PI
SC	Motoki Toi	-	-	-	03-13-19 56		JPN	18 Yrs.	20	20	16	19	18
SC	Ignacio Lagna	-	-	-	09-26-19 57		USA	24 Yrs.	20	16	20	20	14
SC	Shiro Kobayashi	-	-	-	03-06-19 33		JPN	0 Yrs.	20	17	16	19	18
SC	Natsume Genda	-	-	-	12-09-19 56		JPN	18 Yrs.	20	20	18	19	18
SC	Larry Turner	-	-	-	11-08-19 44		USA	7 Yrs.	20	12	11	20	11
SC	Curt Bussard	-	-	-	10-19-19 55		USA	21 Yrs.	20	20	18	17	19
SC	Ed Richer	-	-	-	04-09-19 40		USA	2 Yrs.	20	19	19	19	18
SC	Manuel Cabanillas	-	-	-	11-21-19 58		CUB	23 Yrs.	19	12	20	16	13
SC	Yoshinobu Iwasaki	-	-	-	10-14-19 52		JPN	12 Yrs.	19	19	13	19	18
SC	Chris Calhoun	-	-	-	06-27-19 47		USA	11 Yrs.	19	11	19	19	11
SC	Hidetada Kaneshiro	-	-	-	11-04-19 58		JPN	20 Yrs.	19	18	20	15	17
SC	Mutohito Sanu	-	-	-	10-30-19 31		JPN	0 Yrs.	18	12	19	19	13
SC	Norihisa Hiraga	-	-	-	10-25-19 30		JPN	0 Yrs.	18	18	20	20	18
SC	Alex DalMaistro	-	-	-	07-09-19 59		VEN	20 Yrs.	18	20	20	15	20
SC	Yoshitaka Okasawa	-	-	-	11-12-19 53		JPN	20 Yrs.	18	19	12	17	18
SC	Félix Rincón	-	-	-	10-09-19 40		DOM	6 Yrs.	18	17	14	20	17
SC	Chang-geun Yi	-	-	-	06-27-19 46		KOR	8 Yrs.	18	12	15	18	11
SC	Sumiteru Ochida	-	-	-	06-10-19 34		JPN	0 Yrs.	18	14	19	19	14
SC	Junior McVurie	-	-	-	09-25-19 42		USA	8 Yrs.	18	11	17	17	10
SC	Magohachi Kodama	-	-	-	06-04-19 57		JPN	19 Yrs.	18	12	11	18	13

On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

See Section 15.0, [Coaches and Personnel](#), for more information on team personnel.

7.7.7. The Transaction News Page

The Transaction News page is a source for information about transactions that have occurred throughout the currently selected league. This page is divided into three subpages: a news page, a major transactions log, and a complete transaction log.

The News subpage is nearly identical to the [League News page](#) described in Section 7.2.1. The difference is that this page uses the transaction filter. This means that, by default, this page will initially show only transaction-related messages.

The Major Transaction Log and Complete Transaction Log are in-game reports. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about these transaction logs.

7.8. The History Page

The History page contains an almanac of sorts, tracking the full history of your league. There are two game screens here, showing the Hall of Fame and a list of retired players. These are described below. But the bulk of the History area consists of over 20 in-game HTML reports that provide a wealth of data on the history of your league.

7.8.1. The History Page

We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the History page.

7.8.2. The Hall of Fame Page

The Hall of Fame page displays a list of all players who have been inducted into the Hall of Fame for the currently selected league. There are two subpages, one for position players and one for pitchers.

7.8.2.1. Hall of Fame Inductions

Only retired players can be inducted into the Hall of Fame. Players can be inducted into the Hall of Fame in two ways. First, a commissioner can [manually induct a player](#). This is described in Section 25.11. Second, players can be automatically inducted based on thresholds set in the league setup. The [Hall of Fame requirements](#) are described in Section 3.3.9.8.

Retired players who meet automatic induction criteria are inducted into the Hall of Fame on the first day of the preseason following their retirement. There is no waiting period for induction.

7.8.2.2. Position Players

The Hall of Fame Position Players subpage displays a list of all non-pitchers who have been inducted into the Hall of Fame in the currently selected league. Some statistical data is also displayed.

Figure 123 Hall of Fame Position Players

History		Hall of Fame		Retired Players		10/2/1998-2/2/2000		457/34.5		Game		Team											
Position Players												Pitchers											
Player	Inducted	G	AB	R	H	2B	3B	HR	RBI	BB	K	SB	CS	AVG	OBP	SLG	OPS	VORP	AS	GG	MVP		
Hayden Marsh	2014	908	3344	566	1018	203	16	168	602	478	493	5	14	.304	.397	.525	.923	308.8	0	1	0		
Reyes Lombillo	2013	884	3272	590	947	183	21	202	639	481	589	1	7	.289	.381	.543	.925	232.7	0	0	0		
Ron 'The Dream' Leiden	2013	503	1762	313	524	131	23	95	362	275	347	8	10	.297	.391	.560	.950	203.9	0	0	1		
Dave 'Superman' Boudreaux	2012	795	2891	625	947	173	18	175	513	632	365	13	17	.328	.445	.581	1.027	399.2	0	2	0		
4 Position Players inducted																							

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.8.2.3. Pitchers

The Hall of Fame Pitchers subpage displays a list of all non-pitchers who have been inducted into the Hall of Fame in the currently selected league. Some statistical data is also displayed.

Figure 124 Hall of Fame Pitchers

History		Hall of Fame		Retired Players		1998-2000		457/34.5		Game		Team									
Position Players		Pitchers																			
Player	Inducted	G	GS	W	L	SV	IP	HA	HRA	BB	K	CG	SHO	K/9	BB/9	WHIP	VORP	WIN%	ERA	AS	CY
Tim Paul	2012	394	1	11	32	167	380.0	406	29	152	287	0	0	6.80	3.60	1.47	38.5	.256	4.31	0	0
Pete "Sunshine" MacDonald	2010	146	146	75	32	0	954.2	853	106	224	894	11	4	8.43	2.11	1.13	258.8	.701	3.22	0	2
Kenzaburo Hachirobei	2012	212	212	81	55	0	1308.2	1224	102	338	1218	5	2	8.38	2.32	1.19	316.9	.596	3.15	0	0
3 Pitchers inducted																					

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

7.8.3. The Retired Players Page

The Retired Players page lists all players who have retired in the current league. This page behaves like most player lists in the game. On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#)

described in Section 1.8, as well as some of the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

Figure 125 Retired Players Page

Inf	Name	Team	LG	Lev	DOB	Age	Nationality	Height	Weight	Bats	Throws
P	Octavio Alejano	-	-	-	03-22-1980	30	USA	5' 11"	220 lb	Right	Right
P	Bill Castile	-	-	-	03-21-1965	45	USA	6' 0"	200 lb	Right	Right
P	Jim Chapman	-	-	-	10-19-1970	39	USA	6' 0"	220 lb	Right	Right
P	Roberto Cosas	-	-	-	07-26-1973	37	USA	6' 3"	190 lb	Right	Right
P	Gary Dall	-	-	-	01-11-1963	47	USA	5' 9"	200 lb	Left	Right
P	Phil Horn	-	-	-	06-04-1983	27	USA	6' 6"	220 lb	Left	Left
P	Mal Koger	-	-	-	04-17-1971	39	USA	6' 5"	210 lb	Right	Right
P	Galtero Lario	-	-	-	03-04-1987	23	USA	6' 0"	200 lb	Left	Left
P	Hoyt Lewis	-	-	-	06-09-1975	35	USA	5' 10"	195 lb	Right	Right
P	Chris Lodge	-	-	-	04-26-1967	43	USA	6' 0"	200 lb	Right	Right
P	Pete MacDonald	-	-	-	09-17-1970	40	USA	6' 3"	220 lb	Right	Right
P	Frank O'Gleason	-	-	-	09-16-1969	41	USA	6' 2"	225 lb	Right	Right
P	Aquilino Plada	-	-	-	08-06-1970	40	USA	6' 5"	190 lb	Switch	Right
P	Brad Reason	-	-	-	01-25-1966	44	USA	6' 4"	210 lb	Switch	Left
P	Dave Roof	-	-	-	01-28-1969	41	USA	5' 9"	195 lb	Left	Right
P	Todd Sanders	-	-	-	01-16-1968	42	USA	6' 0"	195 lb	Left	Left
P	Eric Sharkey	-	-	-	08-26-1971	39	USA	6' 1"	205 lb	Right	Right
P	Estevón Urbina	-	-	-	03-13-1966	44	USA	6' 1"	195 lb	Right	Right
P	Tom Wenzel	-	-	-	04-30-1988	22	USA	6' 6"	215 lb	Right	Right
P	Guo Woo	-	-	-	11-08-1971	38	TPE	6' 0"	190 lb	Right	Right

199 Players found

Note: Players who retire are listed on the Retired Players page for any league that they have ever played in.

8.0 The Teams Menu

The Teams menu is your source for all information about a specific team. Team rosters, lineups, pitching staff, and more are stored within the Teams menu. The Teams menu includes a dynamically created drop-down list of all the teams in the currently selected league.

Figure 126 Teams Menu



Practically every task you perform as a general manager or manager will be done from within the Teams menu. This is especially true for minor league managers. As a general manager or manager, you can also look at the information for teams other than your own. However, you cannot make any changes, of course.

Note: If you don't see the teams you expect in the Teams menu, you've probably selected the wrong league. Use the [League Drop-Down](#) described in Section 1.6.2 to change the currently selected league.

8.1. The Team Home Page

The Team Home page is the landing point for visitors to a team. It is divided into two subpages that give access to in-game HTML reports about the team, information about the team's stadium, and additional options. It also includes links to web reports for a number of other team-specific areas.

8.1.1. The Team Home Page

We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the Team Home page.

8.1.2. The Options & Ballpark Page

The Options & Ballpark page is where players can specify details about a team and their ballpark. The left side of the page has team editor functionality. The right side has ballpark information. This screen also has a [Scout action menu](#) available, as described in Section 1.8.3.

Figure 127 Options & Ballpark Page

Team Editor (IMPORTANT: Hit ENTER after editing!)		Ballpark Info		
City / Name	Albuquerque	Ballpark Name	Polar Bears Ballpark	
Abbreviation	ALB	Type	Open Ballpark	
Nickname	Polar Bears	Surface	Artificial Turf	
Historical Team ID		Capacity	39,000	
Nation	The United States	Ballpark Factors		
City Search	Albuquerque	AVG Overall	1.026	
Select Exact City	Albuquerque, New Mexico	AVG LHB	.915	
Team Color Code	#F37A03	AVG RHB	1.085	
Team Text Color Code	#171775	Doubles	1.072	
Generate Logo		Triples	1.150	
Roster AI	Prevent any AI roster changes	Home Runs Overall	1.088	
Fan Interest (1 - 100)	42	Home Runs LHB	.945	
Fan Loyalty (0 - 10)	4	Home Runs RHB	1.165	
Market Size (0 - 10)	2	Distances & Wall Heights		
Cash	\$5,500,000	Direction	Distance	Wall Height
Budget	\$53,800,000	Left Line	318 ft	6 ft
Media Contract	\$13,750,000	Left Field	337 ft	6 ft
Media Contract Years Left	2	Left-Center	376 ft	9 ft
Media Revenue This Year	\$13,750,000	Center Field	418 ft	9 ft
Last Yr Merchandising Revenue	\$12,408,095	Right-Center	381 ft	9 ft
		Right Field	354 ft	17 ft
		Right Line	323 ft	17 ft

8.1.2.1. Team Editor

The left side of the screen has limited team editor information for managers. There are a number of options available on this screen.

Option	Description
City/Name	Allows you to edit the city name of the currently selected team.
Abbreviation	Allows you to edit the abbreviation of the currently selected team.
Nickname	Allows you to edit the nickname of the currently selected team.
Historical Team ID	For historical leagues, this is the unique team identifier used in the historical league data files. This number is not generated or maintained by OOTPB; it is controlled by the historical database you use.
Nation	Allows you to change the nation for the currently selected league. This has no effect on the league's nation setting, but this enables you to create teams that are not located in the league nation. For example, placing a Toronto team in a U.S.-

	based league.
City Search / Search Exact City	Allows you to search for a specific city in the world database. To search for a city, type a city name in the text box, and then press Enter. All cities with matching names will appear in the Search Exact City drop-down. For example, if you type Springfield, all cities with the name Springfield will be available in the drop-down. Select the desired city from the drop-down. The cities available in the drop-down are based on the team's nation listed above. <i>Note: The search function is not extremely advanced. You cannot do partial matches. If your city name does not produce an exact match, it will not be found. For example, you cannot type "S" and find all cities beginning with "S".</i>
Team Color Code	Allows you to define your team's color using the hex code for the desired color. This will be used for the team logo. You can use any of the web-safe hexadecimal color codes. You can find a list of hex color codes at http://www.w3schools.com/html/html_colors.asp .
Team Text Color Code	Allows you to define your team's text color using the hex code for the desired color. You can use any of the web-safe hexadecimal color codes. You can find a list of hex color codes at http://www.w3schools.com/html/html_colors.asp .
Roster AI	Click the checkbox to prevent any roster AI changes. This will prevent the AI from making any changes to your team.
Generate logo	This button will create a simple new team logo based on the colors you have selected.

Warning! After making changes to any field on this page, you must hit the Enter key on your keyboard in order for the change to take effect.

Commissioners also have access to more advanced team editing options on this page. Those aspects of the [team editor](#) are described in more detail in Section 25.3.

8.1.2.2. Ballpark Info

The right side of the screen has information about the currently selected team's ballpark. A team's ballpark can have a profound impact on a team's performance. Different parks have different strengths and weaknesses. You may not want to pay top dollar for that stud pitcher if he gives up a lot of fly balls and you play in a very shallow park that gives up a lot of home runs! Commissioners also have access to more advanced ballpark editing options on this page. Those aspects of the [ballpark editor](#) are described in more detail in Section 25.5.

There are three sections of ballpark information. The Ballpark Info section contains basic information about your team's ballpark:

Figure 128 Ballpark Info Section

Ballpark Info	
Devil Dogs Ballpark	
Ballpark Name	Devil Dogs Ballpark
Type	Open Ballpark
Surface	Grass
Capacity	48,000

Option	Description
Ballpark drop-down	This drop-down is only enabled if you are the commissioner. It allows you to

	change the ballpark used by the currently selected team.
Ballpark Name	The name of the ballpark used by the currently selected team.
Type	The type of ballpark. There are the following types of ballparks: open, retractable roof, and dome.
Surface	The playing surface of the currently selected ballpark. The surface can be grass or artificial turf. <i>Note: Artificial turf results in slightly higher injury frequency, as well as slightly higher doubles totals.</i>
Capacity	The seating capacity of the ballpark.

The Ballpark Factors section contains information about hitting performance in the currently selected ballpark. Ballpark factors define how likely players are to get certain hits in a given ballpark, compared to the average. A ballpark factor of 1.000 is “normal” performance. If a factor is lower than 1.000, you can expect to see fewer of that type of hit. If a factor is over 1.000, you can expect to see more of that type of hit.

Figure 129 Ballpark Factors Section

Ballpark Factors	
AVG Overall	.966
AVG LHB	.940
AVG RHB	.980
Doubles	1.140
Triples	1.180
Homeruns Overall	.853
Homeruns LHB	.840
Homeruns RHB	.860

For example, in the above graphic, you can see that the home run factors are all well below 1.000. This means that it is a very difficult ballpark in which to hit home runs. Ballpark factors do actually affect game calculations. They are not merely cosmetic!

The Distances & Wall Heights section describes how far it is from home plate to each part of the wall, and how high the wall is in those locations:

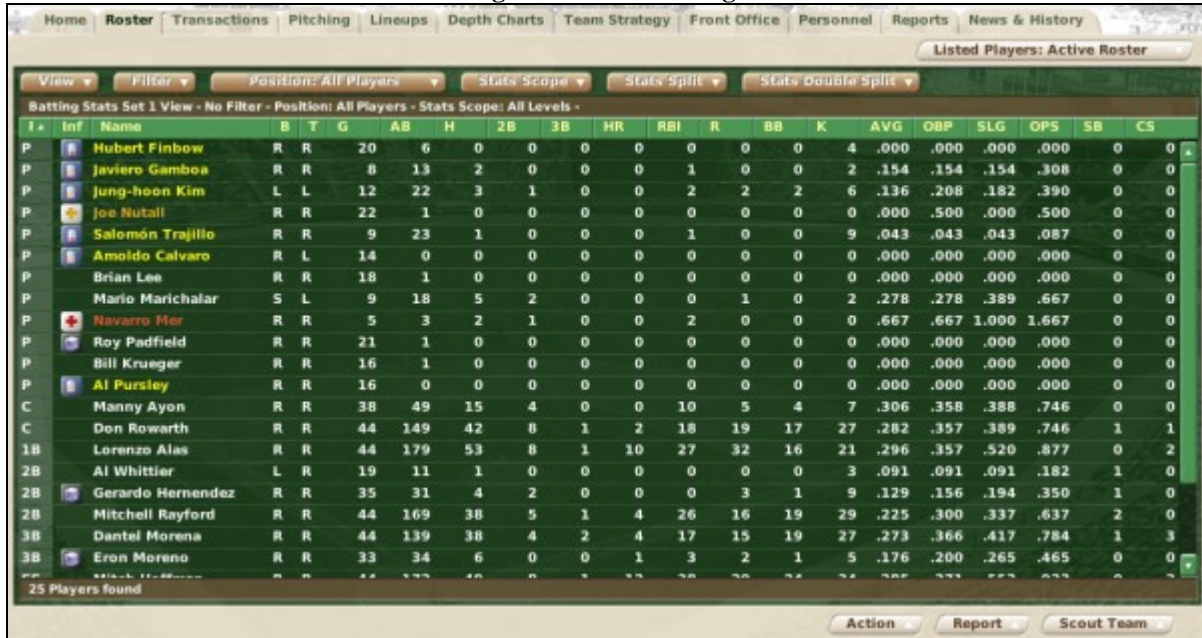
Distances & Wall Heights		
Direction	Distance	Wall Height
Left Line	338 ft	7 ft
Left Field	377 ft	7 ft
Left-Center	431 ft	10 ft
Center Field	441 ft	10 ft
Right-Center	446 ft	10 ft
Right Field	390 ft	18 ft
Right Line	338 ft	18 ft

These figures also impact the results of games played in this ballpark, such as judging a player’s ability to rob a home run.

8.2. The Roster Page

The Roster page gives you a complete overview of your team's rosters of players. This screen contains many options that allow you to customize the information in the manner that suits you best.

Figure 130 Roster Page



The screenshot shows the OOTPB Roster Page. At the top, there is a navigation bar with tabs: Home, Roster, Transactions, Pitching, Lineups, Depth Charts, Team Strategy, Front Office, Personnel, Reports, and News & History. Below the navigation bar, there is a sub-header area with filters: View, Filter, Position: All Players, Stats Scope, Stats Split, and Stats Double Split. The main content area displays a table of players with columns for Name, B, T, G, AB, H, 2B, 3B, HR, RBI, R, BB, K, AVG, OBP, SLG, OPS, SB, and CS. The players listed include Hubert Finbow, Javiro Gamboa, Jung-hoon Kim, Joe Nutall, Salomón Trajillo, Amoldo Calvaro, Brian Lee, Mario Marichalar, Navarro Mer, Roy Padfield, Bill Krueger, Al Pursley, Manny Ayon, Don Rowarth, Lorenzo Alas, Al Whittier, Gerardo Hernandez, Mitchell Rayford, Dantel Morena, and Eron Moreno. The table is sorted by Name. At the bottom of the table, it says "25 Players found".

Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
Hubert Finbow	R	R		20	6	0	0	0	0	0	0	0	.400	.000	.000	.000	0	0
Javiro Gamboa	R	R		8	13	2	0	0	0	1	0	0	.154	.154	.154	.308	0	0
Jung-hoon Kim	L	L		12	22	3	1	0	0	2	2	2	.136	.208	.182	.390	0	0
Joe Nutall	R	R		22	1	0	0	0	0	0	0	0	.000	.500	.000	.500	0	0
Salomón Trajillo	R	R		9	23	1	0	0	0	1	0	0	.043	.043	.043	.087	0	0
Amoldo Calvaro	R	L		14	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
Brian Lee	R	R		18	1	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
Mario Marichalar	S	L		9	18	5	2	0	0	0	1	0	.278	.278	.389	.667	0	0
Navarro Mer	R	R		5	3	2	1	0	0	2	0	0	.667	.667	1.000	1.667	0	0
Roy Padfield	R	R		21	1	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
Bill Krueger	R	R		16	1	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
Al Pursley	R	R		16	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
Manny Ayon	R	R		38	49	15	4	0	0	10	5	4	.306	.358	.388	.746	0	0
Don Rowarth	R	R		44	149	42	8	1	2	18	19	17	.282	.357	.389	.746	1	1
Lorenzo Alas	R	R		44	179	53	8	1	10	27	32	16	.296	.357	.520	.877	0	2
Al Whittier	L	R		19	11	1	0	0	0	0	0	0	.091	.091	.091	.182	1	0
Gerardo Hernandez	R	R		35	31	4	2	0	0	0	3	1	.129	.156	.194	.350	1	0
Mitchell Rayford	R	R		44	169	38	5	1	4	26	16	19	.225	.300	.337	.637	2	0
Dantel Morena	R	R		44	139	38	4	2	4	17	15	19	.273	.366	.417	.784	1	3
Eron Moreno	R	R		33	34	6	0	0	1	3	2	1	.176	.200	.265	.465	0	0

The bulk of the page is displayed in a spreadsheet-like format. Most columns on this screen can be sorted by clicking on a column heading. Click on any player to view his [Player Profile](#), described in Section 9.0.

On this page, you can also take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

Right-click menus are also enabled on this screen, meaning that you can right-click on any player and see a list of options and actions that pertain to that player.

The color of the player names in the roster and similar player lists changes depending on the player's fatigue or injury status.

Color	Fatigue Level
White	Not fatigued
Yellow	Tired
Orange	Injured (day-to-day)
Red	Injured (out)

See Section 14.10, [Injuries, Fatigue, and Aging](#), for more information about injuries.

8.2.1. The Listed Players Drop-Down

By default, the Roster page shows only the players on your active roster. However, in the upper right corner is a Listed Players drop-down menu.

Figure 131 Listed Players Drop-Down



The Listed Players drop-down allows you to choose which players in your organization should be displayed on the Roster page. You can choose to view players on the active roster, the secondary roster, or all players in your organization. If you are looking at a affiliated league team, this drop-down is not available, and you can see only the active roster.

See Section 20.0, [Roster Rules and Management](#), for more information on rosters.

Note: Even if you have changed the number of players on your secondary roster in your league configuration, this drop-down will still read “40-Man Roster.”

Note: If your league does not have any affiliated leagues, then you will have only the option of viewing the active roster or the reserve roster.

8.2.2. The Info Column

One of the default columns in the data view is called “Inf.” It has small graphics that give player status information. Here are the graphics that can appear, and what they mean.

Graphic	Meaning
	Red cross: Player is injured (out).
	Yellow cross: Player is injured (day-to-day).
	Yellow battery: Player is fatigued.
	Red battery: Player is exhausted.
	Flame: Player is on a hot streak.
	Ice cube: Player is on a cold streak.

See Section 14.10, [Injuries, Fatigue, and Aging](#), for more information about injuries and fatigue.

8.2.3. The Action Menu

The Action menu at the bottom of the screen has two options.

Action	Description
Ask Manager to set up complete Organization, Lineups, etc.	Clicking this button instructs the members of your staff to reconfigure your entire organization (all levels) as they feel is best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades.
Ask Manager to set up complete Minor League System	Clicking this button instructs your staff to reconfigure just your minor leagues (all levels) in the same manner as above. Your major league team (parent league) will be left unchanged.
Fill team with fictional	Automatically generates enough fictional players to fill out the entire roster.

players	
---------	--

Warning! You have no chance to confirm either of these options, so be careful.

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

8.3. The Transactions Page

The Transactions page is a launching pad for several subpages that cover all sorts of roster transactions that a manager or general manager needs to master. It defaults to an overview subpage, but also includes subpages that address your disabled list, minor leagues, waivers / DFA, and a log of all transactions. Some or all of these might not be needed, depending on the configuration of your league.

This section refers to many different in-game transactions. While this will cover the different in-game screens, please see Section 20.0, [Roster Rules and Management](#), for more information on roster management.

On the Transaction subpages, just drag a player from one place to another to complete a transaction. You can also use right-click menus to execute transactions on this page.

Additionally, on all transaction subpages except for the Transactions Log, a player name is sometimes followed by one or more symbols that provide important information about the player, usually regarding his roster status. A legend appears across the bottom of these pages. The symbols are defined below.

Symbol	Meaning
*	Player is on the secondary roster (see Section 20.3)
+	Player is out of minor league options (see Section 20.7)
#	Player is eligible for the Rule 5 Draft (see Section 20.5)
§	Player has the right to refuse minors assignments (see Section 20.8.2)

8.3.1. The Action Menu

The Action menu at the bottom of the screen is identical throughout all of the transaction subpages.

Action	Description
Ask Manager to set up complete Organization, Lineups, etc.	Clicking this button instructs the members of your staff to reconfigure your entire organization (all levels) as they feel is best. They will change lineups, depth charts, rearrange the pitching staff, and make necessary roster moves. They will not, however, conduct trades.
Ask Manager to set up complete Minor League System	Clicking this button instructs your staff to reconfigure just your minor leagues (all levels) in the same manner as above. Your major league team (parent league) will be left unchanged.
Fill team with fictional players	This option is only available to commissioners. It will fill any empty roster slots in the current organization with new fictional players.

Warning! You have no chance to confirm these options, so be careful.

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

8.3.2. The Overview Subpage

The Overview subpage is a customizable screen divided into four panes that gives you great flexibility to make roster moves.

Figure 132 Transaction Overview

The screenshot shows the 'Transaction Overview' interface with a top navigation bar and a 'Ratings Scouted by: SISA' dropdown. The main area is divided into four panes, each with a title and a table of players.

Arizona Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	B.Wilson *+§	29	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	G.Wilson *	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	H.Wilson *	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	H.Wilson *	21	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	T.Wilson *	22	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	T.Wilson *	22	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	G.Wilson *§	30	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Arizona 40-Man Roster (40/40 Players)

Pos	Player	Age	Team	Stats
SP	B.Wilson *+§	29	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	D.Wilson *	23	LAN (CAL, A)	0-0, 0.00 ERA, 0.0 IP
SP	G.Wilson *	25	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	H.Wilson *	25	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	H.Wilson *	21	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	L.Wilson *	24	SBE (MID, A)	0-0, 0.00 ERA, 0.0 IP
SP	T.Wilson *§	31	TUC (PCL, AAA)	0-0, 0.00 ERA, 0.0 IP

Tucson Rattlers (PCL, Triple A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	G.Wilson +§	29	9	9	9	-	-
SP	J.Wilson	23	-	-	-	-	-
SP	P.Wilson	20	9	5	-	-	-
SP	T.Wilson *§	31	6	17	7	-	-
SP	Y.Nobody *	23	5	13	15	-	-
MR	B.Wilson	20	-	-	-	-	-
MR	D.Wilson	20	7	6	-	-	-

Tennessee Blackhawks (SL, Double A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	E.Wilson	25	-	-	7	-	-
SP	F.Nobody #	25	-	-	-	-	-
SP	P.Wilson	20	5	-	-	-	-
SP	T.Nobody	22	-	-	-	-	-
SP	T.Wilson	19	-	-	-	-	-
MR	J.Wilson	19	-	-	-	-	-
MR	K.Wilson	21	-	-	-	-	-

LEGEND: * = Player is on the 40 man roster... + = Player is out of minor league options... # = Player is Rule 5 Draft eligible... § = Player has right to refuse minors assignment... (Use Drag&Drop to move Players)

At the bottom, there are buttons for 'Action', 'Scout Team', 'Scout Organization', and 'Affiliated Teams'.

Each of the four panes has a drop-down that lets you display one of the following lists:

- Any active, secondary, or reserve roster in the organization
- Your disabled list
- Your waiver list
- Your designated for assignment list

Any of these can be selected in any of the four panes.

Additionally, each pane has a drop-down that defines whether you want to view ratings or statistics for the players in that pane. If you choose to view player ratings, you can choose which scout's ratings you wish to view from the Ratings Scouted By drop-down in the upper right.

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu.

Figure 134 Transactions: Minor Leagues

Home

Roster

Transactions

Pitching

Lineups

Depth Charts

Team Strategy

Front Office

Personnel

Reports

News & History

Overview

Disabled List

Minor Leagues

Waivers & DFA

Transactions Log

Ratings Scouted by: SISA

Tucson Rattlers (PCL, Triple A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	G.Wilson +§	29	9	9	9	-	-
SP	J.Wilson	23	-	-	-	-	-
SP	P.Wilson	20	9	5	-	-	-
SP	T.Wilson *§	31	6	17	7	-	-
SP	Y.Nobody *	23	5	13	15	-	-
MR	B.Wilson	20	-	-	-	-	-
MR	D.Wilson	20	7	6	-	-	-

Show Ratings

Tennessee Blackhawks (SL, Double A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	E.Wilson	25	-	-	7	-	-
SP	F.Nobody #	25	-	-	-	-	-
SP	P.Wilson	20	5	-	-	-	-
SP	T.Nobody	22	-	-	-	-	-
SP	T.Wilson	19	-	-	-	-	-
MR	J.Wilson	19	-	-	-	-	-
MR	K.Wilson	21	-	-	-	-	-

Show Ratings

Lancaster Wanderers (CAL, Single A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	B.Nobody	21	-	8	-	-	-
SP	D.Wilson *	23	-	11	-	-	-
SP	L.Wilson	34	-	-	1	-	-
SP	V.Wilson *	23	-	-	-	-	-
SP	W.Wilson	22	-	-	-	-	-
MR	A.Wilson	24	-	-	-	-	-
MR	A.Nobody	23	-	-	-	-	-

Show Ratings

South Bend Loons (MID, Single A)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	J.Wilson #	21	9	-	-	-	-
SP	L.Wilson *	24	-	13	-	-	-
SP	P.Wilson	23	-	-	-	-	-
SP	S.Nobody	21	-	-	-	-	-
SP	T.Wilson *	21	-	6	-	-	-
MR	A.Nobody	22	-	-	2	-	-
MR	F.Wilson	25	-	-	-	-	-

Show Ratings

LEGEND: * = Player is on the 40 man roster... + = Player is out of minor league options... # = Player is Rule 5 Draft eligible... § = Player has right to refuse minors assignment... (Use Drag&Drop to move Players)

Action

Scout Team

Scout Organization

Affiliated Teams

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu. The Action menu on this page behaves identically to the one on the [Overview](#) subpage described Section 8.3.2.

See Section 20.0, [Roster Rules and Management](#), for more information on rosters and transactions.

Note: This subpage will not be available if you do not have minor leagues.

8.3.5. The Waivers & DFA Subpage

The Waivers & DFA subpage is very similar to the Overview subpage, with four customizable panes. By default, the waivers list and DFA list are displayed in the two lower panes.

Figure 135 Transactions: Waivers & DFA

Home

Roster

Transactions

Pitching

Lineups

Depth Charts

Team Strategy

Front Office

Personnel

Reports

News & History

Overview

Disabled List

Minor Leagues

Waivers & DFA

Transactions Log

Ratings Scouted by: SISA

Arizona Active Roster (25/25 Players)

Pos	Player	Age	Con/Stu	Pow/Mov	Eye/Con	Overall	Potential
SP	B.Wilson *+§	29	11	13	11	-	-
SP	G.Wilson *	25	13	10	8	-	-
SP	H.Wilson *	25	-	-	-	-	-
SP	H.Wilson *	21	-	-	-	-	-
SP	T.Wilson *	22	13	-	13	-	-
SP	T.Wilson *	22	11	-	14	-	-
MR	G.Wilson *§	30	16	8	10	-	-

Show Ratings

Waivers

Pos	Player	Status

Show Ratings

Arizona 40-Man Roster (40/40 Players)

Pos	Player	Age	Team	Stats
SP	B.Wilson *+§	29	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	D.Wilson *	23	LAN (CAL, A)	0-0, 0.00 ERA, 0.0 IP
SP	G.Wilson *	25	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	H.Wilson *	25	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	H.Wilson *	21	ARI (MAL, ML)	0-0, 0.00 ERA, 0.0 IP
SP	L.Wilson *	24	SBE (MID, A)	0-0, 0.00 ERA, 0.0 IP
SP	T.Wilson *§	31	TUC (PCL, AAA)	0-0, 0.00 ERA, 0.0 IP

Show Ratings

Players Designated for Assignment

Pos	Player	Status

Show Ratings

LEGEND: * = Player is on the 40 man roster... + = Player is out of minor league options... # = Player is Rule 5 Draft eligible... § = Player has right to refuse minors assignment... (Use Drag&Drop to move Players)

Action

Scout Team

Scout Organization

Affiliated Teams

To make a transaction, drag a player from one pane to another, or right-click on a player and select a transaction from the right-click menu.

See Section 20.0, [Roster Rules and Management](#), for more information on rosters and transactions.

Note: This subpage will not be available if you do not have minor leagues.

8.3.6. The Transactions Log

The Transactions Log is an in-game report listing all transactions in the team's history, by month. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the Transactions log.

8.4. The Pitching Page

The Pitching page is where you can define pitching roles for the currently selected team. The Pitching page is divided into two panes, top and bottom. The top pane is a player list that functions very much the Roster page, with limited space. In the top pane, you can also take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

Figure 136 Pitching Page

The screenshot shows the 'Pitching' tab in a software interface. At the top, there's a navigation bar with tabs like Home, Roster, Transactions, Pitching, Lineups, Depth Charts, Team Strategy, Front Office, Personnel, Reports, and News & History. Below this, there's a 'View' dropdown set to 'Pitching Ratings View - No Filter - Position: Pitcher - Scouting by: SISA'. The main table lists 12 players with columns for PG, RL, Inf, Name, B, T, Staff, Control, Movement, STU vL, STU vR, Velocity, Endurance, G/F, and Held. The players listed are Ron Comstock, Ray McIlherlach, Cidro Lepe, Raul Lontos, Randy Marsh, Kent Kidd, Francisco Hernandez, and Robin Whelan. Below the player list, there's a section for '12 Players found' which is divided into 'Starting Rotation', 'Spot Starters', 'Middle Reliever', 'Set-Up Reliever', 'Closer', and 'Mopup Reliever'. The 'Rotation Settings' section at the bottom left shows 'Rotation Size' set to '5-Man Rotation', 'Next Starter' set to '#2', and 'Rotation Mode' set to 'Strict Order'.

On the Pitching page, just drag a player from one place to another to complete a transaction. You can also use right-click menus to make moves on this page.

The bottom pane shows how your pitching staff is currently configured. If you choose to [auto-play games](#) (described in Section 23.0), the computer will use your pitching staff settings to determine when to use certain pitchers. Of course, if you actively manage your own games, you can make your own decisions.

The bottom pane is divided into six sections.

Section	Location	Description
Starting Rotation	Top left	Defines your team's starting pitchers. If auto-play is being used, the computer will rotate your starting pitchers in the order listed, based on the Rotation Settings (see below). <i>Note: The number of the pitcher scheduled to start next is highlighted by a white box.</i>
Rotation Settings	Bottom left	There are several Rotation Settings that help define how you want to use your starting rotation. <ul style="list-style-type: none"> Click on Rotation Size to change the number of pitchers in your rotation. You can have between 3 and 6 pitchers in your rotation. As you click, the numbers will cycle. Keep clicking until you find the value you want. Click on Next Starter to change which starter will pitch next. There are two rotation modes to choose from. <ul style="list-style-type: none"> Start Highest Rested Starter uses pitchers according to the order you have established. However, any time there is a rested starter with a higher rotation slot (lower number) than the currently planned starter, the higher pitcher will start. For example, if it is your #4 pitcher's turn to start, but the #1 pitcher is completely rested, the #1 pitcher will start instead, disregarding the order. Strict Order starts pitchers in the specified order, regardless of

		fatigue level.
Spot Starters	Top middle	Spot starters are used a specific percentage of the time in place of the last person in your starting rotation. Edit the PCT box to specify a percentage. For example, if your spot starter #1 is set to 20%, then the Spot Starter will replace your last starter 20% of the time.
Middle Reliever	Middle	Middle relievers are used, unsurprisingly, in the middle of the game, after the starter is removed. Typically, they will not be used very late or very early in the game.
Mop-up Reliever	Bottom middle	Mop-up relievers are used primarily when the run differential in the game is very large, one way or another, or if the starting pitcher leaves the game very early, for example due to injury.
Set-up Reliever	Top right	Set-up relievers are used primarily in the 7th and 8th innings, as a “bridge” between middle reliever and the closer.
Closer	Bottom right	The closer is used primarily in the 9th inning of games that your team is winning.

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

Note: When using auto-play, your staff will also factor matchups, in-game situations, and the fatigue level of the pitcher into pitching decisions.

8.4.1. Making Pitching Staff Changes

To make changes to your pitching staff, drag pitchers from the top pane to the desired slot on the bottom pane. Pitchers can be placed in multiple sections at once, with the exception of the Starting Rotation. A pitcher in the Starting Rotation cannot be added to another section.

Alternatively, you can use right-click menus to make pitching assignments. The right-click menus on the page have a number of additional options.

Figure 137 Pitching Right-Click Menu



Note: Pitchers can be placed in any section regardless of their defined “role.” For example, you can have a MR (middle reliever) in the Starting Rotation, or a CL (closer) in the Mop-up Reliever section.

8.4.2. The Action Menu

The Action menu at the bottom of the screen has three options:

Action	Description
Ask Bench Coach for Staff	Asks your bench coach to fill out your pitching staff. He will do so based on his own <u>personal preferences</u> .
Ask Manager for Staff	Asks your manager to fill out your pitching staff. He will do so based on his own <u>personal preferences</u> .
Clear Pitching Staff	Clears your entire pitching staff so that you can start fresh.

Warning! You have no chance to confirm these options, so be careful.

Note: When you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

8.5. The Lineups Page

The Lineups page is where you define your lineups for different game scenarios. The Lineups page has five subpages: an overview and four subpages where you can define your lineup against right-handed and left-handed pitchers, with or without a designated hitter. The four situation-specific subpages behave identically.

Figure 138 Lineups “Versus” Page

PO	RL	Inf	Name	B	T	Staff	Control	Movement	STU vL	STU vR	Velocity	Endurance	G/F	Hold
1B	-		Adelardo Najera	S	R	-	-	-	-	-	< 75 Mph	-	40 %	-
2B	-		Powell Scott	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
RF	-		Norm Walrond	L	L	-	-	-	-	-	< 75 Mph	-	40 %	-
3B	-		Jack Pilcher	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
SS	-		Matt Hartley	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
3B	-		Marvin Lofgren	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
LF	-		Jerry Norris	L	R	-	-	-	-	-	< 75 Mph	-	40 %	-
2B	-		Fred Kuhns	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-

#	Bats	Lineup versus RHP	Position	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
1	Right	Cesaro Otal	Center Field	11	33	15	2	1	0	3	8	10	5	.455	.581	.576	1.157	0	0
2	Right	Matt Hartley	Shortstop	11	39	8	1	0	1	4	2	2	8	.205	.238	.308	.546	0	0
3	Left	Jerry Norris	Left Field	11	32	10	2	1	1	5	5	6	3	.312	.410	.531	.942	0	0
4	Left	Ximenes Montaldo	Catcher	11	33	9	2	0	3	8	5	4	8	.273	.351	.606	.957	0	0
5	Right	Marvin Lofgren	Third Base	11	34	7	0	0	1	1	5	3	6	.206	.270	.294	.564	0	0
6	Right	Powell Scott	Second Base	11	29	9	3	0	0	1	3	3	4	.310	.394	.414	.808	0	0
7	Left	Norm Walrond	Right Field	10	34	10	2	0	1	6	4	3	3	.294	.351	.441	.793	0	0
8	Switch	Adelardo Najera	First Base	6	18	6	1	0	1	5	3	3	3	.333	.429	.556	.984	0	0

The Lineups page is divided into two panes, top and bottom. The top pane is a player list. You can also take advantage of OOTP's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

The bottom pane shows how your lineup is currently configured for the selected situation. On all subpages except for the Overview, it also has a row of data showing the player's current year statistics. If you choose to auto-play games, the computer will use your lineup settings in the game. If you actively manage your own games, you can make your own lineup decisions.

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

Note: Players whose names are in green text in the top pane are already in the lineup.

8.5.1. Setting Your Lineup

To set your lineup, drag players from the top pane into the desired slot in the batting order. Next to each slot in the order is a Position drop-down. Choose the position you want the player to play from the drop-down. Repeat this process for all nine batting slots (eight if you are not using a designated hitter). Some other notes about the lineup screen:

- If you drag a player from the top pane onto a slot that is already occupied, the player you dropped on top of will be removed from the lineup.
- If you drag a player from the lineup onto a slot that is already occupied, the two players will switch slots in the lineups (but not positions).
- If you drag a player from the lineup onto the top pane, he will be removed from the lineup.

Alternatively, you can use right-click menus to make lineup changes.

Figure 139 Lineup Right-Click Menu



8.5.2. The Action Menu

The Action menu at the bottom of each of the lineup subpages, except for the Overview subpage, has five options.

Action	Description
Generate Depth Chart vs X based on this lineup	Sets up your depth chart for the selected pitcher/DH combination based on the lineup you have set forth. Use this when you want to create your depth chart based on your lineup, rather than the other way around.
Ask Bench Coach for Lineup Versus X	Asks your bench coach to fill out the currently selected lineup.
Ask Bench Coach for all Lineups	Asks your bench coach to fill out all your lineups.
Ask Manager for Lineup Versus X	Asks your manager to fill out the currently selected lineup.
Ask Manager for all Lineups	Asks your manager to fill out all your lineups.
Clear Lineup Versus X	Clears the currently selected lineup entirely.

Note: Your staff will fill out the lineup based on your depth chart settings. If your depth charts are not complete, your staff members will use their personal strategy preferences to complete the task. Also, when you ask your managers to set up your organization, they might place injured players in the lineup. The reason for this is that the manager gives you the best lineup chosen from among all the players on your roster, regardless of their injury status. Then, when a game is auto-simmed, the game makes the decision about how to substitute for injured players. Of course, if you don't want to rely on these decisions, you can manually adjust your lineup and depth charts to account for injuries. This prevents you from having to remember to redo your lineups every time a player returns from an injury. With the current model, the game will put the injured player back in the lineup as soon as he becomes available again.

Note: If a player goes out of the lineup due to injury, and a game is auto-played, the AI might rearrange your lineup as it sees fit. For example, if your #4 hitter goes down and gets replaced with a weaker, backup hitter, the AI may decide to bat the replacement in the #8 spot and move the other players up.

8.5.3. The Overview Subpage

The Overview subpage has much the same functionality as the other four subpages, except that all four game scenarios are packed into one page. You lose the ability to see the statistics line next to each player, but you gain the ability to modify all four scenarios from one screen.

Figure 140 Lineups Overview

PO	RL	Inf	Name	B	T	Stuff	Control	Movement	STU vL	STU vR	Velocity	Endurance	G/F	Hold
1B	-		Adelardo Najera	S	R	-	-	-	-	-	< 75 Mph	-	40 %	-
2B	-		Powell Scott	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
RF	-		Norm Walrond	L	L	-	-	-	-	-	< 75 Mph	-	40 %	-
3B	-		Jack Pilcher	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
SS	-		Matt Hartley	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
3B	-		Marvin Lofgren	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-
LF	-		Jerry Norris	L	R	-	-	-	-	-	< 75 Mph	-	40 %	-
2B	-		Fred Kuhns	R	R	-	-	-	-	-	< 75 Mph	-	40 %	-

#	B	Lineup versus RHP	POS	#	B	Lineup versus LHP	POS	#	B	Lineup versus RHP + DH	POS	#	B	Lineup versus LHP + DH	POS
1	R	Cesaro Ota	CF	1	R	Cesaro Ota	CF	1	R	Cesaro Ota	CF	1	R	Cesaro Ota	CF
2	R	Matt Hartley	SS	2	R	Matt Hartley	SS	2	R	Matt Hartley	SS	2	R	Matt Hartley	SS
3	L	Jerry Norris	LF	3	R	Marvin Lofgren	3B	3	L	Jerry Norris	LF	3	R	Marvin Lofgren	3B
4	L	Ximenes Montaldo	C	4	L	Ximenes Montaldo	C	4	L	Ximenes Montaldo	C	4	L	Ximenes Montaldo	C
5	R	Marvin Lofgren	3B	5	S	Adelardo Najera	1B	5	R	Marvin Lofgren	3B	5	S	Adelardo Najera	1B
6	R	Powell Scott	2B	6	L	Jerry Norris	RF	6	R	Powell Scott	2B	6	L	Jerry Norris	RF
7	L	Norm Walrond	RF	7	R	Powell Scott	2B	7	L	Norm Walrond	RF	7	R	Powell Scott	2B
8	S	Adelardo Najera	1B	8	R	Joe Post	LF	8	S	Adelardo Najera	1B	8	R	Fred Kuhns	DH
9				9				9	R	Keagan Andresen	DH	9	R	Joe Post	LF

The Overview subpage also has a number of additional Actions available in the Action menu. These work just like those in the other Lineups subpages, but they allow you to ask your Bench Coach or Manager to set *any* specific lineup. You can also clear any lineup from the Action menu on the Overview subpage.

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

8.5.4. Pinch Hitters

In previous versions of OOTP, you could specify your preferred pinch hitters. In OOTPB, your staff makes these decisions automatically during games that are auto-played. Which pinch hitter is used depends on a lot of factors: player quality, game situation, the player's [personal strategic preferences](#), defined in Section 8.7.2, and others. For example, the computer usually won't waste a team's best available pinch hitter in the 6th inning with the bases empty. Of course, if you choose to play out your games, you control pinch hitting.

8.6. The Depth Charts Page

The Depth Charts page is where you define your depth charts for different game scenarios. A depth chart defines which players will start, and which will be substitutes, and with what frequency. The Depth Charts page has four subpages, similar to the Lineups page, where you can define your depth chart against right-handed and left-handed pitchers, with or without a designated hitter. The four situation-specific subpages behave identically.

Figure 141 Depth Charts Page

[Home](#)
[Roster](#)
[Transactions](#)
[Pitching](#)
[Lineups](#)
[Depth Charts](#)
[Team Strategy](#)
[Front Office](#)
[Personnel](#)
[Reports](#)
[News & History](#)

[Versus RHP](#)
[Versus LHP](#)
[Versus RHP + DH](#)
[Versus LHP + DH](#)

View

Filter

Position: All Batters

Scouting

Pitching Ratings View - No Filter - Position: All Batters - Scouting by: Mike Martin -

PC	I+	Inf	Name	B	T	Stuff	Control	Movement	STU vL	STU vR	Velocity	Endurance	G/F	Hold
C	-		Antonio Sargentini	S	R	2	1	3	2	2	< 75 Mph	1	40 %	-
2B	-		Fred Kuhns	R	R	2	1	1	2	2	< 75 Mph	1	40 %	-
2B	-		Powell Scott	R	R	3	1	1	3	3	< 75 Mph	1	40 %	-
1B	-		Adelardo Najera	S	R	3	1	1	3	3	< 75 Mph	1	40 %	-
LF	-		Joe Post	R	R	2	1	1	2	2	< 75 Mph	1	40 %	-
3B	-		Marvin Lofgren	R	R	2	1	1	2	2	< 75 Mph	1	40 %	-
LF	-		Keagan Andresen	R	R	2	1	1	2	2	< 75 Mph	1	40 %	-
CF	-		Cesaro Otal	R	R	2	1	5	2	2	< 75 Moh	1	40 %	-

13 Players found

Position	Starter	Substitute 1	Starts	Substitute 2	Starts	Substitute 3	Starts
Catcher	Ximenes Montaldo	Antonio Sargentini	If Starter tired	Joe Post	Ev. 20th Game		
First Base	Adelardo Najera						
Second Base	Powell Scott	Fred Kuhns	If Starter tired				
Third Base	Marvin Lofgren	Jack Pilcher	If Starter tired				
Shortstop	Matt Hartley						
Left Field	Jerry Norris	Keagan Andresen	If Starter tired	Joe Post	Never		
Center Field	Cesaro Otal						
Right Field	Norm Walrond	Keagan Andresen	Ev. 7th Game	Joe Post	Ev. 20th Game		

[Report](#)
[Action](#)
[Scout Team](#)
[Scout Organization](#)
[Affiliated Teams](#)

The Depth Charts page is divided into two panes, top and bottom. The top pane is a player list. You can also take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

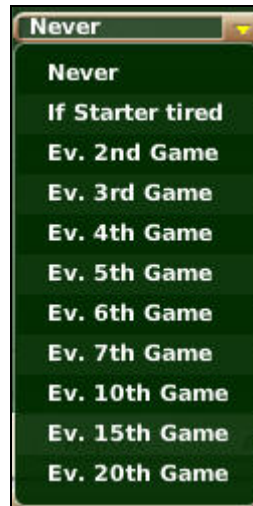
The bottom pane shows how your depth chart is currently configured for the selected situation. It lists each defensive position, save pitcher, which is addressed on the [Pitching page](#) described in Section 8.4. If you choose to auto-play games, the computer will use your depth chart settings in the game. If you actively manage your own games, you can make your own decisions about who should play.

For each game situation (versus RHP, versus LHP, with or without designated hitter), you can define a starter and up to three substitutes for each defensive position.

8.6.1. Setting Your Depth Charts

To set a depth chart, drag players from the top pane into the desired position in the depth chart. If you drag a player to a Substitute box, you will activate a drop-down menu next to the player. This drop-down lets you define how frequently this substitute should start.

Figure 142 Substitution Drop-Down



The substitution options are defined below.

Option	Description
Never	Substitute will never start.
If starter is tired	Substitute will start any time the starter is tired. “Tired” is defined as being at less than 70% effectiveness.
Every X game	Substitute will start every X games.

Note: Even if a substitute does not start, he might be inserted as a late-game defensive replacement or in case of injury. It’s always wise to define a substitute for each position.

Some other notes about the Depth Charts page:

- If you drag a player from the top pane onto a spot that is already occupied, the player you dropped on top of will be removed from the depth chart.
- If you drag a player from the depth chart onto another spot in the depth chart that is already occupied, the two players will switch spots in the depth chart.
- If you drag a player from the depth chart onto the top pane, he will be removed from the depth chart.
- Substitutes replace starters if the starter is tired, regardless of how often they are supposed to start. So, if you have your backup shortstop set to start every 5 games, and only 3 games have passed, but your starter is exhausted, then your backup shortstop will start in his place.

8.6.2. Defensive Replacements

In previous versions of OOTPB, you could specify which players would potentially be used as late-inning defensive replacements. In OOTPB, your staff will make that decision automatically, inserting defensive replacements late in games that you are winning if they are considerably better than the starters defensively.

8.6.3. Depth Charts and Playing Out Games

Depth Chart settings are used mainly when [auto-playing games](#), as described in Section 23.0. If you choose to play out your games rather than auto-playing them, the game will not automatically use your depth chart settings.

For example, if you have scheduled a player to start every fifth game, and today is the fifth game, when you go to play out that game, the player will not be automatically placed in the lineup. You must make that adjustment manually. However, if you auto-play that game, the player would start.

8.6.4. The Action Menu

The Action menu at the bottom of each of the Depth Chart subpages has six options.

Action	Description
Ask Bench Coach for Depth Chart Versus X	Selecting this asks your bench coach to fill out the currently selected depth chart.
Ask Bench Coach for all Depth Charts	Selecting this asks your bench coach to fill out all your depth charts.
Ask Manager for Depth Chart Versus X	Selecting this asks your manager to fill out the currently selected depth chart.
Ask Manager for all Depth Charts	Selecting this asks your manager to fill out all your depth charts.
Clear Depth Chart Versus X	Selecting this clears the currently selected depth chart entirely.
Clear all Depth Charts	Selecting this clears all depth charts entirely.

Note: Your staff members will fill out the depth chart based on their own personal strategy preferences. Their opinions might not match your own.

8.7. The Team Strategy Page

The Team Strategy page is where you can define your team's approach to baseball. The page is divided into two subpages: an overall strategy subpage where you set strategy for your entire team and a player strategy subpage where you can tailor individual player strategies.

Note: If you are playing out your games, the Team Strategy pages have little effect, since you are making the decisions yourself in the game.

8.7.1. The Overall Strategy Subpage

The Overall Strategy subpage allows you to set the tone for your entire team's play. The settings are a complex combination of options that will really define how your team is managed when you auto-play games. You can choose to micromanage or just to set general guidelines.

Figure 143 Overall Strategy Page

The screenshot shows the 'Overall Strategy' page of a baseball management game. At the top is a navigation bar with links: Home, Roster, Transactions, Pitching, Lineups, Depth Charts, Team Strategy (selected), Front Office, Personnel, Reports, and News & History. Below the navigation bar, the page is titled 'Overall Strategy' and 'Player Strategy'. The main content area is divided into two sections: 'Game Strategy' and 'Overall Roster Strategy'. The 'Game Strategy' section is further divided into 'Game Strategy Time' (Inning 1 - 3; Tied Ballgame) and 'Game Score Situation' (Tied Ballgame). It contains several strategy sliders: Stealing Bases (Never to Frequently), Base-Running (Conservative to Aggressive), Use Hit & Run (Never to Frequently), Use Run & Hit (Never to Frequently), Sacrifice Bunt (Never to Frequently), Bunt for a Hit (Never to Frequently), Use Squeeze Bunt Play (Never to Frequently), Pitching & Defensive Strategy (Pitch Around, Intentional Walk, Hold Baserunners, Guard Lines, Play Infield In, Play Corners In, Use Infield Shift, Play Outfield In), and Substitution Strategy (Use Pinch Runners, Pinch-Hit for Position Players, Pinch-Hit for Pitchers, Hook Starting Pitchers, Hook Relievers, Favor L/R Matchup). The 'Overall Roster Strategy' section contains sliders for Favor Veterans, Favor Prospects, Favor Pitching, Favor Hitting, Favor Defense, Favor Offense, Favor Speed, Favor Power, Favor AVG, and Favor OBP. At the bottom of the page are buttons for Action, Copy Current Strategy, Scout Team, Scout Organization, and Affiliated Teams.

The Overall Strategy subpage is an array of sliders, with contrasting strategies on either side. To set your preferences, drag slider to one side or the other. The screen is divided into two halves, left and right. The left side sets your game, pitching / defensive, and substitution strategies, and can be defined for any number of game situations. The right side sets your Overall Roster Strategy. These settings do not change depending on the game situations. We'll cover each section separately.

8.7.1.1. The Game Strategy Time Drop-Down

The Game Strategy Time drop-down in the top left of the screen allows you to define what time in a game you want to set strategies for. There are four times in the game for which you can set separate strategies: Innings 1-3, Innings 4-6, Innings 7-8, and Inning 9 + extra innings. The drop-down defaults to Innings 1-3.

For example, when "Innings 1-3" is selected, you are setting the preferences you want your team to follow during the first three innings of a game. Again, these settings are relevant only when you are auto-playing a game (or this particular part of a game). If you are playing out the game, your decisions override whatever the settings might indicate.

8.7.1.2. The Game Score Situation Drop-Down

The Game Score Situation drop-down in the top left of the screen allows you to define what game score situation you want to set strategies for. There are nine game score situations in the game for which you can set separate strategies:

- Leading by 4+, 3, 2, or 1 run (4 separate options)
- Tied game
- Trailing by 1, 2, 3, or 4+ runs (4 separate options)

In other words, when "Leading by 4+ runs" is selected, you are setting the preferences you want your team to follow when your team is leading by 4 or more runs. Again, these settings are relevant only

when you are auto-playing a game (or part of a game in which this situation exists). If you are playing out the game, your decisions override whatever the settings might indicate.

8.7.1.3. Game Strategy

The Game Strategy section allows you to define several basic strategic approaches to the game.

Strategy	Description
Stealing Bases	Defines the frequency with which players will steal bases.
Baserunning	Defines how aggressively your players will run the bases (attempt to stretch a single into a double, for example).
Use Hit & Run	Defines how frequently your team will use the hit & run play, in which one or more baserunners are put in motion before the ball is hit. The batter tries to make contact whether the pitch is a ball or strike. Hit & run plays can result in a runner going from first to third on a single, or even scoring from first on a double. This play is usually put on with a good contact hitter at the plate.
Use Run & Hit	Defines how frequently your team will use the run & hit play. This play is similar to the hit & run, except it is usually attempted with a quick runner on first, or someone who is good at stealing. The batter is given the option of hitting, knowing that the runner will be moving with the pitch.
Sacrifice Bunt	Defines how frequently your team will try to advance baserunners using the sacrifice bunt.
Bunt for a Hit	Defines how frequently your team will try to bunt for a hit.
Use Squeeze Bunt Play	Defines how frequently your team will try to score a runner from third base using a bunt.

8.7.1.4. Pitching & Defensive Strategy

The Pitching & Defensive Strategy section allows you to define several basic pitching and defensive strategies for the game.

Strategy	Description
Pitch Around	Defines how often your pitchers will pitch around elite hitters. “Pitching around” a hitter is when the pitcher throws primarily balls to a tough hitter, hoping that he will swing at a bad pitch and get out.
Intentional Walk	Defines how often your pitchers will intentionally walk elite hitters.
Hold Baserunners	Defines how hard your pitchers will try to prevent runners from leading or stealing.
Guard Lines	Defines how often your team will guard the lines defensively. Teams that are guarding the first and third base lines are less likely to give up extra-base hits.
Play Infield In	Defines how often your team will play the infield in. Teams playing the infield in are more likely to prevent a run from scoring on an infield ground ball.
Play Corners In	Defines how often your team will play the corners in. Teams playing the corners in are more likely to foil a bunt attempt.
Use Infield Shift	Defines how often your will use the infield shift. An “infield shift” is where three infielders play on the “pull” side of the infield against very strong pull hitters, to reduce his chance of getting a base hit.

8.7.1.5. Substitution Strategy

The Substitution Strategy section allows you to define several approaches to substitutions in the game.

Strategy	Description
Use Pinch Runners	Defines how often a slow baserunner will be replaced with a faster runner.
Pinch Hit for Position Players	Defines how often a position player will be replaced with a pinch hitter.
Pinch Hit for Pitchers	Defines how often a pitcher will be removed in favor of a pinch hitter.
Hook Starting Pitchers	Defines how quickly a starting pitcher will be pulled from the game if he starts to falter.
Hook Relievers	Defines how quickly a reliever will be pulled from the game if he starts to falter.
Favor L / R Matchups	Defines how frequently a pitching change will be made to place a left-handed pitcher against a left-handed batter, and vice versa.

8.7.1.6. Overall Roster Strategy

The Overall Roster Strategy section, on the right, is primarily important for computer-controlled teams.

The Overall Roster Strategy section defines the personality of computer-controlled teams. These settings affect all computer decision-making regarding rosters.

You can change these values for human-controlled teams. However, they will almost never be used, since human general managers make most of the decisions that would be impacted by these settings. These settings might also be relevant if you are managing a minor league club, to understand the strategy and personality of the big league management team.

While the left side of the screen has all kinds of combinations depending upon the game situation, the Overall Roster Strategy does not change based on the game situation. There are five options in this section.

Strategy	Description
Favor Veterans / Prospects	Determines whether the team's management prefers veterans or younger players.
Favor Pitching / Hitting	Determines whether the team's management prefers pitching or hitting.
Favor Defense / Offense	Determines whether the team's management prefers defense or offense.
Favor Speed / Power	Determines whether the team's management prefers speed or power.
Favor AVG / OBP	Determines whether the team's management prefers batting average or on base percentage.

Note: Staff members have their own particular strategic preferences as well. See Section 15.0, [Coaches and Personnel](#), for more information.

8.7.1.7. The Action Menu

The Action menu at the bottom of the page has three options.

Action	Description
Ask Bench Coach for Strategy	Selecting this asks your bench coach to set the strategy for the currently selected combination of Game Strategy Time and Game Score Situation.
Ask Manager for Strategy	Selecting this asks your manager to set the strategy for the currently selected combination of Game Strategy Time and Game Score Situation.

Reset Strategy	Selecting this sets all sliders to the middle position for the currently selected combination of Game Strategy Time and Game Score Situation.
----------------	---

Note: Your staff members will fill out the strategy based on their own personal strategy preferences. Their opinions might not match your own.

8.7.1.8. The Copy Current Strategy Menu

The Copy Current Strategy menu at the bottom of the page has three options.

Option	Description
Copy to all times & situations	Copies the settings currently shown on the page to all Game Strategy Times and Game Score Situations.
Copy to all times	Copies the settings currently shown on the page to all Game Strategy Times.
Copy to all situations	Copies the settings currently shown on the page to all Game Score Situations.

Use these options to quickly replicate your preferences through the different situations and times.

8.7.1.9. Changing Your Strategies

That was a lot of information, but how do you actually change your strategies? To set your strategies, use the following steps:

1. Select one combination of Game Strategy Time and Game Score Situation.
2. Change the sliders as necessary to set your strategy.
3. If necessary, use the Copy Current Strategy menu to copy your settings to other times or situations.
4. Repeat for another combination of Game Strategy Time and Game Score Situation.

That's all. There are 36 possible combinations of Game Strategy Time and Game Score Situation. If you don't relish setting all of them individually, you can take advantage of your staff by asking for their help as well.

Note: Remember, if you are going to play out your games, there is no reason for you to set all these strategies.

8.7.2. The Player Strategy Subpage

If you enjoyed setting team strategies for every conceivable scenario, then the Player Strategy subpage will be right up your alley. If you have a lightning-fast runner and want to give him the green light every time he reaches base, you can set that here. Worried that your aged starter won't last the whole season? Put him on a limited pitch count here.

Figure 144 Player Strategy Subpage

Pos	Inf	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
P	F	Gabriel Dávaloz	S	R	3	8	2	1	0	0	2	0	0	0	.250	.250	.375	.625	0	0
P	E	Leonel Demengas	S	R	2	5	1	0	0	0	0	0	0	1	.200	.200	.200	.400	0	0
P	W	Pepe Martínez	L	L	3	7	1	1	0	0	0	0	1	0	.143	.143	.286	.429	0	0
P	F	Charlie Reed	L	L	2	5	0	0	0	0	0	0	0	2	.000	.000	.000	.000	0	0
P	F	Monte Rodríguez	L	R	4	4	0	0	0	0	0	0	1	3	.000	.200	.000	.200	0	0
P	W	Quinto Alvares	L	R	4	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P	F	Augie Bignold	R	R	5	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0
P	E	Cuarto Deoranda	R	R	6	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0

Offensive Strategy Settings for Charlie Reed				Pitching Strategy Settings for Charlie Reed			
Mode	Adjust to Team Strategy Settings			Mode	Adjust to Team Strategy Settings		
Stealing Bases	Never	<input type="checkbox"/>	Frequently	Hook as Starter	Quick	<input type="checkbox"/>	Slow
Base-Running	Conservative	<input type="checkbox"/>	Aggressive	Hook as Reliever	Quick	<input type="checkbox"/>	Slow
Hit & Run	Never	<input type="checkbox"/>	Frequently	Pitch Count Limit (0 = No limit)			
Sacrifice Bunt	Never	<input type="checkbox"/>	Frequently	Enter Limit:	0		
Bunt for Hit	Never	<input type="checkbox"/>	Frequently				
Pinch-Hit Settings							
<input type="checkbox"/> Never lift for a Pinch Hitter							
<input type="checkbox"/> Never us as Pinch Hitter when tired							

The Player Strategy subpage is another two-paned screen. The top pane is a player list. You can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8, as well as the [common action menus](#) described in Section 1.10. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

The bottom pane starts out blank. To set a player's strategy, drag the player onto the bottom pane of the screen to reveal his strategy options.

There are four sections in which to set player strategies, two each for batting and pitching. Each player has both batting and pitching settings. Of course, you don't really need to set pitching strategies for hitters if you don't want to.

Note: If you don't have a designated hitter in your league, it's a good idea to set hitting strategies for your pitchers.

8.7.2.1. Offensive Strategy Settings

There are six offensive strategy settings.

Setting	Description
Mode	There are two modes you can choose from. <ul style="list-style-type: none"> With Adjust to Team Strategy Settings, the player will ignore his personal strategic preferences and use the team strategic preferences instead. With Override Team Strategy Settings, the player will ignore the team strategic preferences in favor of his personal strategic preferences.
Stealing Bases	Defines the frequency with which the player will steal bases.
Baserunning	Defines how aggressively the player will run the bases (attempt to stretch a single into a double, for example).
Hit & Run	Defines how frequently the player will use the hit & run play, in which one or

	more baserunners are put in motion before the ball is hit. The batter tries to make contact whether the pitch is a ball or strike. Hit & run plays can result in a runner going from first to third on a single, or even scoring from first on a double. This play is usually put on with a good contact hitter at the plate.
Sacrifice Bunt	Defines how frequently the player will try to advance baserunners using the sacrifice bunt.
Bunt for Hit	Defines how frequently the player will try to bunt for a hit.

8.7.2.2. Pinch-Hit Settings

There are two pinch-hit settings.

Setting	Description
Never lift for a pinch hitter	Check this box when you never want to pinch hit for the selected player. This setting is typically used for elite hitters.
Never use as a pinch hitter when tired	Check this box to prevent the computer from putting in a tired player to pinch hit. This setting is used in cases where you put someone on the bench to rest him, and you don't want him to become fatigued by playing in the game.

Note: In previous versions of OOTP, you could specify your preferred pinch hitters. In OOTPB, your staff makes this decision automatically, inserting the best hitter for the situation.

8.7.2.3. Pitching Strategy Settings

There are three pitching strategy settings.

Setting	Description
Mode	There are two modes you can choose from. <ul style="list-style-type: none"> With Adjust to Team Strategy Settings, the player will ignore his personal strategic preferences and use the team strategic preferences instead. With Override Team Strategy Settings, the player will ignore the team strategic preferences in favor of his personal strategic preferences.
Hook as Starter	Defines how quickly the computer will pull this pitcher when used as a starter.
Hook as Reliever	Defines how quickly the computer will pull this pitcher when used as a reliever.

8.7.2.4. Pitch Count Limit

A pitch count limit is simply a number. Once a pitcher reaches his pitch count limit, he will be replaced in the game. Pitchers will not be removed in the middle of an at bat due to pitch count limits. Actually, the computer will often elect to remove a pitcher *before* an at bat that would likely put him over his pitch count limit. For example, if you have a pitcher on a 100-pitch limit, and a new batter is coming up with 97 pitches already thrown, the computer might elect to relieve him at that time.

8.8. The Front Office Page

The Front Office page contains two subpages: one with an overview of your team's financial situation, and another with a list of players who are due to become free agents at the end of the current season.

For more information about the [team financial model](#), see Section 19.1.

8.8.1. The Finances Subpage

The Finances subpage provides a comprehensive overview of your organization's financial situation. This screen is entirely informational. There are no options on this screen that you, as a general manager, can change. However, several of the [common action menus](#) described in Section 1.10 are available.

Figure 145 Front Office Finances Page



The Finances subpage consists of five separate panes, three across the top and two on the bottom.

8.8.1.1. Payroll Information

The top left pane contains basic information about your team's payroll and budget.

Value	Description
Staff Payroll	The sum of your staff's current year salaries. <i>Note: This number includes the salaries of any staff in affiliated leagues in your organization.</i>
Player Payroll	The sum of your players' current year salaries.
Current Budget	Your current budget. Depending on your league settings, this could be an amount set by your owner, or the total team revenue.
Projected Balance	Your project balance at the end of the season. Calculated as your current budget minus your staff and player payrolls.
Average Player Salary	The average player salary on your team this year.
League Average Salary	The average player salary throughout the league this year.
Highest Paid Players	A list of the top 5 highest-paid players on your team this season.

Note: The payroll information resets on the first day of the offseason.

8.8.1.2. Current Financial Overview

The top middle pane contains current financial information, defined as the current season. This pane contains information about your team's revenue and expenses.

Value	Description
Attendance	The total attendance at your team's home games so far this season.
Attendance per Game	The average attendance per home game so far this season.
Gate Revenue	Cash received from ticket sales so far this season.
Playoff Revenue	Cash received from playoff ticket sales so far this season.
Media Revenue	Revenue from media contracts.
Merchandising Revenue	Revenue from merchandising contracts.
Revenue Sharing	Revenue from league revenue sharing.
CASH	Existing cash reserves.
Player Expenses	Player salaries paid so far this season.
Staff Expenses	Staff salaries paid so far this season.
Balance	The current balance of all of the above.

Many of the revenue values are affected by the way in which your league was configured, or by market conditions such as team market size, fan loyalty, fan interest, and ticket prices. As a general manager, you can have little effect on these numbers. But in many cases, the better your team performs, the brighter your team's financial future will be!

Note: The financial information resets on the first day of the offseason.

8.8.1.3. Last Season Overview

The top right pane contains the Last Season Overview page. This is identical to the Current Financial Overview pane, except in that it shows the final numbers from the previous season, for easy comparison.

8.8.1.4. Attendance Chart

The Attendance Chart is a simple graph that shows the attendance at your team's home games throughout the course of the season. A horizontal line marks the capacity of your stadium.

8.8.1.5. Owner Comments

The Owner Comments box contains several important pieces of information from the owner of your team, describing the market and team financial situation.

Value	Description
Market size	Describes the size of your team's market. Bigger markets mean more potential fans, greater merchandising potential, and bigger media contracts.
Fan loyalty	Describes how loyal your fans are. Loyal fans mean better and more consistent attendance, even when your team isn't performing well.
Fan interest	Describes the level of fan interest in your market. Higher fan interest means better attendance and merchandising revenue.
Ticket price	The ticket price per seat in your stadium. Ticket revenue equals attendance times your ticket price.
Financial situation	An overview of the team's financial situation. Generally speaking, you will receive a favorable report here as long as the team is still turning a profit.
Available for signings	A dollar figure for how much money is available to sign free agents or new staff members. The calculation for money available for signings is: Budget minus staff payroll minus projected player payroll, up to the salary cap if there is one.

8.8.2. The Possible Free Agents Subpage

The Possible Free Agents subpage gives a straightforward list of players who are due to become free agents at the end of the season. This page is almost identical to the [Upcoming Free Agents subpage](#) described in Section 7.7.2.2, except that it shows only players on the currently selected team.

Figure 146 Front Office Possible Free Agents Subpage

The screenshot shows a web application interface for a baseball team's front office. The top navigation bar includes links for Home, Roster, Transactions, Pitching, Lineups, Depth Charts, Team Strategy, Front Office (selected), Personnel, Reports, and News & History. Below this is a sub-navigation bar with Finances and Possible Free Agents (selected). The main content area displays a table of player statistics. The table has columns for Position (P), Infielder (Inf), Name, Batting (B), Throwing (T), Games (G), At Bats (AB), Hits (H), Doubles (2B), Triples (3B), Home Runs (HR), Runs Batted In (RBI), Runs (R), Bases on Balls (BB), Strikeouts (K), Average (AVG), On-Base Percentage (OBP), Slugging Percentage (SLG), On-Base Plus Slugging (OPS), Stolen Bases (SB), and Caught Stealing (CS). The table lists five players: José Banuelos (CF), Jason Sill (LF), Ralph Longley (SS), César Mayen (2B), and Navarro Martínez (P). The bottom of the page shows a status bar indicating '5 Players found' and buttons for Report, Scout Team, Scout Organization, and Affiliated Teams.

P	Inf	Name	B	T	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	SB	CS
CF		José Banuelos	R	R	13	55	13	3	0	2	4	11	6	16	.236	.302	.400	.702	3	2
LF		Jason Sill	L	L	13	49	16	1	0	5	14	10	7	5	.327	.397	.653	1.050	0	0
SS		Ralph Longley	R	R	5	3	1	0	0	0	0	0	0	1	.333	.333	.333	.667	0	0
2B		César Mayen	R	R	13	55	18	1	0	0	3	6	4	10	.327	.373	.345	.718	3	1
P		Navarro Martínez	L	R	4	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	0	0

8.9. The Personnel Page

The Personnel page lists all your team personnel, along with each staff member's key characteristics.

Figure 147 Team Personnel Page

Home Roster Transactions Pitching Lineups Depth Charts Team Strategy Front Office Personnel Reports News & History										
General Manager				Age	Exp	Salary			Through	
Joe Unknown				29	1	-			-	
Manager	Age	Exp	Teach Hitting	Teach Pitching	Teach Fielding	Handle Veterans	Handle Rookies	Handle Players	Salary	Through
Ben Jeffrey	56	25	11	14	17	11	15	15	\$524,000	2
Bench Coach	Age	Exp	Teach Hitting	Teach Pitching	Teach Fielding	Handle Veterans	Handle Rookies	Handle Players	Salary	Through
Marcello Sicce	35	0	11	20	20	11	14	14	\$612,000	2
Hitting Coach	Age	Exp	Teach Hitting	Teach Pitching	Teach Fielding	Handle Veterans	Handle Rookies	Handle Players	Salary	Through
Jeff Vinter	42	9	15	5	10	18	17	17	\$400,000	3
Pitching Coach	Age	Exp	Teach Hitting	Teach Pitching	Teach Fielding	Handle Veterans	Handle Rookies	Handle Players	Salary	Through
Cidro Croso	45	10	1	17	4	12	15	15	\$416,000	3
Head Scout	Age	Exp	Scout Hitting	Scout Pitching	Scout Fielding	Salary	Through	Task		
Dario Contreaz	52	16	19	20	18	\$444,000	2			
Scouts	Age	Exp	Scout Hitting	Scout Pitching	Scout Fielding	Salary	Through	Task		
Todd MacBain	43	11	18	17	16	\$356,000	3			
Norberto Yslava	56	20	16	13	17	\$260,000	2			
Pat Greaves	47	13	14	13	17	\$224,000	3			
John Haswell	48	8	14	11	11	\$160,000	2			
Howard Jordan	34	0	10	10	11	\$68,000	3			
Team Doctor	Age	Exp	Heal Arms		Heal Legs		Heal Back	Fatigue Recovery	Salary	Through
Brad Gray	52	21	7		8		13	12	\$254,000	2

The Personnel page lists each staff member on your team, along with his age, years of experience, current salary, and year through which he is signed. There is also a Task area that shows when a scout is currently on the job.

See Section 15.0, [Coaches and Personnel](#), for more information about these important members of your management team. See Section 16.0, [Scouting](#), for more information about scouts.

8.10. The Schedule Page

The Schedule page is an HTML report that shows your team's schedule on a month-by-month basis. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the team Reports page.

8.11. The Reports Page

The Reports page consists of a number of in-game reports that contain important data regarding your team's ratings, statistics, finances, and so forth. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the team Reports page.

8.12. The News & History Page

The News & History page consists of two subpages that show team news and history.

8.12.1. News

The News subpage is a source for information about news articles that are relevant to the currently selected team. It is nearly identical to the [League News page](#) described in Section 7.2.1. The difference is that this page shows only articles that involve the currently selected team.

8.12.2. Team History

The Team History subpage is part of OOTPB's historical in-game reports. The Team History subpage consists of a number of in-game reports that contain important data regarding your team's ratings, statistics, finances, and so forth. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the Team History subpage.

9.0 The Player Profile

The Player Profile is your main source for information about a specific player. If you've been reading through this guide, you've already seen it referred to any number of times. That's because practically every reference to a player in the game is hyperlinked. Just click on a name and you are taken straight to the Player Profile. Like many of the other areas of the game, the Player Profile consists of a number of pages, accessed by tabs at the top of the page.

The Player Profile holds a massive amount of information for each player: ratings, contract information, scouting reports, statistics, and a history of news involving the player.

9.1. Common Player Profile Action Menus

Four action menus appear at the bottom of almost every page in the Player Profile section: Action, Scouting, Set Position To... and Shortlist. The [Scouting](#) action menu is described in Section 1.10.2. The other three are described below.

9.1.1. The Action Menu

The Action menu at the bottom of all Player Profile screens has up to seven options, depending on the situation.

Option	Result
Open Player Profile	Returns you to the main Profile. If you're already there, it does nothing.
Shortlist Player	Adds the player to the manager's shortlist. See Section 6.7.2 for more information on shortlists .
Offer Contract / Extension	This option changes depending on the status of the player and manager. It will say Offer Contract if you are looking at a free agent. If you are looking at a player on your team, it will say Offer Extension. See Section 19.3 for more information on player contracts and extensions . <i>Note: This option will not be available if you look at a player who is under contract to another team.</i>
Set Game Strategy	This option takes you to the Player Strategy subpage . See Section 8.7.2 for more information.
Scouting	This option contains a submenu with the option to quick-scout or scout the player with any of your scouts. See Section 16.0 for more information on scouting .
Transaction	This option contains a submenu with the option to perform a roster transaction on this player, if he is under contract to your team. See Section 20.0 for more information on transactions . <i>Note: This option will not be available if you look at a free agent or a player who is under contract to another team.</i>
DELETE Player	This option is available only if you are playing as a commissioner. It deletes the player and all his history from the game. However, the underlying player data will continue to be stored so that information such as league reports will continue to be accurate.

9.1.2. The Set Position To . . . Action Menu

A manager can use the Set Position To . . . action menu to change the default position of one of his players. To change a player's position, select a new position from this menu. See Section 14.9 for more information about [player positions and roles](#).

9.1.3. The Shortlist Button

Clicking the Shortlist button adds the player to the manager's shortlist. See Section 6.7.2 for more information on [shortlists](#).

9.2. Common Player Profile Drop-Downs

A number of drop-down menus are repeated in various places in the Player Profile. These menus are described below.

9.2.1. The Ratings Scouted By Drop-Down

Any time you view a screen in the Player Profile that includes ratings, there will be a drop-down in the upper right called the Ratings Scouted By drop-down. Use this drop-down to select which scout's ratings you would like to view. See Section 16.0, [Scouting](#), for more information.

9.2.2. The View Drop-Down

The View drop-down is not used to create custom views. Instead, this drop-down is used in player statistics pages. On hitting statistic pages, this drop-down switches your view between basic and expanded batting statistics. On pitching statistic pages, there are four options to choose from: basic pitching stats, opponents' batting stats, expanding pitching stats, and expanded pitching stats 2.

9.2.3. The League Scope Drop-Down

The League Scope drop-down allows you to choose to view statistics from only one "league level." See Section 3.3.6, [The Structure Page](#), for more information about league levels.

9.2.4. The Batting / Pitching vs. Team Drop-Down

The Batting / Pitching vs. Team drop-down allows you to show the player's performance against a specific team in the current league. Choose a specific team to see the currently selected player's historical results against that team.

9.2.5. Splits and Double Splits Drop-Downs

The Splits drop-downs found in the Player Profile allow you to specify statistics versus left-handed or right-handed hitters or pitchers. The [Double-Splits drop-downs](#) behave like those described in Section 1.8.6.

9.3. The Player Profile Page

The Player Profile page itself is divided into three subpages: the profile, contract & status information, and scouting reports.

9.3.1. The Profile Subpage

The Profile subpage holds the main summary of a player's information. It contains demographic data, health status, ratings, and some basic statistics. It also uses many of the [common action menus](#) described in Section 9.1, and the [Ratings Scouted By drop down](#), described in Section 9.2.1.

Figure 148 Player Profile Subpage

Player Profile | Player Ratings | Betting Stats | Pitching Stats | Fielding Stats | History | Editor

Profile | Contract & Status | Scouting Reports | Ratings Scouted by: SISA - Published: 01-01-2015 | G. Veneracion | C. Familia

Personal Details		Personality		Basic Pitching Ratings		Other Ratings	
First Name	Ken	Leader Ability	15	Stuff	9	Running Speed	4
Last Name	Courtney	Loyalty	4	Movement	-	Stealing Bases	2
Nickname	King Kong	Desire for Winning Team	8	Control	13	Baserunning Instincts	2
Uniform Number	98	Greed	14				
Height	6' 4"	Intelligence	17	Stuff Potential	10	Sacrifice Bunt	15
Weight	220 lb	Work Ethic	16	Movement Potential	-	Bunt for Hit	3
Date of Birth	09-12-1993			Control Potential	13	Hitter Type	Normal
Age	21	Defensive Ratings					
City of Birth	Irving (Texas)	Infield Range	8	Velocity	86-88 Mph	Pitch #1	Fastball
Nationality	American	Infield Error	5	Endurance	19	Pitch #2	Slider
Bats	Right	Turn Double-Play	3	Hold Runners	3	Pitch #3	Changeup
Throws	Right			Groundball %	52 %		
Position	Pitcher (Starter)	Rating at Pitcher	15				
Team	Albuquerque Donkeys (FBL)						

Health Status		Split	Team	W	L	SV	ERA	G	GS	IP	HA	R	ER	HR	BB	K	WHIP	OAVG	BABIP
Status	OK	2015 Season	ALB	4	2	0	2.13	9	9	71.2	49	18	17	6	13	65	0.87	.188	.228
Pitches Today	0	Past 3 yrs.	Team	W <td>L <td>SV <td>ERA <td>G <td>GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td></td></td></td></td></td>	L <td>SV <td>ERA <td>G <td>GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td></td></td></td></td>	SV <td>ERA <td>G <td>GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td></td></td></td>	ERA <td>G <td>GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td></td></td>	G <td>GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td></td>	GS <td>IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td></td>	IP <td>HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td></td>	HA <td>R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td></td>	R <td>ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td></td>	ER <td>HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td></td>	HR <td>BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td></td>	BB <td>K <td>WHIP <td>OAVG <td>BABIP</td> </td></td></td>	K <td>WHIP <td>OAVG <td>BABIP</td> </td></td>	WHIP <td>OAVG <td>BABIP</td> </td>	OAVG <td>BABIP</td>	BABIP
Pitches Yesterday	0	2013	ALB	6	5	0	3.94	13	13	89.0	92	39	39	15	27	50	1.34	.272	.282
Pitches 2 Days ago	0	2014	ALB	7	7	0	4.07	20	20	119.1	120	56	54	13	28	94	1.24	.260	.302
Pitches 3 Days ago	0	2015	ALB	4	2	0	2.13	9	9	71.2	49	18	17	6	13	65	0.87	.188	.228
Pitches 4 Days ago	112																		
Pitches 5 Days ago	0																		
Rest Status	84% - Rested																		

Action | Set Position to... | Shortlist

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

The page is divided into eight sections.

9.3.1.1. Personal Details

The top left corner of the page displays a player's personal details. Most of this information is decided by the game at the time a player is created. Only a few of the pieces of information on this pane have any direct impact on the game.

Option	Description
Age	The age of a player is relevant, primarily due to player aging. See the section on Player Aging for more information.
Bats / Throws	The "handedness" of a player impacts the game directly, in terms of how a player performs in certain situations.

9.3.1.2. Health Status

The bottom left pane on the screen shows a player's health status. This pane has a few extra options when the current player is a pitcher. Additional health information is also available when a player is injured.

Option	Description
Status	Overall description of a player's health status.
Diagnosis	Description of any injury the player has. See Section 14.10.1 for more information on injuries .
Recovery Time	The current estimate of how long the player will be injured.
Disabled List Status	If the player is on a disabled list, the number of days remaining in the disabled list assignment. See Section 20.9 for more information on disabled lists .

Pitches (today through 5 days ago)	How many pitches the player has thrown in the past few days.
Rest Status	A description of how tired the player is. The lower the percentage, the more tired the player is. Tired players are at higher risk for injury and perform at a lower level. This fact is especially true for pitchers. See Section 14.10 for more information on fatigue .

9.3.1.3. Personality

The Personality section shows the player's current ratings in personality areas. See Section 14.11 for more information on [player personalities](#).

9.3.1.4. Defensive Ratings

The Defensive Ratings section shows the player's current ratings in key defensive categories, based on the player's position. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view. See Section 14.5, [Defensive Ratings](#), for more information about what these ratings mean.

9.3.1.5. Basic Batting / Pitching Ratings

The Basic Batting / Pitching Ratings section shows the player's current ratings in key batting or pitching categories, based on the player's position. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view. See Section 14.0, [The Player Rating Model](#), for more information about what these ratings mean.

9.3.1.6. Other Ratings

The Other Ratings section shows the player's current ratings in a number of other categories. This area also lists the kinds of pitches a pitcher throws. There is a drop-down in the top right corner of the page that allows you to select which scout's ratings you want to view. See Section 14.0, [The Player Rating Model](#), for more information about what these ratings mean.

9.3.1.7. Current Year Statistics

The Current Year Statistics section has a brief line of statistics for the current season. For hitters, three lines are included: overall, versus left-handed pitchers, and versus right-handed pitchers. Much more detailed statistics can be found on the [Batting](#) (Section 9.5), [Pitching](#) (Section 9.6), and [Fielding](#) Stats (Section 9.6.5) pages.

9.3.1.8. Past 3 Years' Statistics

The Past 3 Years' Statistics includes statistics for the player over the last three seasons. Much more detailed statistics can be found on the [Batting](#) (Section 9.5), [Pitching](#) (Section 9.6), and [Fielding](#) Stats (Section 9.6.5) pages.

9.3.2. The Contract & Status Subpage

The Contract & Status subpage includes personal information, as well as important pieces of information about the player's contract and roster status. It also uses many of the [common action menus](#) described in Section 9.1.

Player Profile			Player Ratings			Batting Stats			Pitching Stats			Fielding Stats			History			Editor		
Profile			Contract & Status			Scouting Reports														
Personal Details						Contract Information						Contract Extension Information								
	First Name	Jerry	Contract Type	Major League Contract			Contract Type	Major League Contract												
	Last Name	Norris	Expires	After 2006 Season			Total Value	\$28,050,000												
	Nickname		(New contract through arbitration)			Total Years	3 Years													
	Uniform Number	29	Signed prior to	2006 Season			Salaries													
	Height	5' 11"	Total Value when signed	\$8,190,000			1st Season	\$9,350,000												
	Weight	195 lb	Total Years when signed	1 Year			2nd Season	\$9,350,000												
	Date of Birth	09-21-1979	Remaining Salaries			3rd Season	\$9,350,000													
	Age	26	2006 Season	\$8,190,000			Additional Clauses & Incentives													
City of Birth	Chattanooga (Tennessee)	Additional Clauses & Incentives																		
Nationality	 American	NONE																		
Bats	Left																			
Throws	Right																			
Position	Left Field																			
Team	Chicago Marvells (FBL)																			
Health Status						Roster Status Information														
Status	OK	Major League Service Time			5 Year(s), 22 Days															
Rest Status	100% - Completely Rested	Time on Secondary Roster			6 Year(s), 36 Days															
Fatigue Points	0	Time as a Professional			7 Year(s), 11 Days															
			Rule 5 Draft Eligibility			Ineligible (more than 6 pro years)														
			Minor League Options			Out of option years														
			Salary Arbitration Status			Eligible, but possibly free agent after season!														
<input type="button" value="Action"/> <input type="button" value="Scouting"/> <input type="button" value="Shortlist"/>																				

This subpage is divided into five main sections. However, the two on the left, [Personal Details](#) and [Health Status](#), are identical to the Profile subpage, as described in Sections 9.3.1.1 and 9.3.1.2. The remaining three sections are devoted to showing contract and roster status information.

9.3.3. Contract Information

The Contract Information section displays data about the currently selected player's current contract. The following information is displayed.

Option	Description
Contract Type	Describes whether the contract is a major league or minor league contract.
Expires	Shows the year in which the current contract expires. This will also show additional information about whether the player is arbitration or free agent-eligible.
Signed Prior To	Shows when the current contract was signed.
Total Value When Signed	The total dollar value of the current contract, including all years, even those that have passed.
Total Years When Signed	The total years of the contract, including those that have already passed.
Remaining Salaries	The Remaining Salaries section lists any salaries for future years in players' current contracts.
Additional Clauses & Incentives	Any special clauses or incentives that are in the current contract.

See Section 19.3 information on how [player contracts](#) work.

Note: If the player you are reviewing is a free agent, that information will be displayed in this area.

9.3.4. Extension Information

The Extension Information section is very similar to the Contract Information section, but there is information here only if you have signed a player to a contract extension. Once the extension takes effect, the extension becomes the current contract, and this section becomes blank again.

See Section 19.3.5 for more information on how [contract extensions](#) work.

9.3.5. Roster Status Information

The Roster Status Information section includes very important information about a player's roster status. This information is essential for any general manager to make smart roster and contract decisions.

Option	Description
Major League Service Time	A count of the years and days of major league service time that the player has accumulated. See Section 19.4 for more information on service time .
Time on Secondary Roster	A count of the years and days a player has spent on the secondary roster. See Section 19.4 for more information on service time .
Time as a Professional	A count of the years and days that a player has been in professional baseball. See Section 19.4 for more information on service time .
Rule 5 Draft Eligibility	Defines whether or not players are eligible for the Rule 5 draft. See Section 20.5 for more information on the Rule 5 draft .
Minor League Options	How many minor league options the player has remaining. See Section 20.7 for more information on minor league options .
Salary Arbitration Status	Defines whether or not the player will be eligible for salary arbitration. See Section 19.6 for more information on salary arbitration .

Note: Depending on your league configuration and whether the player is under contract, not all these options might be visible.

See Section 20.0, [Roster Rules and Management](#), for more information on what these terms mean.

9.3.6. The Scouting Reports Subpage

The Scouting Reports subpage shows ratings for the currently selected player, if scouting is turned on. This screen is divided into two parts: ratings reports on the top half, and overall reports on the bottom half. It also uses many of the [common action menus](#) described in Section 9.1.

Player Profile

Player Ratings

Batting Stats

Pitching Stats

Fielding Stats

History

Editor

Profile

Contract & Status

Scouting Reports

Batting Reports	League	Contact	Power	Eye/Patience	Contact Potential	Power Potential	Eye Potential
SISA (01-01-2006)	FBL	18	13	12	20	13	12
M. Martin (04-01-2006)	FBL	16	16	16	19	17	18
E. Arbuckle (04-11-2006)	FBL	14	15	13	16	15	13
J. Leonard (04-11-2006)	FBL	17	15	15	18	17	18
G. Wellman (04-11-2006)	FBL	16	12	12	16	12	13
M. Camacho (04-11-2006)	FBL	17	16	15	18	16	16
M. Magueu (04-11-2006)	FBL	16	15	16	17	18	19
Average (excl. SISA)	-	16	15	15	17	16	16
Overall Rating Reports	League	Position	Current Rating relative to FBL			Potential Rating relative to FBL	
M. Martin (04-01-2006)	FBL	LF	66 / 80			76 / 80	
E. Arbuckle (04-11-2006)	FBL	LF	61 / 80			66 / 80	
J. Leonard (04-11-2006)	FBL	LF	67 / 80			73 / 80	
G. Wellman (04-11-2006)	FBL	LF	59 / 80			59 / 80	
M. Camacho (04-11-2006)	FBL	LF	68 / 80			69 / 80	
M. Magueu (04-11-2006)	FBL	LF	66 / 80			71 / 80	
Average (excl. SISA)	-	-	65 / 80			69 / 80	

Action

Scouting

Shortlist

The top half of the screen contains your player's key ratings—batting ratings for position players, and pitching ratings for pitchers. One row of data is displayed for each scouting report you have on the player. The bottom half of the screen includes an overall current rating and an overall potential rating. These ratings are on a 20–80 scale, compared to other players in the league at the same position.

Section 16.0, [Scouting](#), has more detailed information about scouting reports and how to use this screen.

9.4. The Player Ratings Page

The Player Ratings page shows more detail about a player's ratings in a number of areas. It also uses many of the [common action menus](#) described in Section 9.1, and the [Ratings Scouted By drop down](#), described in Section 9.2.1.

9.4.5. Pitching Ratings

The Pitching Ratings section lists player ratings in pitching areas. Players are rated in all areas, even if the player is not a pitcher.

See Section 14.4, [Pitching Ratings](#), for more information on pitching ratings.

9.4.6. Other Pitching

The Other Pitching section lists player ratings in other pitching areas such as velocity and the kinds of pitches the pitcher can throw. Players are rated in all areas, even if the player is not a pitcher.

See Section 14.4, [Pitching Ratings](#), for more information on other pitching ratings.

9.5. The Batting Stats Page

The Batting Stats page is just what it sounds like, a way to see all the hitting statistics for a particular player. This page is divided into five subpages: Career, Current Year Batting Splits, Current Year Game Log, Batting vs. Pitchers, and Streaks & Records. Together, these pages give you access to a player's detailed hitting history throughout his professional career.

The Batting Stats page uses many of the [common action menus](#) described in Section 9.1, and the [common drop-downs](#) described in Section 9.2.

9.5.1. The Career Batting Stats Subpage

The Career Batting Stats subpage contains a year-by-year register of hitting statistics for a player's entire professional career, including any leagues in which he played.

Figure 149 Career Batting Stats Subpage

The screenshot shows the 'Career Batting Stats' subpage for a player named Matt Wright. The page has a navigation bar at the top with tabs for 'Player Profile', 'Player Ratings', 'Batting Stats' (selected), 'Pitching Stats', 'Fielding Stats', and 'History'. Below the navigation bar, there are sub-tabs for 'Career Batting Stats', '2010 Batting Splits', '2010 Game Log', 'Batting vs. Pitchers', and 'Streaks & Records'. The main content area is divided into two sections. The left section, titled 'Personal Details', contains a yellow circular logo with 'BAL' and a list of personal information: First Name (Matt), Last Name (Wright), Nickname, Uniform Number (55), Height (6' 0"), Weight (200 lb), Date of Birth (10-12-1973), Age (36), City of Birth (Harbour Heights (Florida)), Nationality (American), Bats (Right), Throws (Right), Position (Shortstop), and Team (Baltimore Legion (FBL)). The right section is a table of batting statistics. The table has columns for 'Split', 'Team', 'G', 'AB', 'R', 'H', '2B', '3B', 'HR', 'RBI', 'TB', 'BB', 'K', 'SB', 'CS', 'AVG', 'OBP', 'SLG', and 'OPS'. The rows show data for the 2006 Season, 2007 Season, 2008 Season, 2009 Season, 2010 Season, and a 'TOTAL' row. The 'TOTAL' row shows a career average of .287. At the bottom of the page, there are buttons for 'Action', 'Scouting', 'Set Position to...', and 'Shortlist'.

Split	Team	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS
2006 Season	BAL	152	567	112	160	29	2	43	122	322	80	92	4	3	.282	.375	.568	.943
2007 Season	BAL	125	453	73	130	17	2	30	76	241	65	81	8	1	.287	.381	.532	.913
2008 Season	BAL	151	543	102	147	20	0	34	112	269	81	91	10	3	.271	.367	.495	.862
2009 Season	BAL	151	570	98	151	18	0	33	117	268	85	94	9	5	.265	.364	.470	.835
2010 Season	BAL	28	105	16	29	6	0	4	18	47	15	30	1	0	.276	.367	.448	.814
TOTAL	BAL	607	2238	401	617	90	4	144	443	1147	326	388	32	12	.276	.371	.513	.884
162 Game AVG																		
Career Highs																		

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.5.2. The Current Year Batting Splits Subpage



The Current Year Batting Splits subpage contains a wealth of statistical data about the selected player's hitting during the current year.

Player Profile Player Ratings Batting Stats Pitching Stats Fielding Stats History Editor																				
Career Batting Stats 2006 Batting Splits 2006 Game Log Batting vs. Pitchers Streaks & Records																				
Personal Details			View		League Scope		Batting vs. Team		Double Splits											
	First Name	Jerry	Selected View : Batting at ALL Levels																	
	Last Name	Norris	Split	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS
	Nickname		Overall	10	38	6	14	2	1	1	8	21	6	4	0	0	.368	.444	.553	.997
	Uniform Number	29	Versus Left		9	1	4	0	0	0	3	4	1	1	0	0	.444	.500	.444	.944
	Height	5' 11"	Versus Right		29	5	10	2	1	1	5	17	5	3	0	0	.345	.429	.586	1.015
	Weight	195 lb	This Week	1	4	1	3	0	0	1	2	6	1	1	0	0	.750	.800	1.500	2.300
	Date of Birth	09-21-1979	Last Week	7	28	4	10	1	1	0	6	13	3	2	0	0	.357	.406	.464	.871
	Age	26	April	10	38	6	14	2	1	1	8	21	6	4	0	0	.368	.444	.553	.997
	City of Birth	Chattanooga (Tennessee)	Home	6	23	4	8	1	0	0	6	9	3	1	0	0	.348	.407	.391	.799
	Nationality	 American	Road	4	15	2	6	1	1	1	2	12	3	3	0	0	.400	.500	.800	1.300
	Bats	Left	Grass	10	38	6	14	2	1	1	8	21	6	4	0	0	.368	.444	.553	.997
	Throws	Right	Day	1	4	0	1	0	0	0	1	1	0	0	0	0	.250	.250	.250	.500
	Position	Left Field	Night	9	34	6	13	2	1	1	7	20	6	4	0	0	.382	.463	.588	1.052
	Team	Chicago Marvells (FBL)	Close/Late		8	2	3	0	0	1	3	6	2	1	0	0	.375	.435	.750	1.205
	Health Status		Inning 1-3		12	0	5	2	0	0	2	7	2	2	0	0	.417	.500	.583	1.083
Status	OK	Inning 4-6		14	3	5	0	1	0	1	7	2	1	0	0	.357	.438	.500	.938	
Rest Status	100% - Completely Rested	Inning 7-9		12	3	4	0	0	1	5	7	2	1	0	0	.333	.400	.583	.983	
Fatigue Points	0	0 Outs		15	2	4	0	0	0	1	4	4	1	0	0	.267	.400	.267	.667	
			1 Outs		14	4	6	2	0	1	6	11	1	1	0	.429	.467	.786	1.252	
			2 Outs		9	0	4	0	1	0	1	6	1	2	0	.444	.500	.667	1.167	
			Scoring Position		8	1	4	1	0	0	6	5	1	2	0	.500	.500	.625	1.125	
			Bases Empty		17	3	7	0	1	0	0	9	4	1	0	.412	.524	.529	1.053	
			Runner on 1st		13	2	3	1	0	1	2	7	1	1	0	.231	.286	.538	.824	
			Action Scouting Shortlist																	

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.5.3. The Current Year Game Log Subpage

The Current Year Game Log subpage displays statistics for every game in the current season in which the player had at least one at bat.

Player Profile Player Ratings Batting Stats Pitching Stats Fielding Stats History Editor														
Career Batting Stats 2006 Batting Splits 2006 Game Log Batting vs. Pitchers Streaks & Records														
Personal Details			Date	Opp	Result	AB	R	H	2B	3B	HR	RBI	BB	K
	First Name	Jerry	4/1/2006	@COL	Loss, 0-4	4	0	0	0	0	0	0	1	0
	Last Name	Norris	4/2/2006	@COL	Loss, 1-3	2	1	1	1	0	0	0	2	0
	Nickname		4/3/2006	@COL	Loss, 5-10	5	0	2	0	1	0	0	1	0
	Uniform Number	29	4/4/2006	NEW	Win, 11-5	3	2	2	0	0	0	2	2	0
	Height	5' 11"	4/5/2006	NEW	Loss, 7-9	5	2	3	1	0	0	1	0	0
	Weight	195 lb	4/6/2006	NEW	Win, 6-4	4	0	1	0	0	0	0	0	0
	Date of Birth	09-21-1979	4/7/2006	SPO	Loss, 2-3	4	0	1	0	0	0	1	0	0
	Age	26	4/8/2006	SPO	Loss, 7-8	3	0	0	0	0	0	1	1	0
	City of Birth	Chattanooga (Tennessee)	4/9/2006	SPO	Loss, 3-10	4	0	1	0	0	0	1	0	1
	Nationality	 American	4/10/2006	@KAN	Win, 6-1	4	1	3	0	0	1	2	1	1
Health Status														
Status														
Rest Status														
Fatigue Points														

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.5.4. The Batting vs. Pitchers Subpage

The Batting vs. Pitchers subpage is a list of pitchers in the league and how the currently selected player has performed against each of them. A pitcher is listed only if the player has at least one at bat against him.

Figure 150 Batting vs. Pitchers Subpage

Player Profile Player Ratings Batting Stats Pitching Stats Fielding Stats History														
Career Batting Stats 2010 Batting Splits 2010 Game Log Batting vs. Pitchers Streaks & Records														
Personal Details			Opponent			Current Team			AB	H	HR	AVG		
	First Name	Matt	Manuel Acatorre			Chandler Goaldiggers			28	4	2	.143		
	Last Name	Wright	Montenegro Adaricio			Retired			21	7	0	.333		
	Nickname		Cristo Alvallego			Montgomery Sky Chiefs			18	4	0	.222		
	Uniform Number	55	Ricardo Amadiz			Boston Blues			9	1	1	.111		
	Height	6' 0"	Ray Anderson			Montgomery Sky Chiefs			10	3	1	.300		
	Weight	200 lb	Mark Arbogast			Phoenix Crabs			1	1	1	1.000		
	Date of Birth	10-12-1973	Carlos Arredondo			Yonkers Pyramids			6	1	0	.167		
	Age	36	Marcos Arriasas			Retired			17	3	0	.176		
	City of Birth	Harbour Heights (Florida)	Manuel Bachert			Boston Blues			17	6	2	.353		
	Nationality	 American	Joe Baray			Virginia Beach Nutmegs			6	1	0	.167		
Health Status			Juan Bastiaans			Retired			6	3	2	.500		
Status			Chris Belknap			Mesa Eagles			11	5	3	.455		
Rest Status			Paul Belsey			Yonkers Pyramids			35	12	4	.343		
			Flavio Beyes			Yonkers Pyramids			9	3	0	.333		
			Earl Bing			Chandler Goaldiggers			24	9	2	.375		
			Brad Blake			Phoenix Crabs			23	8	0	.348		
			Montrel Bobo			Virginia Beach Nutmegs			5	2	2	.400		
			Pat Borst			Baltimore Legion			15	5	1	.333		
			Dan Borton			Phoenix Crabs			17	6	3	.353		
			Lesley Boston			Chandler Goaldiggers			42	13	2	.310		
			Al Brudenell			Phoenix Crabs			15	6	2	.400		
			Richard Cann			Montgomery Sky Chiefs			8	2	0	.250		
			Lanny Cantilon			Yonkers Pyramids			42	7	0	.167		
			Blas Carranillo			Phoenix Crabs			14	3	0	.214		

The statistics shown on this page are fairly simple: at bats, hits, home runs, and batting average. This list includes all pitchers the hitter has ever faced, including pitchers from other leagues and retired pitchers.


If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.5.5. The Streaks Subpage

The Streaks subpage contains a list of a hitter's active and ended hitting streaks, across all leagues.

Figure 151 Batting Streaks Subpage

Figure 101 Batting Streaks Subpage

Player Profile Player Ratings Batting Stats Pitching Stats Fielding Stats History Editor									
Career Batting Stats 2006 Batting Splits 2006 Game Log Batting vs. Pitchers Streaks									
R. Boucher < > M. Cruikshank									
Personal Details				ACTIVE STREAKS					
	First Name	Angelo	Hitting Streak	2 Games	Fictional Baseball League	09-06-2006			
	Last Name	Cisneros	Scoring Streak	1 Game	Fictional Baseball League	09-11-2006			
	Nickname		Hitting Streak	5 Games	FBL Triple A	06-10-2006			
	Uniform Number	32	ENDED STREAKS						
	Height	6' 5"	Hitting Streak	3 Games	Fictional Baseball League	08-24-2006	09-02-2006		
	Weight	220 lb	Scoring Streak	1 Game	Fictional Baseball League	09-05-2006	09-06-2006		
	Date of Birth	12-31-1979	Homerun Streak	1 Game	Fictional Baseball League	08-24-2006	08-29-2006		
	Age	27	RBI Streak	1 Game	Fictional Baseball League	09-06-2006	09-11-2006		
	City of Birth	Santiago (Metropolitana)	Hitting Streak	16 Games	FBL Triple A	04-27-2006	05-17-2006		
	Nationality	 Chilean	Scoring Streak	3 Games	FBL Triple A	05-27-2006	06-02-2006		
Bats	Right	Homerun Streak	3 Games	FBL Triple A	05-27-2006	06-02-2006			
Throws	Right								
Position	Catcher								
Team	Albuquerque Nails (FBL)								
Health Status									
Status	OK								
Rest Status	100% - Completely Rested								

Action

Set Position to...

Shortlist

Figure 152 Career Pitching Stats Subpage

Player Profile		Player Ratings		Batting Stats		Pitching Stats		Fielding Stats		History										
Career Pitching Stats 2010 Pitching Splits 2010 Opponents Batting Splits 2010 Game Log Streaks & Records																				
Personal Details		View		League Scope		Splits														
	First Name	Juanito	Split	Team	W	L	SV	ERA	G	GS	IP	HA	R	ER	HR	BB	K	WHIP	OAVG	BABIP
	Last Name	Proino	2006 Season	BAL	7	6	0	3.36	18	18	108.2	88	50	43	15	34	87	1.12	.219	.244
	Nickname		2007 Season	BAL	5	10	0	5.48	19	19	108.1	109	71	66	18	52	79	1.49	.259	.281
	Uniform Number	34	2008 Season	BAL	12	12	0	5.20	31	31	181.2	188	117	105	29	59	166	1.36	.267	.313
	Height	6' 1"	2009 Season	BAL	10	7	0	5.01	31	31	196.0	207	117	109	26	71	172	1.42	.270	.318
	Weight	195 lb	2010 Season	BAL	4	0	0	1.02	6	6	44.0	26	5	5	1	18	47	1.00	.177	.253
	Date of Birth	05-24-1982	TOTAL	BAL	38	35	0	4.62	105	105	638.2	618	360	328	89	234	551	1.33	.253	.294
	Age	27	Career Highs		12	12	0	1.02	31	31	196.0	207	117	109	29	71	172	1.00	.177	.244
City of Birth	Tariba (Tachira)																			
Nationality	 Venezuelan																			
Bats	Left																			
Throws	Left																			
Position	Pitcher (Starter)																			
Team	Baltimore Legion (FBL)																			
Health Status																				
Status	OK																			
Pitches Today	0																			
Pitches Yesterday	0																			
Pitches 2 Days ago	0																			
Pitches 3 Days ago	0																			
Pitches 4 Days ago	120																			
Pitches 5 Days ago	0																			
Rest Status	58% - Slightly Tired																			
		Action		Scouting		Set Position to...			Shortlist											

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.6.2. The Current Year Pitching Splits Subpage

The Current Year Pitching Splits subpage contains a wealth of statistical data about the selected player's pitching during the current year.

Figure 153 Current Year Pitching Splits Subpage

Player Profile

Player Ratings

Batting Stats

Pitching Stats

Fielding Stats

History

Career Pitching Stats

2010 Pitching Splits

2010 Opponents Batting Splits

2010 Game Log

Streaks & Records

Personal Details

BAL

First Name

Juanito

Last Name

Proino

Nickname

Uniform Number

34

Height

6' 1"

Weight

195 lb

Date of Birth

05-24-1982

Age

27

City of Birth

Tariba (Tachira)

Nationality

Venezuelan

Bats

Left

Throws

Left

Position

Pitcher (Starter)

Team

Baltimore Legion (FBL)

Health Status

Status

OK

Pitches Today

0

Pitches Yesterday

0

Pitches 2 Days ago

0

Pitches 3 Days ago

0

Pitches 4 Days ago

120

Pitches 5 Days ago

0

Rest Status

58% - Slightly Tired

View

League Scope

Pitching vs. Team

Double Splits

Selected View : Pitching at ALL Levels

Split	W	L	SV	ERA	G	GS	IP	HA	R	ER	HR	BB	K	WHIP	OAVG	BABIP
Overall	4	0	0	1.02	6	6	44.0	26	5	5	1	18	47	1.00	.177	.253
This Week	1	0	0	2.00	1	1	9.0	6	2	2	0	3	11	1.00	.188	.286
Last Week	0	0	0	0.00	1	1	7.0	3	0	0	0	3	7	0.86	.143	.214
April	4	0	0	1.02	6	6	44.0	26	5	5	1	18	47	1.00	.177	.253
Home	3	0	0	0.90	4	4	30.0	16	3	3	1	11	32	0.90	.160	.224
Road	1	0	0	1.29	2	2	14.0	10	2	2	0	7	15	1.21	.213	.312
Grass	1	0	0	1.29	2	2	14.0	10	2	2	0	7	15	1.21	.213	.312
Turf	3	0	0	0.90	4	4	30.0	16	3	3	1	11	32	0.90	.160	.224
Day	1	0	0	1.29	2	2	14.0	10	2	2	0	7	14	1.21	.204	.286
Night	3	0	0	0.90	4	4	30.0	16	3	3	1	11	33	0.90	.163	.234

Action

Scouting

Set Position to...

Shortlist

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.6.3. The Current Year Opponent Batting Splits Subpage

The Current Year Opponent Batting Splits subpage behaves exactly like the Current Year Batting Splits subpage, except that instead of showing the player's statistics, this shows how opponents performed against the currently selected pitcher.

Figure 154 Current Year Opponents Batting Splits Page

Player Profile

Player Ratings

Batting Stats

Pitching Stats

Fielding Stats

History

Career Pitching Stats

2010 Pitching Splits

2010 Opponents Batting Splits

2010 Game Log

Streaks & Records

Personal Details

BAL

First Name

Juanito

Last Name

Proino

Nickname

Uniform Number

34

Height

6' 1"

Weight

195 lb

Date of Birth

05-24-1982

Age

27

City of Birth

Tariba (Tachira)

Nationality

Venezuelan

Bats

Left

Throws

Left

Position

Pitcher (Starter)

Team

Baltimore Legion (FBL)

Health Status

Status

OK

Pitches Today

0

Pitches Yesterday

0

Pitches 2 Days ago

0

Pitches 3 Days ago

0

Pitches 4 Days ago

120

Pitches 5 Days ago

0

Rest Status

58% - Slightly Tired

View

League Scope

Pitching vs. Team

Double Splits

Selected View : Batting at ALL Levels

Split	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS
Overall	147	526	40	153	18	47	0	3	177	271	224	496					
Versus Left	29	120	0	0	0	1	1	5	7	15	0	1	0	.069	.250	.172	.422
Versus Right	118	406	24	40	0	0	4	28	11	32	0	2	2	.203	.277	.237	.514
This Week	32	26	2	0	0	0	2	8	3	11	0	0	0	.188	.257	.250	.507
Last Week	21	0	3	1	0	0	0	4	3	7	0	1	1	.143	.250	.190	.440
April	147	526	40	153	18	47	0	3	177	271	224	496					
Home	47	210	1	0	0	2	11	7	15	0	1	1	1	.213	.315	.234	.549
Road	100	316	3	0	1	3	22	11	32	0	2	1	2	.160	.250	.220	.470
Grass	47	210	1	0	0	2	11	7	15	0	1	1	1	.213	.315	.234	.549
Turf	100	316	3	0	1	3	22	11	32	0	2	1	2	.160	.250	.220	.470
Day	49	210	1	0	0	2	11	7	14	0	0	0	0	.204	.316	.224	.540
Night	98	316	3	0	1	3	22	11	33	0	3	1	3	.163	.248	.224	.472
Close/Late	14	2	3	0	0	0	2	3	4	4	0	0	0	.214	.389	.214	.603
Inning 1-3	57	0	8	1	0	0	0	9	5	17	0	2	2	.140	.210	.158	.368
Inning 4-6	64	0	12	2	0	0	0	14	6	21	0	1	1	.188	.268	.219	.486
Inning 7-9	26	5	6	1	0	1	5	10	7	9	0	0	0	.231	.394	.385	.779
0 Outs	48	0	5	0	0	0	0	5	3	17	0	1	1	.104	.173	.104	.277
1 Outs	50	4	9	2	0	1	1	14	8	18	0	1	1	.180	.293	.280	.573
2 Outs	49	1	12	2	0	0	4	14	7	12	0	1	1	.245	.339	.286	.625
Scoring Position	20	1	3	0	0	0	4	3	3	8	0	0	0	.150	.261	.150	.411
Bases Empty	96	3	19	2	0	1	1	24	12	30	0	3	3	.198	.287	.250	.537

Action

Scouting

Set Position to...

Shortlist

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.6.4. The Current Year Game Log Subpage

The Current Year Game Log subpage displays statistics for every game in the current season in which the player had at least one inning pitched.

Player Profile

Player Ratings

Batting Stats

Pitching Stats

Fielding Stats

History

Career Pitching Stats | 2010 Pitching Splits | 2010 Opponents Batting Splits | **2010 Game Log** | Streaks & Records

BAL

First Name

Juanito

Last Name

Proino

Nickname

Uniform Number

34

Height

6' 1"

Weight

195 lb

Date of Birth

05-24-1982

Age

27

City of Birth

Tariba (Tachira)

Nationality

Venezuelan

Bats

Left

Throws

Left

Position

Pitcher (Starter)

Team

Baltimore Legion (FBL)

Health Status

Status

Pitches Today

Pitches Yesterday

Pitches 2 Days ago

Pitches 3 Days ago

Pitches 4 Days ago

Pitches 5 Days ago

Rest Status

Date

Opp

Result

IP

H

R

ER

HR

BB

K

GB

FB

BF

PI

GSC

DEC

ERA

4/2/2010

MON

Win, 5-2

8.0

5

1

1

1

2

9

6

6

28

103

75

W (1-0)

1.12

4/7/2010

CHA

Loss, 2-5

7.0

3

0

0

0

3

6

9

5

27

106

74

-

0.60

4/12/2010

@PHO

Win, 7-2

7.0

7

2

2

0

4

8

9

3

31

123

59

W (2-0)

1.23

4/17/2010

VIR

Win, 9-1

6.0

2

0

0

0

3

6

8

3

22

83

71

W (3-0)

0.96

4/22/2010

@CHA

Loss, 1-2

7.0

3

0

0

0

3

7

9

3

25

80

75

-

0.77

4/27/2010

MON

Win, 7-2

9.0

6

2

2

0

3

11

10

5

35

120

75

W (4-0)

1.02

Action

Scouting

Set Position to...

Shortlist

9.6.5. The Streaks Subpage

Figure 156 Pitching Streaks Subpage

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The top right of the subpage shows any currently active pitching streaks. The bottom half shows past streaks that have ended. Each streak also includes the number of games in the streak, the league in which the streak occurred, and the starting and end dates of the streak. Active streaks only show the start date.

The following streaks are tracked: winning, losing, undefeated, and saves.

9.7. The Fielding Stats Page



The Fielding Stats page is just what it sounds like, a way to see all the fielding statistics for a particular player. This page is divided into two subpages: Career and Current Year Fielding Stats. Together, these pages give you access to a player's complete track record as a professional fielder.

9.7.1. The Current Year Fielding Stats Subpage

The Current Year Fielding Stats subpage shows how a particular player has performed in the field during this season.

Figure 157 Current Year Fielding Stats Subpage

Figure 157: Current Year Fielding Stats Subpage

Player Profile		Player Ratings		Batting Stats		Pitching Stats		Fielding Stats		History											
2010 Fielding Stats		Career Fielding Stats																			
Personal Details		League Scope																			
	First Name	Matt	Year	Pos	Team	G	GS	IP	TC	PO	A	E	DP	PCT	RF	PB	SBA	CS	CS%	CERA	
	Last Name	Wright	2010	2B	BAL	28	28	246.0	140	66	71	3	20	.979	5.01						
	Nickname																				
	Uniform Number	55																			
	Height	6' 0"																			
	Weight	200 lb																			
	Date of Birth	10-12-1973																			
	Age	36																			
	City of Birth	Harbour Heights (Florida)																			
	Nationality	 American																			
Bats	Right																				
Throws	Right																				
Position	Shortstop																				
Team	Baltimore Legion (FBL)																				
Health Status																					
Status	OK																				
Rest Status	100% - Completely Rested																				

The League Scope drop-down behaves identically to the similar drop-downs on other statistics pages. This page is somewhat different, in that there can be more than one row of data per year for the player. For each game that a player plays at a given position, a new row is generated. For example, if Joe Smith played 2B, SS, and 3B at various times during the 2006 season, there would be 3 rows of data for 2006 for Joe Smith.

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.7.2. The Career Fielding Stats Subpage

The Career Fielding Stats subpage shows how a particular player has performed in the field throughout his career.

Figure 158 Career Fielding Stats Subpage

Player Profile		Player Ratings		Batting Stats		Pitching Stats		Fielding Stats		History											
2010 Fielding Stats		Career Fielding Stats																			
Personal Details				League Scope																	
	First Name	Matt	Year	Pos	Team	G	GS	IP	TC	PO	A	E	DP	PCT	RF	PB	SBA	CS	CS%	CERA	
	Last Name	Wright	2006	2B	BAL	5	5	44.0	31	9	21	1	3	.968	6.14						
	Nickname		2006	SS	BAL	144	143	1273.2	699	205	485	9	95	.987	4.88						
	Uniform Number	55	2006	CF	BAL	1	0	1.0	1	1	0	0	0	1.000	9.00						
	Height	6' 0"	2006	RF	BAL	2	0	4.0	0	0	0	0	0	.000	0.00						
	Weight	200 lb	2007	2B	BAL	5	5	45.0	19	11	8	0	2	1.000	3.80						
	Date of Birth	10-12-1973	2007	SS	BAL	118	117	1035.1	605	189	408	8	76	.987	5.19						
	Age	36	2008	2B	BAL	4	4	36.0	28	11	17	0	6	1.000	7.00						
	City of Birth	Harbour Heights (Florida)	2008	SS	BAL	146	146	1282.1	703	228	462	13	107	.982	4.84						
	Nationality	 American	2009	2B	BAL	64	64	568.1	328	152	170	6	31	.982	5.10						
Bats	Right	2009	SS	BAL	86	86	768.0	424	139	274	11	64	.974	4.84							
Throws	Right	2010	2B	BAL	28	28	246.0	140	66	71	3	20	.979	5.01							
Position	Shortstop																				
Team	Baltimore Legion (FBL)																				
Health Status																					
Status																				OK	
Rest Status																				100% - Completely Rested	

The League Scope drop-down behaves identically to the similar drop-downs on other statistics pages. This page is somewhat different, in that there can be more than one row of data per year for the player. For each game that a player plays at a given position, a new row is generated. For example, if Joe Smith played 2B, SS, and 3B at various times during the 2006 season, there would be three rows of data for 2006 for Joe Smith.

If you are unfamiliar with any of the abbreviations used on this page, see Section 28.3, [Statistics and Abbreviations](#).

9.8. The History Page

The History page tracks the history of an individual player in OOTPB. It includes three subpages: accomplishments, news involving the player, and the SION player page.

9.8.1. The Accomplishments Subpage

The Accomplishments subpage shows a list of accolades the currently selected player has received. The subpage is divided into two panes, top and bottom.

Figure 159 Accomplishments Subpage

Player Profile		Player Ratings	Batting Stats	Pitching Stats	Fielding Stats	History	Editor
Accomplishments		News Involving Player		SION Player Page			
Awards							
7/2/2007	Sub League 2 Player of the Week						
8/6/2007	Sub League 2 Player of the Week						
8/13/2007	Sub League 2 Player of the Week						
9/1/2007	Sub League 2 Batter of the Month						
10/20/2007	Sub League 2 2007 Glove Wizard Award at Shortstop						
10/24/2007	Sub League 2 2007 Outstanding Hitter Award						
Totals							
5 times	Player of the Week						
4 times	Batter of the Month						
2 times	Batter of the Year						
1 time	Best Fielder						
Player History							
01-02-2006: Drafted in the 2006 inaugural draft (Pick 9, Round 1, 9th overall Pick) by the Tucson Neptunes.							
06-20-2006: Was selected to the 2006 Fictional Baseball League All Star Game.							
08-01-2006: Won the FBL SL2 Batter of the Month Award.							
09-25-2006: Won the FBL SL2 Player of the Week Award.							
10-29-2006: Won the 2006 FBL SL2 Outstanding Hitter Award.							
11-05-2006: Received a 1-year contract worth a total of \$10,560,000 through arbitration.							
01-01-2007: SISA scouting updated ratings (potential): Contact: 16 (16); Power: 18 (18); Eye: 20 (20).							
04-30-2007: Won the FBL SL2 Player of the Week Award.							
05-01-2007: Won the FBL SL2 Batter of the Month Award.							
06-20-2007: Was selected to the 2007 Fictional Baseball League All Star Game.							
07-01-2007: Hits three home runs against the Virginia Beach Monsoons, going 3-5 with 3 RBI and 4 runs scored! ... Won the FBL SL2 Batter of the Month Award.							
07-02-2007: Won the FBL SL2 Player of the Week Award.							
07-02-2007: Won the FBL SL2 Player of the Week Award.							

ActionSet Position to...Shortlist

The top half of the screen shows a list of awards the player has won, including any weekly, monthly, or annual awards. Below the awards are a list of totals for each category. For example, it may say that the player has been voted Player of the Week 5 times.

The bottom half of the screen shows the player history. This is a list of notable events in the player's history. Some of the events that may be included in the player history include:

- Initial draft information
- Injuries
- All-Star nominations
- Postseason awards
- Contract or trade information
- SISA scouting reports
- Notable in-game performances, such as 5 hits in a game or shutouts pitched
- Player milestones/accomplishments, such as the player's 1,000th hit, RBI, etc.

9.8.2. The News Involving Player Subpage

The News Involving Player subpage behaves similarly to the [Manager News page](#) described in Section 6.2. However, this page will show only news articles that involve the currently selected player.

Figure 160 News Involving Player Subpage



Note: You cannot delete messages on this screen.

9.8.3. The SION Player Page

The SION Player page is an in-game HTML report with a vast amount of information about the player. We have elected to describe all [in-game reports](#) in Section 12.0. Please see that section for screenshots and more detail about the SION Player page.

10.0 The Person Profile

The Person Profile is your main source for information about a specific member of your team personnel. It's the coach version of the Player Profile. Most references to coaches and personnel in the game are hyperlinked to the Person Profile. The Person Profile is a great deal simpler than the Player Profile, however, consisting of just two pages.

10.1. Common Person Profile Action Menus

Two action menus appear at the bottom of each page in the Person Profile section: Action and Shortlist.

10.1.1. The Action Menu

The Action menu at the bottom of all Person Profile screens has five options.

Option	Result
Open Person Profile	Returns you to the main Person Profile. If you're already there, it does nothing.
Shortlist Person	Adds the person to the manager's shortlist. See Section 6.7.2 for more information on shortlists .
Offer Contract / Extension	This option changes depending on the status of the person and manager. It will say Offer Contract if you are looking at an unemployed person. If you are looking at a person who is already employed, it will say Offer Extension. See Section 15.10 for

	more information on coach and personnel contracts and extensions . <i>Note: This option will not be available if you look at a person who is under contract to another team.</i>
Fire Person	This option immediately fires the currently selected person. You will receive a confirmation message before the firing occurs. See Section 15.10.2 for more information on firing personnel .
Appoint as...	This option allows you to reassign the person to another job in your organization. See Section 15.10.3 for more information on reassigning personnel .

10.1.2. The Shortlist Button

Clicking the Shortlist button adds the player to the manager's shortlist. See Section 6.7.2 for more information on [shortlists](#).

10.2. The Coach Profile & Ratings Page

The Coach Profile & Ratings page is where you can view most key information about a person. This page has all the [common Person Profile action menus](#) described in Section 10.1.

Figure 161 Coach Profile & Ratings Page

Personal Details		Managing Ratings		Coaching Ratings	
First Name	Ximen	Handle Rookies		1 Teach Hitting	3
Last Name	Abrigo	Handle Veterans		2 Teach Pitching	5
Nickname		Handle Players		2 Teach Fielding	4
Age	59				
Date of Birth	11-21-1949				
	Gonzalo (Monte Plata)				
Nationality	DOM				
Height	6' 3"				
Weight	210 lb				
Normal Occupation	General Manager				
Team	Boston Red Wings (SBL)				
Contract Status		Scouting Ratings		Doctor Ratings	
Salary	\$620,000	Scout Hitting		5 Heal Arms	-
Duration left	4 Years	Scout Hitting Potential		4 Heal Legs	-
		Scout Pitching		3 Heal Back	-
		Scout Pitching Potential		3 Heal Other	-
		Scout Fielding		4 Fatigue Recovery	-

The Coach Profile & Ratings page is divided into six sections, three columns of two sections each.

10.2.1. Personal Details

The Personal Details section behaves identically to the [Personal Details](#) section of the Player Profile described in Section 9.3.1.1, except that batting, throwing, and position preferences are not given. In their place, the person's normal occupation is displayed.

10.2.2. Contract Status

The Contract Status section in the lower left contains basic information about the person's current contract status. If the person has been signed to an extension, this fact will be noted. See Section 15.10 for more information on [personnel contracts and extensions](#).

10.2.3. Managing Ratings

The Managing Ratings section lists key management skills and the currently selected person's ratings in those skills. See Section 15.1 for more information on [personnel ratings](#).

10.2.4. Scouting Ratings

The Scouting Ratings section lists key scouting skills and the currently selected person's ratings in those skills. See Section 15.1 for more information on [personnel ratings](#).

10.2.5. Coaching Ratings

The Coaching Ratings section lists key coaching skills and the currently selected person's ratings in those skills. See Section 15.1 for more information on [personnel ratings](#).

10.2.6. Doctor Ratings

The Doctor Ratings section lists key medical skills and the currently selected person's ratings in those skills. See Section 15.1 for more information on [personnel ratings](#).

10.3. The Strategy Preferences Page

The Strategy Preferences page displays the person's strategic preferences. This page has all the [common Person Profile action menus](#) described in Section 10.1.

This section is covered in more detail in Section 15.2, [Coach / Personnel Personalities and Strategies](#).

Chapter Three: In-Game Report Catalog

This chapter walks you through all of the in-game reports that OOTPB provides.

11.0 In-Game Report Overview

As you might have noticed by now, OOTPB is filled with in-game web reports. You have been referred to this chapter from nearly every area of the game. Rather than scatter them throughout the guide, we elected to cover all in-game reports in one chapter.

As we have mentioned before, in-game reports behave differently from other game screens. Be sure to review Section 1.9 to understand how [in-game reports](#) behave. In-game reports also use a lot of abbreviations. If you are unfamiliar with any of the abbreviations used on any of these reports, see Section 28.3, [Statistics and Abbreviations](#).

Because many of these reports are accessible in multiple ways, each report will also have a section at the top describing how to access the report.

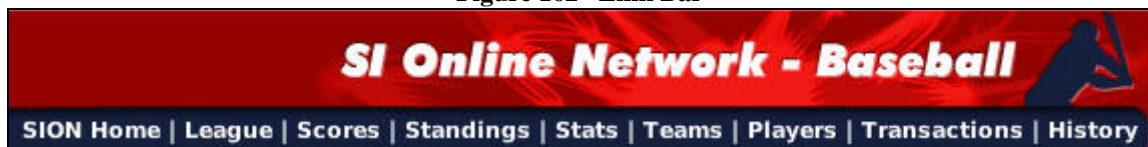
11.1. Report Common Elements

In-game report screens have a number of common elements, as described below.

11.1.1. Link Bar

Most in-game reports have a string of hyperlinks across the top, called the Link Bar.

Figure 162 Link Bar



The links on this bar are as follows:

Link Text	Destination	Section
SION Home	SION Home Page	12.1
League	League Home	12.2
Scores	Scores Report	12.4
Standings	Standings Report	12.5
Stats	League Stats/Leaderboards Report	12.6
Teams	Teams Report	12.8
Players	Players List Report	12.7
Transactions	Major Transactions Report	12.10
History	League History Index Report	13.2

Note: Each Section number in the table above is hyperlinked to that section in the guide.

11.1.2. Select Report / Select League Report Drop-Down s

Many of the report screens include an action menu in the upper right called Select Report or Select League Report. These two drop-down menus can be used to navigate quickly to the report of your choice.

Figure 163 Select Report Drop-Down



The Select Report drop-down only appears in certain circumstances. It appears on team-related reports when you access them through the Reports tab in the Team menu, and it appears on league-related reports when you access them through the League Reports tab on the League News page.

Note: The drop-downs appear only if you access the reports in the manner described above. However, even without the drop-down, all the reports available in the drop-down are also available through hyperlinks on the in-game reports.

12.0 Current Year Reports

OOTPB reports are divided into two main sets: current year reports and history reports. Current year reports can contain some historical information, but overall they are intended to show you what is happening in your game right now.

12.1. SION Home Report

The SION Home report can be used as a launching pad into the current or historical reports for any of the leagues in your game.

To access this report:

- From within any in-game report, click on the SION Home link in the Link Bar across the top of the report.

Figure 164 SION Home Report



Each league in your game universe is listed here. Next to each league are hyperlinks to the [League Home report](#), described in Section 12.2, and the [History Index](#), described in Section 13.1.

12.2. League Home Report

The League Home report is a portal of information for a specific league, including important news and links. All team names are hyperlinked to the [Team Home report](#) described in Section 12.3. All player names are hyperlinked to the [Player report](#) described in Section 12.7.1.

To access this report:

- Select Home Page from the League menu.
- From within another report, click on the League link in the Link Bar across the top of the report.
- From the SION Home page, click on the League Home link next to the league name.

The League Home page is divided into six sections. Since the report is so long, we will provide smaller screenshots of each individual section.

12.2.1. Breaking News

The Breaking News section, in the upper left, shows the full text of the three most recent news articles. See Section 7.2 for more information about [league news](#).

Figure 165 League Home (Breaking News)



12.2.2. News

The News section, in the upper right, shows links to the five next most recent league news articles, not including the three listed in the Breaking News section. Click on any link to read the article. See Section 7.2 for more information about [league news](#).

Figure 166 League Home (News)

News	
•	Test Baseball League News: Draft Pool revealed
•	SL1 Tabs Aardvarks Third Baseman David Revie As Player of the Week
•	Parker Totally Dominates Mudfish in Shutout Win
•	Philadelphia, Cusse Agree to Extension Deal
•	Sub League 2 Player of the Week is Ramirez of Tucson

12.2.3. Links

The Links section, underneath the News section on the right, contains links to a number of other in-game league reports.

Figure 167 League Home (Links)

Links	
News	Batting Report
Major Transactions	Pitching Report
All Transactions	Fielding Report
Injuries	'Under The Knife'
Draft Log	Schedule Grid
Free Agents	Rookie Draft Pool
Upcoming Free Agents	Team Power Rankings
BA Top Prospects	Top Performances
BA Top Systems	

Link Text	Destination	Section
News	League News Report	12.9
Major Transactions	Major Transactions Report	12.10
All Transactions	All Transactions Report	12.10
Injuries	Injury Report	12.11
Draft Log	Draft Log Report	12.12
Free Agents	Free Agents Report	12.13
Upcoming Free Agents	Upcoming Free Agents Report	12.14
BA Top Prospects	BA Top Prospects Report	12.16
BA Top Systems	BA Top Systems Report	12.15
Batting Report	League Batting Report	12.19
Pitching Report	League Pitching Report	12.20
Fielding Report	League Fielding Report	12.21
“Under the Knife”	“Under the Knife” Report	12.23
Schedule Grid	Schedule Grid Report	12.24
Rookie Draft Pool	Rookie Draft Pool Report	12.25
Team Power Rankings	Team Power Rankings Report	12.17

Top Performances	Team Top Performances Report	12.18
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Note: Each Section number in the table above is hyperlinked to that section in the guide.

Note: Some of these linked reports are capable of displaying league-specific information or team-specific information. Any time you access one of these reports from the League Home report, you will retrieve league-specific reports.

12.2.4. Standings

The Standings section shows the standings in the currently selected league. More detailed standings information can be found in the [Standings report](#) described in Section 0.

Figure 168 League Home (Standings)

Sub League 1 Standings				
Division 1	W	L	PCT	GB
Virginia Beach Bears	30	23	.566	-
Oakland Aardvarks	28	25	.528	2.0
Mesa Fever	26	27	.491	4.0
Chicago Barbarians	24	29	.453	6.0
Division 2	W	L	PCT	GB
Philadelphia Cougars	35	18	.660	-
Baltimore Brigades	25	28	.472	10.0
Portland Hedgehogs	22	31	.415	13.0
Stockton Buzz	22	31	.415	13.0

12.2.5. Leaders

The Leaders section shows an abbreviated leaderboard with the current statistical leaders in the following categories: batting average, home runs, RBI, wins, ERA, and strikeouts. More detailed leaderboard information can be found in the [League Stats/Leaderboards report](#) described in Section 12.6.

Figure 169 League Home (Leaders)

League Leaders AVG				League Leaders HR				League Leaders RBI			
	D. Revie				2 tied with				W. Churchill		
	.375				17				44		
2	H. Ramirez	TUC	.366	1	D. Quilligan	JAC	17	2	J. Vales	SAC	43
3	S. Cusse	PHI	.357	1	J. Vales	SAC	17	3	N. Heard	LAS	41
4	D. Covell	POR	.352	2	A. Aracena	JAC	15	3	S. Leblond	PHI	41
5	C. Beebe	JAC	.349	2	1 more tied with		15	4	T. Moritaki	LAS	38
League Leaders W				League Leaders ERA				League Leaders K			
	J. Sanchez				P. Alvarez				2 tied with		
	8				1.62				77		
2	T. Bannatyne	CHI	7	2	E. Craft	PHI	2.34	1	P. Alvarez	MES	77
2	H. Kawashima	NEW	7	3	J. Sanchez	PHI	2.45	1	E. Glassin	TUC	77
2	M. Quiantana	BAL	7	4	R. O'Carroll	VIR	2.69	2	C. Carter	POR	72
2	F. Rieta	MES	7	5	S. Hooper	VIR	2.78	3	E. Craft	PHI	70

12.2.6. Today's Games

Today's Games lists all scheduled games for the current date in the currently selected league, including the teams and their current records, the game time, and the scheduled starting pitchers for each team.

Figure 170 League Home (Today's Games)

Today's Games					
Sub League I					
Away Team	Home Team	Time	Starting Pitcher Away Team	Starting Pitcher Home Team	
Mesa (26-27, Road: 9-17)	Oakland (28-25, Road: 18-8)	7:05 pm	LHP A.Villatorro (4-3, 4.34 ERA)	LHP F.Cardenis (0-2, 1.99 ERA)	
Chicago (24-29, Road: 10-17)	Baltimore (25-28, Road: 10-16)	2:05 pm	LHP J.Nahoul (4-4, 3.38 ERA)	RHP W.Hill (2-7, 5.84 ERA)	
Virginia Beach (30-23, Road: 13-13)	Philadelphia (35-18, Road: 15-9)	7:05 pm	RHP J.Shoemaker (3-5, 6.66 ERA)	RHP G.Rodriguez (4-3, 3.61 ERA)	
Stockton (22-31, Road: 6-18)	Portland (22-31, Road: 12-15)	7:05 pm	RHP P.Oglethorpe (3-3, 2.72 ERA)	LHP D.Kennedy (5-2, 4.11 ERA)	

12.3. Team Home Report

The Team Home report is very similar to the [League Home report](#) described in Section 12.2. The main difference is that while the League Home shows league-specific data, the Team Home shows information for a specific *team*, including important news and links. All team names are hyperlinked to the [Team Home report](#) described in Section 12.3. All player names are hyperlinked to the [Player report](#) described in Section 12.7.1.

To access this report:

- Select a team from the Teams menu, and then click on the Home tab.
- From within any in-game report, click on Teams in the Link Bar, then select a team from the Teams report.
- From within any in-game report, click on any hyperlinked team name.

The Team Home page is divided into 12 sections. Since the report is so long, we will provide smaller screenshots of each individual section.

12.3.1. Breaking News

The Breaking News section, in the upper left, shows the full text of the three most recent news articles. See Section 8.12.1 for more information about [team news](#).

Figure 171 Team Home (Breaking News)



Monday, May 15th, 2006: Philadelphia, Cusse Agree to Extension Deal

Philadelphia announced that they have signed 37-year-old first baseman [Steve Cusse](#) to a 2-year, \$36,060,000 agreement that will have him playing at Ballpark of Philadelphia for the foreseeable future.

Cusse is no longer in his prime, at least physiologically. But that hasn't stopped him this season, hitting .362 with 59 hits, 26 RBI and 7 homeruns. He also has scored 25 runs, walked 15 times, stolen 2 bases and compiled a .425 OBP.



Monday, May 8th, 2006: Ferreira Rips Trio of Roundtrippers Against Cougars

Jesús Ferreira penned his name in the record books after an explosive clouting spree against [Philadelphia](#). He is now among the select sluggers to knock out three home runs in a single game.

.248 is his current batting average. Up to now in 35 games, [Ferreira](#) has gotten 31 hits in 125 at-bats, spread out among them are 7 twobaggers, 1 triple, and 11 homeruns. He has also driven in 27 runs, walked 13 times, scored 16 runs and compiled a .317 OBP.

12.3.2. News

The News section, in the upper right, shows links to the five next most recent league news articles, not including the three listed in the Breaking News section. Click on any link to read the article. See Section 8.12.1 for more information about [team news](#).

Figure 172 Team Home (News)

News
<ul style="list-style-type: none">• Cusse On Fire, Goes 5 For 5 Against Oakland• Doucette Extra Sharp in Shutout of Philadelphia• Cougars Third Baseman Roldos Dominates Competition; Earns SL1 Player of Week

12.3.3. Links

The Links section, underneath the News section on the right, contains links to a number of other in-game team reports.

Figure 173 Team Home (Links)

Links	
Roster	Ratings
News	Potential Ratings
Major Transactions	Leaders
Transactions	Batting Stats
Injuries	Pitching Stats
Personnel	Fielding Stats
Development Report	Schedule
BA Top Prospects	Financial Report

Link Text	Destination	Section
Roster	Roster Report	12.26
News	News Report	12.9
Major Transactions	Major Transactions Report	12.10
Transactions	All Transactions Report	12.10
Injuries	Injury Report	12.11
Personnel	Personnel Report	12.31
Development Report	Development Report	12.32
BA Top Prospects	BA Top Prospects Report	12.16
Ratings	Ratings Report	12.27
Potential Ratings	Potential Ratings Report	12.27
Leaders	Team Leaderboard Report	12.33
Batting Stats	Player Batting Report	12.28
Pitching Stats	Player Pitching Report	12.29
Fielding Stats	Player Fielding Report	12.30
Schedule	Schedule Report	12.34
Financial Report	Financial Report	12.35

Note: Each Section number in the table above is hyperlinked to that section in the guide.

12.3.4. Minor League Systems

The Minor League Systems section, underneath the Links section on the right, contains a list of each minor league team in the currently selected team's organization. All team names are hyperlinked to the Team Home report for that team.

Figure 174 Team Home (Minor League Systems)

Minor League System
Santa Ana Expositions (AAA)
Tampa Quest (AA)
Stockton Salamanders (A)
Bakersfield Llamas (S A)
Saint Louis Thunderbolts (R)

Note: This section is not displayed if you are looking at the Team Home report for an affiliated team.

12.3.5. Standings

The Standings section, underneath the Minor League Systems or Links section on the right, displays the standings for the currently selected team's division only. More detailed standings information can be found in the [Standings report](#) described in Section 0.

Figure 175 Team Home (Standings)

Standings				
Division 2	W	L	PCT	GB
Philadelphia Cougars	35	18	.660	-
Baltimore Brigades	25	28	.472	10.0
Portland Hedgehogs	22	31	.415	13.0
Stockton Buzz	22	31	.415	13.0

12.3.6. Team Information

The Team Information, underneath the Standings section on the right, displays some general statistics about the currently selected team. These are the same statistics that are found on the [Manager Home page](#) described in Section 6.1.66.1.76.1.8.

Figure 176 Team Home (Team Information)

Team Information	
Record overall	35-18, .660 PCT
Position in Division	1st, - GB
Record at home	15-9, .625 PCT
Record on the road	20-9, .690 PCT
Record in X-inning games	1-3, .250 PCT
Record in one-run games	8-7, .533 PCT
Record versus LHP	12-9, .571 PCT
Record versus RHP	23-9, .719 PCT
Record last 10 games	8-2, .800 PCT
Record in April	19-11, .633 PCT
Record in May	16-7, .696 PCT

12.3.7. Team Batting Stats & Rankings

The Team Information, underneath the Standings section on the right, displays some general batting statistics about the currently selected team. These are the same statistics that are found on the [Manager Home page](#) described in Section 6.1.7.

Figure 177 Team Home (Team Batting Stats & Rankings)

Team Batting Stats & Rankings	
Batting Average	.259 - 1st in SL1
On-Base Percentage	.326 - 3rd in SL1
Slugging Percentage	.400 - 2nd in SL1
On-Base + Slugging	.726 - 3rd in SL1
Runs Scored	265 - 1st in SL1
Hits	477 - 1st in SL1
Extra-Base Hits	143 - 5th in SL1
Homeruns	52 - 1st in SL1
Bases-On-Balls	173 - 4th in SL1
Strikeouts	341 - 8th in SL1
Stolen Bases	64 - 3rd in SL1

12.3.8. Team Pitching Stats & Rankings

The Team Information, underneath the Standings section on the right, displays some general pitching statistics about the currently selected team. These are the same statistics that are found on the [Manager Home page](#) described in Section 6.1.8.

Figure 178 Team Home (Team Pitching Stats & Rankings)

Team Pitching Stats & Rankings	
Earned Run Average	3.18 - 1st in SL1
Starters' ERA	3.22 - 1st in SL1
Bullpen ERA	3.09 - 2nd in SL1
Runs allowed	196 - 1st in SL1
Hits allowed	441 - 3rd in SL1
Opponents AVG	.240 - 1st in SL1
BABIP	.276 - 1st in SL1
Homeruns allowed	48 - tied for 6th in SL1
Bases-On-Balls	129 - 1st in SL1
Strikeouts	364 - tied for 3rd in SL1

12.3.9. Leaders

The Leaders section, underneath the Breaking News section, shows an abbreviated leaderboard with the current team statistical leaders in the following categories: batting average, home runs, RBI, wins, ERA, and strikeouts. More detailed team leaderboard information can be found in the [Team Leaderboard report](#) described in Section 12.33. More detailed league leaderboard information can be found in the [League Stats/Leaderboards report](#) described in Section 12.6.

Figure 179 Team Home (Leaders)

Team Leaders AVG				Team Leaders HR				Team Leaders RBI			
	S. Cusse	.357			S. Leblond	10			S. Leblond	41	
2	S. Leblond	PHI	.341	2	S. Cusse	PHI	8	2	S. Cusse	PHI	36
3	A. Blondet	PHI	.240	3	A. Blondet	PHI	6	3	E. Camacho	PHI	28
4	P. Correia	PHI	.224	3	F. Roldos	PHI	6	4	A. Blondet	PHI	19
5	H. Xú	PHI	.213	4	1 tied with		5	4	2 more tied with		19
Team Leaders W				Team Leaders ERA				Team Leaders K			
	J. Sanchez	8			E. Craft	2.34			E. Craft	70	
2	R. Berry	PHI	6	2	J. Sanchez	PHI	2.45	2	J. Sanchez	PHI	61
3	A. Bledel	PHI	5	3	R. Berry	PHI	3.32	3	R. Berry	PHI	60
3	E. Craft	PHI	5	4	G. Rodriguez	PHI	3.61	4	G. Rodriguez	PHI	53
4	1 tied with		4	5	A. Bledel	PHI	5.20	5	A. Bledel	PHI	28

12.3.10. Injuries

The Injuries section lists any player on the currently selected team's roster who is currently injured, along with the length of his injury and his disabled list status. More detailed team injury information can be found in the [Injury report](#) described in Section 12.11. See Section 14.10.1 for more information on [injuries](#), and Section 20.9 for more information on the [disabled list](#).

Figure 180 Team Home (Injuries)

Injuries			
Player	Injury	Out for...	Disabled List Status
P Emmanuel Quebodo	Strained Bicep Muscle	2-3 weeks	5 day(s) left
P Kip O'Tuomey	Dead Arm	2 weeks	12 day(s) left

12.3.11. Pitching Staff

The Pitching Staff section shows the currently selected team's pitching staff, as defined in the [Pitching page](#) described in Section 8.4. It also includes their current record, number of saves, and ERA.

Figure 181 Team Home (Pitching Staff)

Pitching Staff						
Role	Throws	Pitcher	W	L	SV	ERA
Starter	R	Edwin Craft	5	3	0	2.34
Starter	R	Rick Berry	6	2	0	3.32
Starter	R	José Sanchez	8	1	0	2.45
Starter	R	Gilberto Rodriguez	4	3	0	3.61
Starter	R	Aurelio Bledel	5	2	0	5.20
Spot Starter	R	Carlos Arranas	1	0	3	1.32
Middle Reliever	R	Rick Mitchell	4	0	0	2.08
Middle Reliever	R	Cain Tamblyn	0	3	1	5.75
Middle Reliever	R	Carlos Arranas	1	0	3	1.32
Middle Reliever	L	Lou Swanston	0	0	0	3.00
Setup Reliever	R	Nicanor Pantoia	0	2	14	3.86
Setup Reliever	R	Steve Massey	1	2	0	2.62
Closer	R	Naldo Balero	1	0	3	2.35

12.3.12. Lineup Overview

The Lineup Overview section shows the team's current lineups for each of the four game scenarios (vs. RHP, vs. LHP, with and without a designated hitter). See Section 8.5 for more information on [lineups](#).

Figure 182 Team Home (Lineup Overview)

Lineups Overview															
#	B	Lineup vs RHP	POS	#	B	Lineup vs LHP	POS	#	B	Lineup vs RHP+DH	POS	#	B	Lineup vs LHP+DH	POS
1	R	Paul Triska	CF	1	R	Paul Triska	CF	1	L	Randy Lindsay	CF	1	R	Paul Triska	CF
2	R	Fanuco Roldos	3B	2	R	Steve Cusse	1B	2	R	Fanuco Roldos	3B	2	R	Steve Cusse	1B
3	R	Sébastien Leblond	SS	3	R	Sébastien Leblond	SS	3	R	Sébastien Leblond	SS	3	R	Sébastien Leblond	SS
4	S	Antonio Blondet	C	4	R	Fanuco Roldos	3B	4	S	Antonio Blondet	C	4	R	Fanuco Roldos	DH
5	R	Steve Cusse	1B	5	S	Antonio Blondet	C	5	R	Steve Cusse	1B	5	S	Antonio Blondet	C
6	L	Paulo Correia	LF	6	S	Eron Camacho	RF	6	R	Paul Triska	DH	6	S	Eron Camacho	RF
7	S	Eron Camacho	RF	7	R	Hang-ki Xú	2B	7	L	Paulo Correia	LF	7	R	Hang-ki Xú	2B
8	R	Hang-ki Xú	2B	8	L	Paulo Correia	LF	8	S	Eron Camacho	RF	8	R	Ken Wilson	3B
								9	R	Hang-ki Xú	2B	9	L	Paulo Correia	LF

12.4. Scores Report

The Scores report is a league report that shows the results of completed games, and a list of schedules games that are not yet complete. This report is essentially a web version of the [scores & schedule page](#) described in Section 7.5.

To access this report:

- From within any in-game report, click on Scores in the Link Bar.

Figure 183 Scores Report

4

▼

April

▼

2006

▼

Weekday

Tue

Wed

Thu

Fri

Sat

Sun

Mon

Tue

Wed

Thu

Fri

Sat

Sun

Mon

Tue

Date

28

29

30

31

1

2

3

4

5

6

7

8

9

10

11

Games

0

0

0

0

8

8

8

8

8

7

8

8

8

8

Sub League 1

Box Scores

Game Log

VIR

	1	2	3	4	5	6	7	8	9		R	H	E
Virginia Beach	0	0	2	2	1	0	0	0	0		5	14	0
Oklahoma City	0	2	0	0	0	0	0	0	0		2	4	0

W: J. Onelas (1-0)

L: C. Estrada (0-1)

S: L. Goddard (2)

HR - VIR: S. Archuleta (2)

OKL: R. Gresham (3)

IND

2:05 pm

Indianapolis Crimson Eagles

0-3, On Road: 0-0

Mesa Strike

0-3, At Home: 0-0

IND: L. Morales (0-0, 0.00 ERA)

MES: F. Cleaver (0-0, 0.00 ERA)

DEN

7:05 pm

Denver Mammoths

0-3, On Road: 0-0

Chicago Metalheads

0-3, At Home: 0-0

DEN: B. Offutt (0-0, 0.00 ERA)

CHI: D. Bowling (0-0, 0.00 ERA)

BAL

7:05 pm

Baltimore Steelers

3-0, On Road: 0-0

Wichita Golden Knights

3-0, At Home: 3-0

BAL: G. Davenport (0-0, 0.00 ERA)

WIC: C. Reyes (0-0, 0.00 ERA)

The Scores report is divided into three sections.

12.4.1. Date Navigator

The Date Navigator in the top left corner of the Scores report allows you to jump quickly to any date in the calendar.

Figure 184 Scores Report (Date Navigator)

24 May 2006

Note: The Date Navigator will not work if you open the report in an external browser.

12.4.2. 15-Day Schedule

The top right of the report is a small table showing today's date and a full week on either side of today's date. Click on any date to jump to that date. The table also shows the number of games scheduled for that day in the currently selected league.



Figure 185 Scores Report (15-Day Schedule)

Weekday	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Mon	Tue	Wed
Date	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Games	8	8	8	8	7	8	8	8	8	7	8	8	8	8	8

12.4.3. Scores / Schedule



The bottom part of the report shows a box for each scheduled game. If the game is complete, the mini box score will be displayed. If the game has not yet been played, the starting time, records, and starting pitchers will be displayed:

Figure 186 Scores Report (Scheduled Game)

	7:05 pm
	Mesa Fever 26-27, On Road: 9-17
	Oakland Aardvarks 28-25, At Home: 18-8
	MES: A. Villatorro (4-3, 4.34 ERA)
	OAK: F. Cardenis (0-2, 1.99 ERA)

Completed games also include hyperlinks to the [box score](#) (Section 12.36) and [game log](#) (Section 12.37) reports for the game, as well as the line for the game and some information about the winning and losing pitchers, who got the save, and any home runs in the game:

Figure 187 Scores Report (Completed Game)

Box Scores Game Log		1	2	3	4	5	6	7	8	9	R	H	E
	Philadelphia	2	0	0	0	1	0	1	4	0	8	13	1
	Chicago	0	1	1	0	0	0	0	2	2	6	11	1
W: J. Sanchez (8-1) L: B. Quance (3-7) S: N. Balero (3)													
HR - PHI: S. Cusse (8) CHI: E. Valentin 2 (7), E. Nash (1)													

12.5. Standings Report

The Standings report displays the standings in the currently selected league. This report is essentially a web version of the [Standings page](#) described in Section 7.4.

To access this report:

- From within any in-game report, click on Standings in the Link Bar.

Figure 188 Standings Report

Fictional Baseball League Standings Report													
Sub League 1 Standings													
Division 1													
Team	W	L	PCT	GB	Pyt.Rec	Diff	Home	Away	Xinn	1Run	M#	Streak	Last10
Dallas Manatees	3	5	.375	-	3-5	0	2-1	1-4	0-0	1-1	155	L2	3-5
Toledo Pass	3	5	.375	-	4-4	-1	1-2	2-3	0-0	1-3	155	L1	3-5
Las Vegas Yeomen	2	5	.286	.5	2-5	0	1-3	1-2	0-0	0-2		W1	2-5
Mesa Gorillas	2	6	.250	1.0	3-5	-1	0-2	2-4	0-1	0-2		L3	2-6
Division 2													
Team	W	L	PCT	GB	Pyt.Rec	Diff	Home	Away	Xinn	1Run	M#	Streak	Last10
Milwaukee All-Stars	6	2	.750	-	5-3	1	4-2	2-0	0-1	1-0	155	W2	6-2
New Orleans Aliens	6	2	.750	-	6-2	0	4-1	2-1	1-0	1-0	155	W2	6-2
Portland Skipjacks	5	2	.714	.5	5-2	0	2-1	3-1	0-0	3-1		L1	5-2
Columbus Baboons	4	4	.500	2.0	3-5	1	3-2	1-2	1-0	2-0		W1	4-4

12.6. League Stats/Leaderboard

The League Stats/Leaderboard report displays the statistical leaders in all statistical categories, divided by subleague. It includes both individual and team statistics.

To access this report:

- From within any in-game report, click on Stats in the Link Bar.

The League Stats/Leaderboard page is divided into four sections. Since the report is so long, we will provide smaller screenshots of each individual section. Most sections of this report show statistics that are also displayed in the [statistics screens](#) described in Section 7.6.

12.6.1. League Batting Leaderboard

The League Batting Leaderboard shows the top 5 ranked players in each batting category.

Figure 189 League Leaders (Batting)

League Batting Leaderboards											
Batting AVG			On-Base PCT			Slugging PCT			On-Base + Slugging		
D. Revie	OAK	.375	D. Revie	OAK	.467	W. Churchill	VIR	.632	W. Churchill	VIR	1.060
S. Cusse	PHI	.357	S. Leblond	PHI	.433	D. Covell	POR	.615	D. Covell	POR	1.043
D. Covell	POR	.352	W. Churchill	VIR	.428	S. Leblond	PHI	.582	D. Revie	OAK	1.018
S. Leblond	PHI	.341	S. Cusse	PHI	.427	J. Ferreira	STO	.556	S. Leblond	PHI	1.016
J. Bagu	MES	.337	D. Covell	POR	.427	D. Revie	OAK	.551	S. Cusse	PHI	.973
VORP			Runs Created			Runs Created / 27 outs			Isolated Power		
W. Churchill	VIR	34.2	D. Covell	POR	48.4	D. Revie	OAK	10.92	W. Churchill	VIR	.297
D. Revie	OAK	30.2	D. Revie	OAK	47.7	D. Covell	POR	10.80	J. Ferreira	STO	.292
D. Covell	POR	29.1	W. Churchill	VIR	47.3	W. Churchill	VIR	9.75	D. Covell	POR	.264
S. Leblond	PHI	28.0	S. Leblond	PHI	46.3	S. Leblond	PHI	9.62	S. Leblond	PHI	.242
S. Cusse	PHI	23.1	S. Cusse	PHI	42.9	S. Cusse	PHI	8.53	B. Briggs	CHI	.240
Games			At-Bats			Runs			Hits		
E. Camacho	PHI	53	T. Marmolejos	OAK	219	S. Leblond	PHI	40	S. Cusse	PHI	70
S. Hurt	MES	53	E. Pena	OAK	208	T. Marmolejos	OAK	37	D. Revie	OAK	66
G. Macartney	POR	53	S. Hurt	MES	203	W. Churchill	VIR	35	D. Covell	POR	64
T. Marmolejos	OAK	53	D. Stockdale	VIR	203	E. Pena	OAK	33	J. Bagu	MES	62
E. Pena	OAK	53	E. Camacho	PHI	201	D. Revie	OAK	32	S. Leblond	PHI	62
Total Bases			Singles			Doubles			Triples		
W. Churchill	VIR	115	S. Cusse	PHI	49	F. Afan	MES	19	H. Mannis	BAL	7
D. Covell	POR	112	D. Revie	OAK	45	S. Hurt	MES	17	T. Marmolejos	OAK	4
S. Cusse	PHI	107	K. Wycliffe	POR	45	D. Revie	OAK	16	E. Camacho	PHI	3
S. Leblond	PHI	106	J. Bagu	MES	43	T. Marmolejos	OAK	15	A. Chauel	POR	3
E. Pena	OAK	101	E. Pena	OAK	42	D. Covell	POR	14	J. Nebred	OAK	3
Homeruns			Runs Batted In			Stolen Bases			Bases-On-Balls		
W. Churchill	VIR	15	W. Churchill	VIR	44	F. Beccirri	BAL	17	D. Revie	OAK	32
B. Briggs	CHI	13	S. Leblond	PHI	41	G. Brant	CHI	17	W. Churchill	VIR	31
J. Ferreira	STO	13	S. Cusse	PHI	36	W. Churchill	VIR	17	S. Leblond	PHI	29
D. Covell	POR	10	E. Pena	OAK	35	A. Gutierrez	BAL	16	B. McNuir	OAK	29
S. Leblond	PHI	10	D. Covell	POR	34	P. Triska	PHI	16	B. Briggs	CHI	26
Intentional Walks			Hit-By-Pitch			Strikeouts			Sacrifice Hits		
W. Churchill	VIR	13	S. Cusse	PHI	4	E. Camacho	PHI	56	E. Mora	OAK	9
N. Granfall	OAK	8	G. Ozornia	STO	4	T. Marmolejos	OAK	55	J. Sanchez	PHI	8
B. Briggs	CHI	7	S. Leblond	PHI	3	G. Macartney	POR	48	P. Alvarez	MES	7
S. Leblond	PHI	7	E. Pena	OAK	3	H. Mannis	BAL	47	A. Bledel	PHI	6
F. Beccirri	BAL	6	K. Wycliffe	POR	3	E. Valentin	CHI	46	S. Burnuss	OAK	6
Sacrifice Flies											
E. Camacho	PHI	3									
O. Fuentis	CHI	3									
S. Leblond	PHI	3									
B. Madore	STO	3									
T. McBrayer	BAL	3									

12.6.2. League Pitching Leaderboard

The League Pitching Leaderboard shows the top 5 ranked players in each pitching category.

Figure 190 League Leaders (Pitching)

League Pitching Leaderboards											
ERA			Wins			Losses			Winning PCT		
P. Alvarez	MES	1.62	J. Sanchez	PHI	8	T. Doucette	CHI	7	J. Sanchez	PHI	.889
E. Craft	PHI	2.34	T. Bannatyne	CHI	7	W. Hill	BAL	7	T. Bannatyne	CHI	.875
J. Sanchez	PHI	2.45	M. Quiantana	BAL	7	B. Quance	CHI	7	R. Berry	PHI	.750
R. O'Carroll	VIR	2.69	R. Berry	PHI	6	K. Dyer	BAL	6	A. Bledel	PHI	.714
S. Hooper	VIR	2.78	A. Bledel	PHI	5	J. Ward	STO	6	D. Kennedy	POR	.714
Saves			Games Pitched			Games Started			Complete Games		
N. Pantoia	PHI	14	J. Timmins	STO	27	P. Alvarez	MES	11	E. Munoz	VIR	3
K. Logan	VIR	11	G. Pengelly	POR	26	R. Berry	PHI	11	K. Dyer	BAL	2
J. Veach	POR	11	A. Asencio	CHI	25	S. Burruss	OAK	11	E. Mora	OAK	2
K. Yamamura	BAL	11	D. Cloud	OAK	25	C. Carter	POR	11	A. Osmotherley	STO	2
C. Gaylor	MES	9	A. Gutierrez	STO	25	E. Craft	PHI	11	D. Shoemaker	VIR	2
Shutouts			Innings Pitched			Hits Allowed			Homeruns Allowed		
T. Doucette	CHI	1	P. Alvarez	MES	83.1	W. Hill	BAL	89	T. Darg	MES	13
S. Hooper	VIR	1	S. Hooper	VIR	77.2	E. Mora	OAK	83	W. Hill	BAL	13
C. Mazeroski	POR	1	S. Burruss	OAK	77.1	T. Doucette	CHI	80	K. Dyer	BAL	10
R. O'Carroll	VIR	1	J. Sanchez	PHI	77.0	A. Osmotherley	STO	78	A. Villatoro	MES	10
P. Alvarez	MES	0	A. Osmotherley	STO	76.0	K. Dyer	BAL	76	D. Ward	STO	10
Walks Allowed			Walks per 9 IP			Strikeouts			Strikeouts per 9 IP		
F. Pittman	MES	40	C. Carter	POR	1.4	P. Alvarez	MES	77	E. Craft	PHI	9.1
T. Doucette	CHI	37	G. Rodriguez	PHI	1.6	C. Carter	POR	72	C. Carter	POR	8.9
T. Darg	MES	36	E. Mora	OAK	1.6	E. Craft	PHI	70	G. Rodriguez	PHI	8.3
Z. Antle	STO	32	G. Vega	OAK	1.7	R. O'Carroll	VIR	61	P. Alvarez	MES	8.3
B. Quance	CHI	32	W. Hill	BAL	1.8	J. Sanchez	PHI	61	R. Berry	PHI	8.3
K/BB			WHIP			Hits per 9 IP			Opponents AVG		
C. Carter	POR	6.55	G. Vega	OAK	0.91	R. O'Carroll	VIR	6.2	R. O'Carroll	VIR	.191
G. Rodriguez	PHI	5.30	E. Craft	PHI	0.91	P. Alvarez	MES	6.3	P. Alvarez	MES	.195
E. Craft	PHI	5.00	P. Alvarez	MES	1.02	E. Craft	PHI	6.4	E. Craft	PHI	.197
R. Berry	PHI	4.00	C. Carter	POR	1.03	G. Vega	OAK	6.5	G. Vega	OAK	.200
W. Hill	BAL	3.92	R. O'Carroll	VIR	1.03	F. Pittman	MES	7.0	F. Pittman	MES	.221
Opponents OBP			Opponents SLG			Opponents OPS			BABIP		
E. Craft	PHI	.240	P. Alvarez	MES	.253	P. Alvarez	MES	.518	R. O'Carroll	VIR	.225
G. Vega	OAK	.244	G. Vega	OAK	.310	G. Vega	OAK	.554	G. Vega	OAK	.233
R. O'Carroll	VIR	.264	R. O'Carroll	VIR	.311	E. Craft	PHI	.557	E. Craft	PHI	.253
P. Alvarez	MES	.265	E. Craft	PHI	.317	R. O'Carroll	VIR	.575	D. Nahoul	CHI	.257
C. Carter	POR	.270	F. Pittman	MES	.338	J. Sanchez	PHI	.633	P. Alvarez	MES	.257
YORP											
P. Alvarez	MES	32.6									
J. Sanchez	PHI	22.8									
E. Craft	PHI	21.5									
C. Carter	POR	18.7									
S. Hooper	VIR	18.2									

12.6.3. League Batting Stats

The League Batting Stats shows a list of batting statistics, totaled by team.

Figure 191 League Stats (Batting)

League Batting Stats															
Team	R/G	R	G	AB	H	2B	3B	HR	BB	SO	SB	AVG	OBP	SLG	OPS
Philadelphia	5.0	265	53	1840	477	79	12	52	173	341	64	.259	.326	.400	.726
Virginia Beach	4.4	233	53	1794	460	104	10	45	208	371	39	.256	.333	.401	.733
Oakland	4.3	226	53	1784	460	92	13	39	215	347	30	.258	.337	.390	.727
Baltimore	4.2	225	53	1822	452	101	15	44	151	362	70	.248	.307	.392	.699
Portland	4.0	211	53	1800	446	90	18	32	149	367	72	.248	.307	.371	.678
Stockton	3.9	207	53	1752	421	92	8	49	138	343	41	.240	.297	.386	.683
Chicago	3.8	201	53	1751	405	70	7	44	189	383	57	.231	.307	.355	.661
Mesa	3.8	200	53	1766	428	101	10	32	165	351	46	.242	.309	.365	.675
Totals	4.2	1768	424	14309	3549	729	93	337	1388	2865	419	.248	.316	.383	.698
Average		221	53	1789	444	91	12	42	174	358	52				

12.6.4. League Pitching Stats

The League Pitching Stats shows a list of pitching statistics, totaled by team.

Figure 192 League Stats (Pitching)

League Pitching Stats															
Team	R/G	R	G	CG	SHO	SV	ERA	IP	HA	HRA	BB	K	WHIP	OAVG	BABIP
Philadelphia	3.7	196	53	1	5	22	3.18	481.0	441	48	129	364	1.19	.240	.276
Oakland	3.9	208	53	3	5	20	3.85	467.2	429	38	158	340	1.26	.246	.286
Mesa	4.0	212	53	2	2	13	3.63	471.2	424	48	225	370	1.38	.242	.281
Virginia Beach	4.0	212	53	8	6	15	3.52	470.1	441	31	151	364	1.26	.247	.295
Baltimore	4.2	220	53	4	1	15	3.70	478.2	454	51	140	364	1.24	.249	.286
Stockton	4.4	235	53	2	4	11	3.97	463.0	450	41	189	346	1.38	.253	.294
Chicago	4.5	237	53	2	2	16	3.99	468.2	454	39	197	345	1.39	.255	.297
Portland	4.7	248	53	1	3	14	4.25	474.1	456	41	199	372	1.38	.253	.298
Totals	4.2	1768	424	23	28	126	3.76	3775.1	3549	337	1388	2865	1.31	.248	.289
Average		221	53	3	4	16		472	444	42	174	358			

12.7. Players List Report

The Players List Report is a list of all players uses a two-step process to get you to the player report for any individual player in the currently selected league.

To access this report:

- From within any in-game report, click on Players in the Link Bar.

Figure 193 Players List (List of Letters)



Click on any letter to get to a list of players whose last name starts with that letter.

Figure 194 Players List (Players by Letter)

TBL Triple A 05-24-2006 Players List, Letter 'f'											
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z											
F											
Name	Pos	Team	Age	DOB	POB	Nationality	Bats	Throws	Height	Weight	Salary
Faircloth, Dave	LF	Manly Whales	21	02-24-1985	Gloucester	USA	Switch	Right	6' 3"	160 lb	-
Farmer, Alvin	DH	Bedford Musketeers	34	08-25-1971	San Francisco	USA	Right	Right	6' 0"	220 lb	\$528,000
Fearon, Robert	1B	Hull Buckeyes	25	05-08-1981	San Diego	USA	Right	Right	6' 0"	185 lb	-
Feliciano, Glen	LF	Toledo Dinosaurus	22	03-22-1984	Indianapolis	USA	Right	Right	6' 1"	205 lb	\$350,000
Fernandez, Leonardo	1B	Manly Whales	22	05-09-1984	Randolph	USA	Right	Right	6' 0"	205 lb	-
Ferreira, Aires	SS	Greensboro Shamrocks	19	08-08-1986	Colares	POR	Right	Right	6' 1"	205 lb	-

Click any player name to be taken to the Player report described below.

12.7.1. Player Report

The Player report is a single report that gives you a wealth of information about a single player.

To access this report:

- From within any in-game report, click a hyperlinked player name.
- From within any in-game report, click on Players in the Link Bar, select a letter, and then select a player.


The Player report is divided into eight sections. Since the report is so long, we will provide smaller screenshots of each individual section.

12.7.1.1. General Information

The General Information section contains demographic and general information about the player, including their origin and contract-related data.

Figure 195 Player Report (General Information)

	Name:	David Revie	Contract:	Big League Contract
	Nickname:		Salary:	\$420,000
	Birthday:	05-25-1983	Signed Through:	2006 Season
	Age:	22	Years of League Service:	2 Year(s), 95 Days
	Born in:	Hawaiian Paradise Park (Hawaii)	League Service Days this Year:	54 Day(s)
	Nationality:	American	Years on 40-Men Roster:	2 Year(s), 95 Days
	Height:	6' 1"	Years of Pro Service:	3 Years(s)
	Weight:	190 lb	Arbitration Eligibility:	Not yet, but possibly eligible after this season
	Position:	3B	Minor League Option Years:	3 option year(s) left
	Bats:	Right		
	Throws:	Right		



12.7.1.2. Pitching Ratings

The Pitching Ratings section shows pitching ratings for the currently selected pitcher. This section does not appear for batters.

Figure 196 Player Report (Pitching Ratings)

Pitching Ratings (SISA)				
Pitching	Stuff	Movement	Control	Velocity
Overall	10	14	17	86-88 Mph
Versus LHP	9	14	16	
Versus RHP	10	15	17	
Talent	10	15	17	
Pitching Ratings				
Endurance:	14	Pitches:		
Groundball Pct.:	8	Fastball; Changeup; Curveball; Sinkers; Circle-Change;		
Holding Runners:	1			

Note: The ratings displayed are SISA-scouted ratings.

12.7.1.3. Batting Ratings

The Batting Ratings section shows batting ratings for the currently selected player.

Figure 197 Player Report (Batting Ratings)

Batting Ratings (SISA)					
Batting	Contact	Gap	Power	Discipline/Eye	Avoid K's
Overall	16	17	-	11	9
Versus LHP	18	19	-	12	11
Versus RHP	15	17	-	10	9
Talent	16	19	-	11	9
Running & Bunting Ratings					
Running Speed:	6	Fielding Ratings			
Stealing Ability:	3	Third Base 99			
Baserunning Instincts:	1				
Sacrifice Bunt:	3				
Bunt for Hit:	1				
Hitter Type:	Normal				

Note: The ratings displayed are SISA-scouted ratings.

12.7.1.4. Game Log

The Game Log section shows the player's statistics from the last 10 games played. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

Figure 198 Player Report (Game Log)

Game Log, Last 10 Games										
Date	Opponent	Result	AB	R	H	BI	HR	BB	K	SB
5/23/2006	MES	Loss, 4-5	5	0	2	0	0	1	1	0
5/22/2006	MES	Loss, 4-6	4	0	0	0	0	0	0	0
5/21/2006	@ MES	Loss, 1-2	3	0	1	1	0	1	0	0
5/19/2006	@ MES	Win, 9-4	3	1	1	1	0	3	0	0
5/18/2006	MES	Win, 3-0	3	1	1	1	0	0	0	0
5/17/2006	MES	Win, 4-0	1	0	1	0	0	3	0	0
5/16/2006	MES	Loss, 4-5	5	1	3	1	0	0	1	0
5/15/2006	@ MES	Loss, 1-3	2	1	0	0	0	2	0	0
5/14/2006	@ MES	Loss, 5-12	4	2	2	3	1	0	0	0
5/13/2006	@ MES	Loss, 3-7	4	1	2	0	0	0	0	0

12.7.1.5. Current Year Statistics / Splits

The Current Year Statistics / Splits section shows the player's statistics for the current year. For pitchers, pitching statistics are shown. For hitters, batting statistics are shown.

Figure 199 Player Report (Current Year Stats)

Test Baseball League 2006 Batting Stats																
Batting	G	AB	H	2B	3B	HR	RBI	R	BB	K	AVG	OBP	SLG	OPS	TAVG	VORP
Overall	48	176	66	16	0	5	27	32	32	23	.375	.467	.551	1.018	1.139	.176 30.2
Batting	GS	PA	HP	IW	CI	GDP	SH	SF	TB	EBH	SB	CS	SB%	RC	RC/27	
Overall	47	212	1	4	0	4	0	3	97	21	1	1	50.0	47.7	10.92	
Batting	AB	H	2B	3B	HR	RBI	R	BB	K	SF	SH	HP	AVG	OBP	SLG	OPS
Versus Left	67	30	5	0	4	15	13	6	9	0	0	0	.448	.493	.701	1.195
Versus Right	109	36	11	0	1	12	19	26	14	3	0	1	.330	.453	.459	.912
Batting	AB	H	2B	3B	HR	RBI	R	BB	K	SF	SH	HP	AVG	OBP	SLG	OPS
This Week	9	2	1	0	0	0	0	1	1	0	0	0	.222	.300	.333	.633
Last Week	17	7	0	0	0	4	4	9	1	1	0	0	.412	.593	.412	1.004
April	104	36	6	0	3	12	18	14	13	1	0	1	.346	.425	.490	.915

For batters, splits are listed in with the statistics. For pitchers, a separate section holds the pitching splits:

Figure 200 Player Report (Current Year Splits)

Test Baseball League 2006 Pitching Splits													
Split	G	GS	W	L	SV	ERA	IP	HA	R	ER	HR	BB	K
This Week	1	1	1	0	0	1.29	7.0	5	2	1	1	0	6
Last Week	1	1	1	0	0	1.29	7.0	9	3	1	0	1	9
April	6	6	5	0	0	2.25	44.0	34	13	11	3	10	34
May	5	5	3	1	0	2.73	33.0	34	13	10	4	7	27
Spring Training	5	5	2	1	0	3.32	19.0	24	11	7	0	1	9
Home	5	5	3	1	0	3.00	33.0	30	11	11	3	10	25
Road	6	6	5	0	0	2.05	44.0	38	15	10	4	7	36
Grass	11	11	8	1	0	2.45	77.0	68	26	21	7	17	61
Day	3	3	2	1	0	3.52	23.0	20	10	9	4	5	15
Night	8	8	6	0	0	2.00	54.0	48	16	12	3	12	46

12.7.1.6. Career Statistics

The Career Statistics section shows a player's career statistics. For pitchers, pitching and fielding statistics are shown. For batters, batting and fielding statistics are shown.

Figure 201 Player Report (Career Statistics)

Career Batting Stats																
Year/Team/League	G	AB	H	2B	3B	HR	RBI	R	BB	HP	SF	K	SB	CS	AVG	VORP
2006 OAK - TBL	48	176	66	16	0	5	27	32	32	1	3	23	1	1	.375	.467 .551 1.018 30.2
Total TBL	48	176	66	16	0	5	27	32	32	1	3	23	1	1	.375	.467 .551 1.018 30.2
Career Fielding Stats																
Year/Team/League	POS	G	GS	PO	A	DP	TC	E	PCT	INN	RANGE	PB	RSTA	RTO	RTO%	
2006 OAK - TBL	3B	47	47	24	116	8	143	3	.979	414.2	3.04					

12.7.1.7. PlayerHistory

The Player History section shows a list of events in the player's career. These are the same events that are shown on the [Accomplishments subpage](#) described in Section 9.8.1.

Figure 202 Player Report (Player History)

Player History	
01-02-2006	Drafted in the 2006 inaugural draft (Pick 12, Round 1, 12th overall Pick) by the Oakland Aardvarks .
05-15-2006	Won the TBL SL1 Player of the Week Award.

12.8. Teams Report

The Teams Report displays a list of all the teams in the currently selected league.

To access this report:

- From within any in-game report, click on Teams in the Link Bar.

Figure 203 Teams Report / List

Fictional Baseball League Teams	
Sub League 1	
Division 1	
 Mesa Gorillas Home Page Leaders Roster Schedule	 Las Vegas Yeomen Home Page Leaders Roster Schedule
 Dallas Manatees Home Page Leaders Roster Schedule	
 Toledo Pass Home Page Leaders Roster Schedule	
Division 2	
 Milwaukee All-Stars Home Page Leaders Roster Schedule	 New Orleans Aliens Home Page Leaders Roster Schedule
 Columbus Baboons Home Page Leaders Roster Schedule	
 Portland Skipjacks Home Page Leaders Roster Schedule	

Each team's display includes links to a number of other in-game reports.

Link Text	Destination	Section
Home Page	Team Home Report	12.3
Leaders	Team Leaderboard Report	12.33
Roster	Roster Report	12.26
Schedule	Schedule Report	12.34

12.9. News Report

The News report displays a list of newsworthy events for the currently selected team or league. This report does not show all of the news articles available in the game, and it does not show the full content of any in-game news articles. It only shows significant headlines, such as stellar game performances and awards.

To access this report:

- From within any in-game report, click on News in the Link box on the right side of the screen.

Figure 204 News Report

Mesa Fever News	MES
Monday, May 22nd, 2006	
J. Bagu goes 4-5 against the Oakland Aardvarks , with 1 RBI and 2 runs scored.	
Tuesday, May 16th, 2006	
S. Hurt hits 2 home runs against the Oakland Aardvarks , going 2-5 with 3 RBI and 2 runs scored.	
Wednesday, May 10th, 2006	
J. Bagu goes 4-4 against the Virginia Beach Bears , with 0 RBI and 0 runs scored.	
Monday, May 1st, 2006	
SS F. Afan honored: Won the TBL SL1 Rookie of the Month Award.	

12.10. Major / All Transactions Report

The Major Transactions and All Transactions reports contain day-by-day listings of all player transactions in the currently selected team or league, broken out by month. If this report is selected from within a league report, it will display transactions from the entire league. If this report is selected from within a team report, it will display only transactions related to the selected team.

To access this report:

- From within any in-game report, click on Transactions in the Link Bar.
- From within the League Home or Team Home reports, click on Transactions, Major Transactions, or All Transactions in the Link box on the right side of the screen.

Figure 205 All Transactions Report

Test Baseball League Major Transactions Jun 2006	
Jan 2006 Feb 2006 Mar 2006 Apr 2006 May 2006 Jun 2006	
Sunday, June 4th, 2006	
Tucson Militia : Placed LF J. Dereau on the active roster.	
Tucson Militia : Optioned LF K. Sefton to Triple A Toledo .	
Saturday, June 3rd, 2006	
Las Vegas Mooses : Activated LF D. Radacanu from the disabled list.	
Las Vegas Mooses : Optioned RF X. Lascan to Triple A Gibson .	
Tucson Militia : Placed RF E. Camacho on the 60-day disabled list.	
Tucson Militia : Recalled RF N. Meyer from Triple A Toledo .	
Friday, June 2nd, 2006	
Jacksonville Dynamo : Activated SP M. Hanada from the disabled list.	
Jacksonville Dynamo : DH J. Moran was designated for assignment, placed on waivers and taken off the 40-man roster.	
Atlanta Machine : Placed SP C. Hernandez on the 15-day disabled list.	
Atlanta Machine : Recalled SP K. Hoggard from Triple A Lubbock .	
Mesa Mudfish : Activated 1B A. Cavazos from the disabled list.	
Mesa Mudfish : Optioned 1B F. Tamires to Triple A Spokane .	
Thursday, June 1st, 2006	
Shreveport Blindsiders : Signed free agent MR R. van Ostrand to a 1-year contract worth a total of \$350,000.	

Only one month of data is displayed at a time. Click on the months across the top of the report to change months.

The primary difference between the Major Transactions and All Transactions reports is that not all transactions appear on the Major Transactions report. The Major Transactions report contains primarily the following information:

- Player or personnel contract news
- Disabled list moves
- Transactions that place a player on, or remove a player from, a team's active or secondary roster
- Player releases

12.11. Injury Report

The Injury report contains a day-by-day listing of all player injuries that have occurred in the currently selected team or league. If this report is selected from within a league report, it will display injuries from the entire league. If this report is selected from within a team report, it will display only injuries related to the selected team.

To access this report:

- From within the League Home or Team Home reports, click on Injuries in the Link box on the right side of the screen.

Figure 206 Injury Report

Fictional Baseball League	
Injuries	
Wednesday, September 19th, 2007	Reno Mules: B. Dame was injured in a collision at a base. The Diagnosis: Bruised jaw. He's expected to miss about one week.
Saturday, September 15th, 2007	Kansas City Morning Stars: M. Vilacampa was injured being hit by pitch. The Diagnosis: Scratched Cornea Eye. He's expected to miss about 1-2 weeks. San Antonio Diablos: F. Howlands was injured while running the bases. The Diagnosis: Pulled Hip Muscle. He's expected to miss about 1-2 weeks.
Tuesday, September 11th, 2007	Phoenix Governors: A. Salido was injured while running the bases. The Diagnosis: Pulled Groin Muscle. This is a day-to-day injury expected to last 5 weeks.
Monday, September 10th, 2007	Reno Mules: E. Ashton was injured while pitching. The Diagnosis: Tender Shoulder. He's expected to miss about 1-2 weeks. Phoenix Governors: M. Burlton was injured while pitching. The Diagnosis: Pulled Elbow Ligament. This is a day-to-day injury expected to last one week.
Sunday, September 9th, 2007	Wichita Boa Constrictors: M. Travis was injured while pitching. The Diagnosis: Hyper Extended Elbow. He's expected to miss about 1-2 weeks. Jacksonville Whippers: G. Bunes was injured while running the bases. The Diagnosis: Torn Groin Muscle. He's expected to miss about 6-7 weeks.

12.12. Draft Log

The Last Draft Log report contains a listing of all the picks in the most recent draft held in this league. If the league has just started with an inaugural draft, this report will show the results of the inaugural draft.

To access this report:

- From within the League Home report, click on Draft Log in the Link box on the right side of the screen.
- On the day of the draft, select First-Year Player Draft from the League menu, and then click on the Draft Log tab.

Figure 207 Draft Log Report

Fictional Baseball League 2007 Draft Log	
Round 1, Pick 1	Philadelphia Student Princes: CF E. Zazveta
Round 1, Pick 2	Wichita Boa Constrictors: 1B J. Hudson
Round 1, Pick 3	Chicago Brass: SP A. Roblez
Round 1, Pick 4	Nashville Gar: SP E. Tedaldo
Round 1, Pick 5	Cleveland Bulls: C M. Valencra
Round 1, Pick 6	Jacksonville Whippers: SS B. Shiver
Round 1, Pick 7	Phoenix Governors: 2B A. Dreiling
Round 1, Pick 8	Tulsa Radicals: LF D. Hardeman
Round 1, Pick 9	Wichita Boa Constrictors: CF M. Enriquez
Round 1, Pick 10	Reno Mules: RF R. Gamacho
Round 1, Pick 11	Phoenix Governors: RF D. Sergeant
Round 1, Pick 12	Oklahoma City Black Birds: 3B M. Marino
Round 1, Pick 13	Baltimore Cold Fusion: CF T. Flores
Round 1, Pick 14	Reno Mules: SS N. Sherman
Round 1, Pick 15	Indianapolis Ice Birds: RF P. Garcia
Round 1, Pick 16	Philadelphia Student Princes: 3B J. Ornelaz

Note: This report is also available during the draft process, and updates dynamically. See Section 17.0 for more information on the [draft](#).

12.13. Free Agents Report

The Free Agent report contains a listing of all the current free agents in the currently selected league.

To access this report:

- From within the League Home report, click on Free Agents in the Link box on the right side of the screen.

Figure 208 Free Agents Report

Test Baseball League 06-04-2006 League Free Agents Report - Scouted by: SISA															TBL	
Position Players	Age	Pos	Contact	Gap	Power	Eye	Avoid	K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
Pitchers																
John Webber	17	SP	-	-	4	-	-	-	4	-	-	4	-	86-88 Mph	-	-
Des Vertiz	20	MR	11	-	6	-	-	11	6	-	-	11	6	-	87-89 Mph	-
Ian Todhunter	20	SP	-	-	-	-	-	-	-	-	-	-	-	85-87 Mph	-	-
Pedro Tallenchio	19	SP	-	-	-	-	-	-	-	-	-	-	-	87-89 Mph	-	-
John Straw	30	MR	9	-	7	10	-	8	7	9	9	7	10	90-92 Mph	18	-
Matt Steele	17	SP	-	-	-	-	-	-	-	-	-	-	-	86-88 Mph	-	-
Brett Shope	18	SP	-	-	-	-	-	-	-	-	-	-	-	90-92 Mph	-	-

The information in these reports is identical to that on the [Free Agents subpage](#) described in Section 7.7.2.1.

Note: The ratings displayed are SISA-scouted ratings.

12.14. Upcoming Free Agents Report

The Upcoming Free Agents report contains a listing of all the upcoming free agents in the currently selected league.

To access this report:

- From within the League Home report, click on Upcoming Free Agents in the Link box on the right side of the screen.

The Upcoming Free Agents Report is divided into four sections. The information in these reports is identical to that on the [Upcoming Free Agents subpage](#) described in Section 7.7.2.2. Since the report is so long, we will provide smaller screenshots of each individual section.

Note: The ratings displayed are SISA-scouted ratings.

12.14.1. Position Players

The first section in the Upcoming Free Agents report shows a list of position players who may become free agents, along with a number of their key ratings.

Figure 209 Upcoming Free Agents Report (Position Players)

Position Players	Age	Pos	Contact	Gap	Power	Eye	Avoid	K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
Cris Vilmarie	31	LF	13	15	15	12	11	12	12	13	16	13	12	15	12	
Javiero Vadillo	31	1B	11	10	11	7	7	2	2	11	11	8	10	11	7	
Badda Ufanisi	33	SS	9	10	4	10	9	18	19	11	4	11	9	4	9	
Manuel Soto	37	C	11	14	12	14	11	6	10	11	12	14	11	12	14	
Curtis Shrimpton	31	DH	9	11	9	10	7	1	5	10	9	11	9	9	10	
Romano Osorio	33	2B	9	13	6	8	9	14	20	8	6	7	9	6	8	
Yosuke Kita	32	RF	10	11	10	7	9	13	13	9	9	7	10	11	7	
Lou Harvin	31	2B	13	12	7	11	14	10	8	14	7	12	12	7	11	
Natanael Granfall	33	1B	15	13	13	10	16	3	6	16	14	11	15	13	10	
Bill Coll	30	1B	9	11	14	9	6	3	2	10	15	10	9	13	9	
Paul Charnley	39	C	10	15	12	12	8	2	5	11	14	14	10	12	12	
Morton Boivin	31	CF	9	18	2	7	8	19	17	10	3	7	8	2	6	
Antonio Blondet	28	C	13	10	14	13	14	7	7	14	15	14	13	14	13	

12.14.2. Pitchers

The second section in the Upcoming Free Agents report shows a list of pitchers who may become free agents, along with a number of their key ratings.

Figure 210 Upcoming Free Agents Report (Pitchers)

Pitchers	Age	Role	Stuff	Movement	Control	STU vsL	MOV vsL	CON vsL	STU vsR	MOV vsR	CON vsR	Velocity	Endurance
Travis Schalk	29	MR	11	14	11	11	13	10	12	14	11	87-89 Mph	8
Manuel Quiantana	36	SP	10	15	13	10	15	14	10	15	13	90-92 Mph	13
Barclay Quance	33	SP	9	14	10	10	15	10	9	14	10	86-88 Mph	15
Alan Osmotherley	37	SP	10	14	15	10	15	16	9	14	15	90-92 Mph	14
Phil O'reilly	32	MR	13	7	10	13	7	10	13	7	10	87-89 Mph	5
Jim O'Hogan	27	SP	10	9	9	9	8	8	11	10	9	87-89 Mph	16
Gary O'Dinane	39	SP	9	15	10	9	16	11	8	14	10	87-89 Mph	17
Alberto Nartatez	26	SP	6	10	8	6	10	8	6	10	8	90-92 Mph	15

12.14.3. Fielding Ratings

The third section in the Upcoming Free Agents report shows each possible free agent's ratings in a number of fielding areas.

Figure 215 Team Power Rankings Report

Test Baseball League 06-04-2006 Team Power Rankings									
Rank Last Week	Team	Points	Tendency	Record	PCT	AVG	ERA	Pyt.Rec	Diff
1st (-)	New York	115		36-25	.590	.274	3.68	37-24	-1
2nd (-)	Philadelphia	114		40-24	.625	.263	3.39	38-26	2
3rd (-)	Shreveport	103		32-31	.508	.266	4.43	31-32	1
4th (-)	Virginia Beach	102		36-28	.562	.263	3.80	34-30	2
5th (-)	Mesa	99		33-31	.516	.242	3.41	32-32	1
6th (-)	Baltimore	93		32-32	.500	.253	3.77	34-30	-2
7th (-)	Las Vegas	91		32-31	.508	.256	4.00	36-27	-4
8th (-)	Atlanta	89		32-32	.500	.257	4.42	30-34	2
9th (-)	Oakland	85		32-32	.500	.254	3.78	33-31	-1
10th (-)	Tucson	83		32-32	.500	.263	4.83	28-36	4
11th (-)	Sacramento	82		29-34	.460	.276	4.84	29-34	0
12th (-)	Mesa	79		29-34	.460	.261	4.80	30-33	-1
13th (-)	Jacksonville	79		29-32	.475	.263	4.93	30-31	-1
14th (-)	Portland	78		28-36	.438	.249	4.02	29-35	-1
15th (-)	Stockton	75		27-37	.422	.241	4.06	29-35	-2
16th (-)	Chicago	75		28-36	.438	.235	4.13	28-36	0

The point system used to calculate rankings is determined internally by the game.

12.18. Top Performances Report

The Top Performances Report lists all teams in the currently selected league along with an analysis and ranking of how strong they are.

To access this report:

- From within the League Home, click on Top Performances in the Link box on the right side of the screen.

Figure 216 Top Performances Report

Test Baseball League 06-04-2006 Top Game Performances												
Pitchers												
#	Player	Team	Opponent	Date	IP	HA	R	ER	BB	K	Score	
1	Casimiro Callez	Hull	Jersey City	4/3/2006	9.0	2	1	1	2	11		Box Scores
2	Tony Booth	Laredo	Santa Ana	4/19/2006	9.0	2	0	0	1	6		Box Scores
3	Tonio Peralta	New York	Sacramento	5/12/2006	9.0	3	0	0	1	7		Box Scores
4	Harumi Kawashima	New York	Atlanta	5/24/2006	9.0	1	0	0	2	4		Box Scores
5	Jim Shoemaker	Virginia Beach	Chicago	4/9/2006	9.0	2	1	0	2	8		Box Scores
6	Russ O'Carroll	Virginia Beach	Mesa	4/26/2006	9.0	4	0	0	2	8		Box Scores
7	Tom Doucette	Chicago	Philadelphia	4/21/2006	9.0	2	0	0	2	4		Box Scores
8	Elijah Frizzell	Sacramento	Atlanta	4/30/2006	9.0	4	0	0	2	8		Box Scores
9	Hidekazu Asai	New York	Atlanta	5/22/2006	8.0	2	0	0	1	8		Box Scores
10	Sam Hooper	Virginia Beach	Stockton	4/2/2006	9.0	3	0	0	2	6		Box Scores

The Top Performances report lists the best individual performances in games in the currently selected year, along with a link to the [box score](#) for that game, as described in Section 12.36. The performances are scored according to an internal game calculation.

12.19. League Batting Report

The League Batting report contains detailed information about team batting statistics in the currently selected league.

To access this report:

- From within the League Home report, click on Batting Report in the Link box on the right side of the screen.

Figure 217 League Batting Stats Report

Fictional Baseball League Batting Report																
Sub League 1 Batting																
Division 1																
Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS
Philadelphia Student Princes	108	54	.667	-	.291	251	989	5774	1680	297	27	687	1012	.369	.482	.851
Nashville Gar	84	78	.519	24.0	.267	153	763	5646	1507	273	34	556	1039	.335	.409	.743
Jacksonville Whippers	82	80	.506	26.0	.274	235	884	5769	1579	259	30	550	996	.342	.451	.793
Chicago Brass	75	87	.463	33.0	.255	244	793	5691	1450	283	23	548	1202	.322	.441	.764
Division 2																
Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS
Baltimore Cold Fusion	90	72	.556	-	.279	163	857	5696	1587	312	22	597	985	.348	.427	.775
San Jose Maroon Tigers	82	80	.506	8.0	.277	280	887	5719	1582	275	35	543	985	.341	.484	.824
Detroit Supercats	81	81	.500	9.0	.262	193	788	5593	1463	278	23	528	1183	.327	.423	.750
San Antonio Diablos	46	116	.284	44.0	.256	132	647	5593	1433	238	14	546	1226	.325	.375	.699
Sub League 1 Totals																
Team	W	L	PCT	GB	AVG	HR	R	AB	H	2B	3B	BB	K	OBP	SLG	OPS
TOTALS					.270	1651	6608	45481	12281	2215	208	4555	8628	.339	.437	.776

12.20. League Pitching Report

The League Pitching report contains detailed information about team pitching statistics in the currently selected league.

To access this report:

- From within the League Home report, click on Pitching Report in the Link box on the right side of the screen.

Figure 218 League Pitching Stats Report

Fictional Baseball League Pitching Report																
Sub League 1 Pitching																
Division 1																
Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
Philadelphia Student Princes	108	54	.667	-	3.65	47	1451.2	1398	658	588	159	434	1211	.249	3	0
Nashville Gar	84	78	.519	24.0	4.24	49	1451.1	1371	717	684	221	582	1104	.248	11	0
Jacksonville Whippers	82	80	.506	26.0	4.94	41	1450.0	1538	854	796	210	593	1030	.270	8	0
Chicago Brass	75	87	.463	33.0	4.98	52	1450.2	1621	897	802	205	595	1009	.280	5	0
Division 2																
Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
Baltimore Cold Fusion	90	72	.556	-	4.12	42	1444.0	1514	713	661	184	500	1229	.265	4	1
San Jose Maroon Tigers	82	80	.506	8.0	5.08	40	1436.0	1674	884	810	196	496	1109	.288	3	0
Detroit Supercats	81	81	.500	9.0	4.88	45	1436.0	1476	839	778	217	701	897	.264	4	1
San Antonio Diablos	46	116	.284	44.0	6.12	26	1411.1	1689	1046	959	259	654	1039	.293	3	0
Sub League 1 Totals																
Team	W	L	PCT	GB	ERA	S	IP	HA	R	ER	HRA	BB	K	OAVG	CG	SHO
TOTALS					4.74	342	11531.0	12281	6608	6078	1651	4555	8628	.270	41	2

12.21. League Fielding Report

The League Fielding report contains detailed information about team fielding statistics in the currently selected league.

To access this report:

- From within the League Home report, click on Fielding Report in the Link box on the right side of the screen.

- From within the League Home report, click on “Under the Knife” in the Link box on the right side of the screen.

Figure 221 Under the Knife Injury Report



Baseball Prospectus

Under The Knife

Test Baseball League Injury Report

Virginia Beach Bears

Player	Injury	Out for...	Disabled List Status
RF Walton Churchill	Fractured Foot	2 weeks	5 day(s) left
LF Bill Donald	Strained Back Muscle	3 days	On DL, eligible for return
SS Salvador Lombos	Torn Back Muscle	6 weeks	35 day(s) left (60-day DL)
LF John Dent	Fractured Jaw	5 days	On DL, eligible for return

Tucson Militia

Player	Injury	Out for...	Disabled List Status
LF Aurelio Cervero	Torn Anterior Cruciate Ligament	5 months	4 day(s) left (60-day DL)
LF Chicho Santiago	Inguinal Hernia	5 weeks	On DL, eligible for return
RF Eron Camacho	Fractured Wrist	3 months	59 day(s) left (60-day DL)
CF Juan Encarn	Strained Back Muscle	6-7 weeks	8 day(s) left

See Section 20.9 for more information on [disabled lists](#).

12.24. Schedule Grid Report

The Schedule Grid is a spreadsheet listing all the games in the currently selected league’s schedule. The report is color-coded, with home teams displayed on a yellow background and visiting teams displayed on a red background.

To access this report:

- From within the League Home report, click on Schedule Grid in the Link box on the right side of the screen.
- From the League Setup page, choose Report: Grid from the [Schedule action menu](#), described in Section 25.7.

Figure 222 Schedule Grid Report

Legend:		Home Team	Away Team	Off Day					
D	M	MES	LAS	TOL	DAL	COL	NEW	POR	MIL
1	4	POR	COL	MIL	NEW	LAS	DAL	MES	TOL
2	4	POR	COL	MIL	NEW	LAS	DAL	MES	TOL
3	4	POR	COL	MIL	NEW	LAS	DAL	MES	TOL
4	4	NEW	TOL	LAS	MIL	POR	MES	COL	DAL
5	4	NEW	TOL	LAS	MIL	POR	MES	COL	DAL
6	4	NEW	TOL	LAS	MIL	POR	MES	COL	DAL
7	4	NEW	MIL	POR	COL	DAL	MES	TOL	LAS
8	4		MIL	POR	COL	DAL		TOL	LAS

12.27. Player Ratings / Potential Ratings Report

The Player Ratings and Player Potential Ratings reports contain a list of all the current ratings or potential ratings for players on the currently selected team. You can also choose which scout's ratings you want to view.

To access this report:

- From within the Team Home report, click on Ratings or Potential Ratings in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Player Ratings or Player Potential Ratings from the Select Report drop-down.

Figure 225 Team Ratings Report



Austin Crimson Wave
Player Ratings Report - Scouted by: SISA

Name	Age	Pos	Contact	Gap	Power	Eye	Avoid	K's	Speed	Stealing	CON vsL	POW vsL	Eye vsL	CON vsR	POW vsR	Eye vsR
Jim Atkins	22	P	1	3	1	2		1	8	13	1	1	2	1	1	2
Dan Bove	32	P	8	8	2	3		10	5	4	9	3	3	8	2	3
Chris Brew	26	P	6	7	2	4		8	3	1	6	2	4	6	2	4
Tim Brown	25	P	5	9	1	3		8	6	9	4	1	3	5	1	3
Cullen Butler	26	LF		8		3			11	10			4			3
Karl Cote	19	P	1	3	1	2		1	5	2	1	1	1	1	1	2
Jesús Delgadillo	23	3B	10	14	15	9		8	5	5	11	15	10	10	15	9
Victor Dimartinez	25	P	10	7	1	3		11	1	6	11	1	3	10	1	3
John Dunleavy	20	P	1	4	1	2		1	8	7	1	1	2	1	1	2
B.D. Gladney	30	P	1	4	1	3		8	1	1	1	1	3	1	1	3

For more information on player ratings, see Section 14.0, [The Player Rating Model](#).

Note: The ratings displayed are SISA-scouted ratings by default. However, if you access this report from the Reports tab in the Team menu, there will be a Select Scout drop-down that will allow you to view the ratings for whichever scout you wish.

12.28. Player Batting Stats Report

The Player Batting Stats report is actually a series of team report containing current-year batting statistics for all players on the currently selected team.

To access this report:

- From within the Team Home report, click on Batting Stats in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Player Batting Stats from the Select Report drop-down.

Figure 226 Player Batting Stats Report

Oakland Inferno																	
Basic Batting Stats Report - Split: Overall																	
Select Set:	Basic	Select Split:	Overall														
Name	G	AB	R	H	2B	3B	HR	RBI	TB	BB	K	SB	CS	AVG	OBP	SLG	OPS
Juan Gonzalez 2B	70	280	37	73	17	2	0	17	94	25	61	5	3	.261	.324	.336	.659
Phil Rosebotham 1B	70	277	33	82	13	1	11	43	130	21	42	0	0	.296	.344	.469	.814
Izek Costillas SS	75	267	36	52	15	1	11	31	102	23	61	1	0	.195	.256	.382	.638
Bob Beasley LF	68	232	31	56	6	1	9	30	91	24	34	3	7	.241	.309	.392	.701
Ismael Franjul C	62	220	41	78	10	2	11	40	125	25	35	0	1	.355	.414	.568	.982
Pancho Ruyz RF	69	215	28	59	15	4	7	37	103	18	41	5	0	.274	.330	.479	.810

The Player Batting Stats report has two drop-downs in the top left corner that allow you specify the set of data you wish to view:

12.28.1. Select Set Drop-Down

The Select Set drop-down allows you to choose from two sets of statistics: basic and expanded. The basic set contains most of the standard batting statistics such as HR, RBI, and AVG. The expanded set contains some of the rarer batting statistics such as VORP.

12.28.2. Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the [Splits and Double Splits drop-downs](#) described in Section 9.2.5.

Note: You cannot perform double-splits in an in-game report.

12.29. Player Pitching Stats Report

The Player Pitching Stats report is a team report with a list of current year pitching statistics for players on the currently selected team.

To access this report:

- From within the Team Home report, click on Pitching Stats in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Player Pitching Stats from the Select Report drop-down.

Figure 227 Player Pitching Stats Report

Oakland Inferno																	
Basic Pitching Stats Report - Split: Overall																	
Select Set:	Basic	Select Split:	Overall														
Name	W	L	SV	ERA	G	GS	IP	HA	R	ER	HR	BB	K	WHIP	OAVG	BABIP	
Héctor Torres MR	0	0	0	0.00	3	0	2.0	1	0	0	0	2	2	1.50	.143	.200	
Bob Steenson SP	5	0	0	2.04	8	8	57.1	36	13	13	2	12	26	0.84	.183	.201	
Ron MacRath MR	0	2	1	2.25	18	0	20.0	16	5	5	1	9	23	1.25	.216	.300	
Joseph Ardizzone MR	1	1	3	2.49	20	0	21.2	16	6	6	2	9	13	1.15	.205	.222	

The Player Pitching Stats report has two drop-downs in the top left corner that allow you specify the set of data you wish to view:

12.29.1. Select Set Drop-Down

The Select Set drop-down allows you to choose from four sets of statistics: basic, expanded, expanded 2, or opponent. The first three contain different sets of pitching statistics for pitchers on the currently selected team. When you select the “opponent” set, you are viewing basic statistics for how opponents fared against the pitchers displayed.

12.29.2. Select Splits Drop-Down

The Select Splits drop-down allows you to choose a statistical split. This drop-down behaves just like the [Splits and Double Splits drop-downs](#) described in Section 9.2.5.

Note: You cannot perform double-splits in an in-game report.

12.30. Player Fielding Stats Report

The Player Fielding Stats report is a team report with a list of current-year fielding statistics for players on the currently selected team.

To access this report:

- From within the Team Home report, click on Fielding Stats in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Player Fielding Stats from the Select Report drop-down.

Figure 228 Player Fielding Stats Report

Oakland Inferno Fielding Stats Report										
Fielding, Pitcher										
Name	G	GS	PO	A	DP	TC	E	PCT	IP	RANGE
Kevin Sorensen	26	0	4	6	0	12	2	.833	25.1	3.55
Charlie Elmitt	22	0	0	2	0	4	2	.500	22.0	0.82
Joseph Ardizzone	20	0	4	6	1	10	0	1.000	21.2	4.15
Ron MacRath	18	0	2	2	0	5	1	.800	20.0	1.80

12.31. Team Personnel Report

The Team Personnel report is a simple report that lists all personnel employed by the team, including each staff member’s occupation, age, experience, and contract status.

To access this report:

- From within the Team Home report, click on Personnel in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Personnel from the Select Report drop-down.

Figure 229 Team Personnel Report

Oakland Inferno Team Personnel					
Name	Occupation	Age	Exp	Salary	Years Left
Quin Madrid	Bench Coach	51	19	\$1,072,000	2
Wayne Sherrard	Manager	58	27	\$1,036,000	3
Currito Estrada	General Manager	55	20	\$800,000	3
Héctor Banuelou	Pitching Coach	49	16	\$428,000	2
Jesús Perara	Hitting Coach	47	12	\$440,000	3
Jim Abell	Scout	55	17	\$200,000	2
José Arias	Scout	48	9	\$316,000	3
Ray Giddings	Scout	30	0	\$296,000	3
Chris Peterson	Scout	52	19	\$272,000	2
Luz Queseda	Scout	35	2	\$224,000	2
Ken Sanford	Scout	42	10	\$148,000	3
Mike Crouch	Team Doctor	48	9	\$298,000	2

Click on any personnel name to see the Personnel report described below.

12.31.1. Personnel Report

The Personnel report shows all information for a single member of your staff, including demographic data, ratings, and the person's contract status.

Figure 230 Personnel Report



Personal Detail		Managing Ratings		Coaching Ratings	
First Name	Jim	Handle Rookies	17	Teach Hitting	17
Last Name	Delancy	Handle Veterans	14	Teach Pitching	13
Nickname		Handle Players	14	Teach Fielding	17
Age	48				
Date of Birth	11-21-1966				
Born in	Aurora (Illinois)				
Nationality	American				
Height	6' 3"				
Weight	225 lbs				
Normal Occupation	Bench Coach				
Team	Houston Bisons				



Contract Status		Scouting Ratings		Doctor Ratings	
Salary	\$0	Scout Hitting	3	Heal Arms	-
Duration Left	247 Years	Scout Hitting Potential	4	Heal Legs	-
		Scout Pitching	3	Heal Back	-
		Scout Pitching Potential	3	Heal Other	-
		Scout Fielding	2	Fatigue Recovery	-

12.32. Development Report

The Development report is a team report that lists notable changes in hitting or pitching potential throughout the team's organization.

Figure 231 Development Report

Mesa Fever Development Update	
Monday, May 29th, 2006	
Designated Hitter S. Jongmans (Yonkers Marlins, Double A) hitting potential INCREASES.	
Monday, May 1st, 2006	
Shortstop L. Sizer (Yonkers Marlins, Double A) hitting potential INCREASES.	
Wednesday, April 12th, 2006	
Reliever C. Sloan (San Bernardino Guerrilla, Rookie League) pitching potential INCREASES.	
Monday, March 13th, 2006	
Starting Pitcher R. Bojorquez pitching potential DROPS.	

An increase or decrease in hitting or pitching potential could refer to a change in any of the ratings. For example, an increase in hitting potential could refer to an increase in home run power, contact, gap power, etc. Increases and decreases can happen across multiple statistics simultaneously.

Note: Remember too that scouts have varying levels of accuracy!

12.33. Team Leaderboard Report

The Team Leaderboard report shows the team leaders across all hitting and pitching categories.

To access this report:

- From within the Team Home report, click on Leaders in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Figure 232 Team Leaderboard Report

Mesa Fever 06-04-2006

Team Leaders

Team Batting Leaderboards

Batting AVG		On-Base PCT		Slugging PCT		On-Base + Slugging	
J. Bagu	MES .344	J. Bagu	MES .406	J. Bagu	MES .509	J. Bagu	MES .915
J. Hunter	MES .252	J. Hunter	MES .341	J. Hunter	MES .426	J. Hunter	MES .766
D. Palfrey	MES .243	S. Hurt	MES .304	S. Hurt	MES .409	S. Hurt	MES .713
S. Hurt	MES .239	D. Palfrey	MES .303	D. Palfrey	MES .343	D. Palfrey	MES .646

VORP		Runs Created		Runs Created / 27 outs		Isolated Power	
J. Bagu	MES 21.6	J. Bagu	MES 45.1	J. Bagu	MES 7.72	J. Hunter	MES .173
F. Afan	MES 6.9	J. Hunter	MES 28.9	J. Hunter	MES 4.82	S. Hurt	MES .170
T. D'Anneville	MES 3.8	S. Hurt	MES 28.4	S. Hurt	MES 3.79	J. Bagu	MES .165
J. Hunter	MES 3.7	F. Afan	MES 26.2	D. Palfrey	MES 3.71	D. Palfrey	MES .100
D. Fucile	MES 1.2	D. Palfrey	MES 25.6				

Note: Team Leaderboards include only the statistics a player accumulated while playing for the currently selected team.

12.34. Schedule Report

The schedule report is a month-by-month summary of the currently selected team's schedule, in calendar format. Use the month links at the top of the report to navigate from month to month. For completed games, the result of the game is shown. For scheduled games, the opponent and game time are listed.

To access this report:

- From within the Team Home report, click on Schedule in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Schedule from the Select Report drop-down.

Figure 233 Schedule Report



12.35. Team Financial Report

The Team Financial report is a simple report that lists all the finances for the currently select team. The information on this report is identical to that on the [Front Office page](#) described in Section 8.8.

To access this report:

- From within the Team Home report, click on Financial Report in the Link box on the right side of the screen.
- Select a team from the Team menu, click the Reports tab, and then select Financial Report from the Select Report drop-down.

Figure 234 Team Financial Report

Oakland Inferno				OAK	
Team Financial Report					
Payroll Information		Current Financial Overview		Last Season Overview	
Staff Payroll	\$5,530,000	Attendance	1,350,146	Attendance	2,430,000
Player Payroll	\$82,574,000	Attendance per Game	34,619	Attendance per Game	30,000
Current Budget	\$106,000,000				
Projected Balance	\$166,032	Gate Revenue	\$20,252,190	Gate Revenue	\$36,450,000
		Playoff Revenue	\$0	Playoff Revenue	\$0
Average Player Salary	\$2,580,438	Media Revenue	\$25,000,000	Media Revenue	\$25,000,000
League Average Salary	\$2,159,951	Merchandising Revenue	\$21,014,325	Merchandising Revenue	\$45,391,000
		Revenue Sharing	\$0	Revenue Sharing	\$0
Highest Paid Players:		CASH	\$17,500,000	CASH	\$10,000,000
1) Bob Beasley	\$14,740,000				
2) Ismael Franjul	\$14,586,000	Player Expenses	\$55,958,657	Player Expenses	\$83,811,000
3) Phil Rosebotham	\$7,722,000	Staff Expenses	\$2,560,200	Staff Expenses	\$5,530,000
4) Kevin Sorensen	\$6,963,000				
5) German Alvarez	\$6,842,000	BALANCE	\$25,247,658	BALANCE	\$27,500,000

12.36. Box Score

A box score is a detailed report of the outcome of a single baseball game. Box scores focus on giving the statistical detail of the outcome of the game, as compared to a game log, which contains more of a descriptive summary.

To access this report:



- From within the [Scores and Schedule page](#) described in Section 7.5, navigate to a date with completed games, and click on the Box Score link next to one of the games.
- From within the Scores report, click on the Box Score link next to a completed game.
- During a play-by-play game, click on the Box Score tab.

Figure 235 Box Score

SI Online Network - Baseball

SION Home | League | Scores | Standings | Stats | Teams | Players | Transactions | History

BOX SCORES - Somerset Hydra at Riverside Gamecocks, Fictional Baseball League Low Single-A
Game ID: 4346 - Wednesday, April 12th, 2006

		Wednesday, April 12th, 2006												
		1	2	3	4	5	6	7	8	9	R	H	E	
	Somerset Hydra	0	0	0	0	0	0	2	1	0	3	10	0	
	Riverside Gamecocks	0	0	0	0	0	1	1	0	0	2	7	0	
														

Somerset	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
D. Felker 2B	5	0	2	1	0	1	1	.340	1	5
L. West C	4	0	0	0	1	1	3	.271	1	4
J. Odriscoll RF	5	0	1	0	0	1	4	.271	2	8
L. Carrillo 1B	4	1	2	1	0	0	1	.238	3	7
G. Mercado DH	4	0	0	0	0	1	1	.194	1	4
T. Masuda CF	4	1	3	0	0	0	0	.278	0	3
N. Nimmons SS	4	1	2	1	0	0	2	.222	1	6
H. Carrabello 3B	2	0	0	0	0	0	1	.139	0	4
a-G. Doyle PH	0	0	0	0	1	0	0	.000	0	0
c-C. Atenzio 3B	1	0	0	0	0	0	1	.000	0	0
A. Lerdu LF	2	0	0	0	0	1	0	.182	0	0
b-E. Melvin PH, LF	2	0	0	0	0	1	2	.250	0	0
Totals	37	3	10	3	2	6	16			

Riverside	AB	R	H	RBI	BB	K	LOB	AVG	HR	RBI
E. Espion RF	4	0	1	0	0	1	0	.283	1	6
B. Gayford 2B	4	0	1	0	0	0	1	.229	0	6
M. Radley CF	4	0	0	0	0	2	2	.265	2	10
B. Solis DH	4	0	1	0	0	2	1	.184	0	3
M. Marroquin LF	4	0	0	0	0	0	1	.265	4	13
K. MacCluskie SS	3	1	2	0	0	0	0	.316	0	3
A. Pageau 1B	2	0	0	0	0	0	1	.231	0	5
a-C. Maldenado PH	1	0	1	1	0	0	0	.375	0	2
b-N. McIlvora 1B	0	0	0	0	0	0	0	.500	1	3
Q. Borguez C	3	1	1	1	0	1	1	.350	1	7
M. Morales 3B	3	0	0	0	0	0	0	.237	1	7
Totals	32	2	7	2	0	6	7			

a - G. Doyle pinch hit for H. Carrabello in the 7th

b - E. Melvin pinch hit for A. Lerdu in the 7th

c - C. Atenzio substituted for G. Doyle in the 7th

BATTING

Doubles: N. Nimmons (2, 7th Inning off J. Grant, 1 on, 0 outs)

Tripples: N. Nimmons (2, 8th Inning off G. Walker, 0 on, 2 outs)

Homeruns: L. Carrillo (3, 8th Inning off G. Walker, 0 on, 0 outs)

Total Bases: T. Masuda 3, D. Felker 2, N. Nimmons 5, J. Odriscoll, L. Carrillo 5

Runners left in scoring position, 2 outs: J. Odriscoll, C.

Atenzio

Team LOB: 9

FIELDING

DP: 2 (Curvo-Nimmons-Carrillo, Brenis-Nimmons-Carrillo)

Somerset	IP	H	R	ER	BB	K	HR	PI	PS	ERA
J. Curvo W (1-0)	7.1	6	2	2	0	6	1	110	69	3.06
G. Rosbottom	0.2	0	0	0	0	0	0	3	2	5.06
D. Brenis SV (5)	1.0	1	0	0	0	0	0	10	5	5.14

Riverside	IP	H	R	ER	BB	K	HR	PI	PS	ERA
J. Grant	6.1	7	2	2	1	4	0	90	58	1.20
G. Walker L (1-1)	2.2	3	1	1	1	2	1	44	26	1.08

PITCHING

Game Score: J. Curvo 64

Batters Faced: J. Curvo 27, G. Rosbottom 2, D. Brenis 3

Ground Outs - Fly Outs: J. Curvo 9-6, G. Rosbottom 0-2, D.

Brenis 2-0

Pitches - Strikes: J. Curvo 110-69, G. Rosbottom 3-2, D. Brenis 10-5

WP: J. Curvo

GAME NOTES

Player of the Game: J. Curvo

Time: 3:02

Attendance: 12260

Weather: Sunny, 73° (Wind: 6 mph, left to right)

PITCHING

Game Score: J. Grant 54

Batters Faced: J. Grant 27, G. Walker 12

Ground Outs - Fly Outs: J. Grant 9-6, G. Walker 1-5

Pitches - Strikes: J. Grant 90-58, G. Walker 44-26

Inherited Runners - Scored: G. Walker 2-1

12.37. Game Log

A game log is a descriptive report of the outcome of a single baseball game. While a box score contains all the numerical output of a game, a game log tells the story of the game in words. The result of each pitch is described in text.

To access this report:

- From within the [Scores and Schedule page](#) described in Section 7.5, navigate to a date with completed games, and click on the Game Log link next to one of the games.
- From within the Scores in-game report, click on the Game Log link next to a completed game.

Figure 236 Game Log

Bottom of the 2nd - Arlington Hunters batting - Pitching for Las Vegas Eagles : RHP C. Cayacheo	
Pitching: LHP T. Sumbatov	
Batting: LHB Y. Yi	0-0: Called Strike 0-1: SINGLE (Line Drive, 9S)
Batting: LHB C. Santiago	0-0: Fielders Choice at 2nd, 4-6 (Groundball, 4)
Batting: RHB A. Azocar	0-0: Bunt missed, Strikeout! 0-1: Sac Bunt - play at first, batter OUT! C. Santiago to second
Batting: RHB D. Ledford	0-0: Ball 1-0: SINGLE (Line Drive, 56) C. Santiago to third Runner from 3rd tries for Home, SAFE, no throw or cutoff
Batting: SHB M. Ng	0-0: Ball 1-0: Ball 2-0: Foul Ball 2-1: Foul Ball 2-2: Strikes out swinging
Bottom of the 2nd over - 1 runs, 2 hits, 0 errors, 1 left on base.	

13.0 History Reports

OOTPB's history reports are a separate section of over 30 in-game reports that contain detailed historical information that allows you to really dig into the statistical history of your game. In previous versions of OOTP, this was referred to as the Almanac.

The easiest way to get into a game's history reports is to select History from the League menu. This will take you to the [League History Index report](#) described in Section 13.2.

In addition to the [Link Bar](#) described in Section 11.1.1, the History reports have their own Link Bar as well, which appears on the top left of each report.

Figure 237 History Link Bar

History Home Players Teams Leagues Leaderboards Awards Accomplishments
--

These links can be used to navigate among the six major areas of the historical reports:

Link Text	Destination	Section
History Home	History League Index Report	13.1
Players	Player Index Report	13.3
Teams	League Team Index Report	13.16
Leagues	League History Index	13.2
Leaderboards	League Leaderboards Report	13.26
Awards	Awards Index Report	13.27
Accomplishments	Accomplishments Index Report	13.31

Note: Every individual player name in the history reports is hyperlinked to the [Player report](#) described in Section 12.7.1.

13.1. History League Index Report

The History Home link takes you to the History League Index report. This is an index of all leagues in your baseball universe. Each individual league in your game is listed, along with the league level, years of operation,

and the name of the parent league. Each league name is hyperlinked to the [League History Index report](#) for that league, described in Section 13.2.

To access this report:

- From within any in-game history report, click on History Home on the History Link Bar.

Figure 238 History League Index Report

History League Index			
League	Level	From-To	Parent League
Fictional Baseball League	ML	2006-2006	
Fictional Baseball League Triple A	AAA	2006-2006	Fictional Baseball League
Fictional Baseball League Triple A	AAA	2006-2006	Fictional Baseball League
Fictional Baseball League Double A	AA	2006-2006	Fictional Baseball League
Fictional Baseball League Single A	A	2006-2006	Fictional Baseball League
Fictional Baseball League Short Season A	S A	2006-2006	Fictional Baseball League
Fictional Baseball League Rookie League	R	2006-2006	Fictional Baseball League

13.2. League History Index Report

The League History Index report is a portal for information on the currently selected league's history. This is the default report that is displayed whenever you select History from the League menu. It contains some basic statistical data about each subleague in the selected league, but it also includes a number of hyperlinks to help you delve more deeply into your league.

To access this report:

- From within any in-game history report, click on History Home on the History Link Bar, and then click on a league name.
- From within a regular OOTPB game screen, select History from the League menu.
- From within any in-game history report, click on any hyperlinked league name.

Figure 239 League Index Report

Fictional Baseball League History Index									
ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN									
Players: A B C D E F G H I J K L M N O P Q R S T U V W Y Z									
Lg	LgAvg	LgERA	Champion	Year	Champion	LgERA	LgAvg	Lg	
SL1	.267	4.38	Chicago Spinners	2006	Albuquerque Hulks	4.45	.270	SL2	
SL1	.264	4.22	Chicago Spinners	2007	Albuquerque Hulks	4.34	.269	SL2	
SL1	.267	4.30	Chicago Spinners	2008	Albuquerque Hulks	4.34	.268	SL2	
SL1	.261	4.10	Chicago Spinners	2009	Saint Louis Island Ducks	4.36	.266	SL2	
SL1	.000	0.00		2010		0.00	.000	SL2	

Bold indicates World Championship Champion

Across the top of the League Index report are a series of team abbreviations. Each of these are hyperlinked to bring you to the [Team Index report](#) described in Section 13.17. Directly below this is a row of hyperlinked letters that will take you directly to the ["Letter" Player Index report](#) for the selected letter, as described in Section 13.4.

The bottom half of the report is divided into left and right halves, one for each subleague in the currently selected league. Of course, if your league has only one subleague, only one half will be displayed. For each subleague, there is one row in the report for each year of history in your league. So, if you have been playing your league for 20 years, there will be 20 rows of data in this report.

Each row in the report contains the following information for each subleague:

- The year (in the center column of the page).
- The subleague, hyperlinked to the [Subleague Statistics & Leaders report](#) described in Section 13.7.
- The overall league batting average for the year.
- The overall league ERA for the year.
- The name of the team that won that subleague for the year, hyperlinked to the [Team Index report](#) described in Section 13.17.

13.3. Player Index Report

The Player Index report is a simple list of all the players in the league history, sorted alphabetically by last name.

To access this report:

- From within any in-game history report, click on Players on the History Link Bar.

Figure 240 Player Index Report

Fictional Baseball League Player Index	
A	Alexander Amick , Justin Alter , Hoshi Agano , Kurt Angell , Juan Assereto
B	Alfredo Barrera , José Balberde , Davey Bellew , Ignado Bracero , Rick Belcher
C	Salvadore Chimia , Pancho Contrerar , Jarini Carvallo , Cade Carroll , Todd Cormier

Individual player names are hyperlinked to the [Player report](#) described in Section 12.7.1. The large letters on the left are hyperlinked to the [“Letter” Player Index report](#) for the selected letter, as described in Section 13.4.

13.4. “Letter” Player Index Report

The “Letter” Player Index report is a list of all players in the league whose last name begins with a specific letter, sorted alphabetically by last name.

To access this report:

- From within any in-game history report, click on Players on the History Link Bar, and then click one of the hyperlinked letters across the top of the report.
- From the League History Index report, click on one of the hyperlinked letters across the top of the report.

Figure 241 “Letter” Player Index Report

Fictional Baseball League 'A' Player Index										
Players: A B C D E F G H I J K L M N O P Q R S T U V W Y Z										
Player Index Career Batting Register Career Pitching Register										
Player	From-To	Avg	HR	RBI	W	L	SV	ERA	K	
Cuartio Abacil	2006-2006	.185	0	12	0	0	0	0.00	0	
Gordon Abernethie	2007-2007	.000	0	0	0	0	0	4.50	1	
José Abeyta	2006-2008	.222	11	35	0	0	0	0.00	0	
Chepito Abud	2007-2007	.000	0	0	0	0	0	0.00	2	
Jaime Abundes	2007-2009	.000	0	0	4	10	2	4.08	73	
Dave Acklin	2009-2009	.000	0	0	0	0	0	0.00	0	
Manolito Acquino	2007-2009	.281	1	9	0	0	0	0.00	0	
Leonel Acuna	2006-2009	.167	0	2	5	16	80	4.43	210	
Hoshi Agano	2006-2009	.242	85	246	0	0	0	0.00	0	

Across the top of the report are a series of letters that allow you to jump quickly to another letter of the alphabet. Below these letters are three hyperlinks to other history reports:

- Player Index, which is grayed out because you are already on the Player Index report.
- [Career Batting Register report](#), described in Section 13.5.
- [Career Pitching Register report](#), described in Section 13.6.

Some basic statistics are also given for each player, including the years he has been in the league, his career batting average, home runs, and RBI, and his career wins, losses, saves, ERA, and strikeouts (K).

Players who have been elected to the Hall of Fame are displayed in bold type.

Note: The column headers repeat for every 30 rows of data in the report.

13.5. “Letter” Career Batting Register Report

The “Letter” Career Batting Register report is nearly identical to the [“Letter” Player Index report](#) described in Section 13.4. The difference is that this report displays important batting statistics.

To access this report:

- From within the “Letter” Player Index report, click on the hyperlink reading “Career Batting Register.”

Figure 242 “Letter” Career Batting Register Report

Fictional Baseball League 'A' Batting Register																				
Players: A B C D E F G H I J K L M N O P Q R S T U V W Y Z																				
Player Index Career Batting Register Career Pitching Register																				
Player	From-To	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP	
Cuartio Abacil	2006-2006	32	28	92	7	17	2	0	0	12	0	0	8	19	.185	.250	.207	.457	-6.2	
Gordon Abernethie	2007-2007	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0	
José Abeyta	2006-2008	117	72	284	37	63	13	2	11	35	8	1	35	67	.222	.311	.398	.708	-5.4	
Chepito Abud	2007-2007	2	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0	
Jaime Abundes	2007-2009	116	0	8	0	0	0	0	0	0	0	0	2	0	.000	.000	.000	.000	-0.4	
Dave Acklin	2009-2009	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0	
Manolito Acquino	2007-2009	37	26	96	14	27	9	0	1	9	1	0	12	21	.281	.361	.406	.767	3.4	
Leonel Acuna	2006-2009	215	0	18	4	3	2	0	0	2	0	0	1	4	.167	.211	.278	.488	.7	
Hoshi Agano	2006-2009	437	433	1613	280	391	79	8	85	246	82	27	231	341	.242	.337	.459	.796	73.0	
Gaspar Alarez	2009-2009	1	0	0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	.0	
Patrido Alias	2008-2008	2	0	0	0	0	0	0	0	0	0	0	1	0	.000	1.000	.000	1.000	.3	

13.6. “Letter” Career Pitching Register Report

The “Letter” Career Pitching Register report is nearly identical to the [“Letter” Player Index report](#) described in Section 13.4. The difference is that this report displays important pitching statistics.

Transaction Log	Major Transactions Report	13.14
Injury Log	Injury Report	13.15

The remainder of the report is divided into nine sections.

Section	Description
League Standings	League standings for the currently selected subleague and year.
Post-Season Results	Postseason results for the currently selected subleague and year.
League Batting Stats	Team-by-team batting statistics for the currently selected subleague and year.
League Pitching Stats	Team-by-team pitching statistics for the currently selected subleague and year.
League Miscellaneous Stats	Team-by-team statistics for the currently selected subleague and year, for some more obscure statistics.
League Award Winners	The major award winners for the currently selected subleague and year.
League All-Stars	The players selected for the All-Star team for the currently selected subleague and year.
League Batting Leaderboards	The batting leaderboard for the currently selected subleague and year.
League Pitching Leaderboards	The pitching leaderboard for the currently selected subleague and year.

13.8. Subleague Batting Register Report

The Subleague Batting Register report is an alphabetical listing of all players in the currently selected subleague, together with a number of batting statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlinked named “Batting Register.”

2006 Sub League 1 Batting Register																				
SL1 SL2: Stats & Leaders - Batting Register - Pitching Register - Fielding Register - Positional Leaderboards Rookies - Drafted Players - Transactions Log - Injury Log																				
Player	Team	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP	
José Abeyta	NEW	13	7	33	6	8	1	0	3	10	1	0	5	11	.242	.359	.545	.904	1.6	
Leonel Acuna	BAL	57	0	2	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000	-0.1	
Eduardo Aldamuy	BAL	55	0	4	0	1	0	0	0	0	0	0	0	0	.250	.250	.250	.500	.1	
Bob Allen	ROC	37	13	68	11	19	6	0	1	8	0	1	6	19	.279	.338	.412	.750	1.4	
Cortez Aloma	BAL	43	21	86	10	19	5	0	0	4	1	1	9	23	.221	.295	.279	.574	-5.1	
Andrés Alomzo	SAN	5	0	2	1	0	0	0	0	0	0	0	1	0	.000	.333	.000	.333	-0.6	
Justin Alter	CHI	5	5	6	0	1	0	0	0	0	0	1	0	1	.167	.167	.167	.333	-0.6	
Alfonso Analco	LON	122	77	343	61	107	20	1	9	47	0	1	29	51	.312	.369	.455	.824	15.4	
Lino Andreu	ROC	136	135	543	91	178	22	6	11	47	9	4	63	90	.328	.403	.451	.854	43.9	
Kurt Angell	LON	94	94	386	74	138	18	8	17	73	23	6	43	70	.358	.418	.578	.996	51.3	

13.9. Subleague Pitching Register Report

The Subleague Pitching Register report is a an alphabetical listing of all players in the currently selected subleague, together with a number of pitching statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlinked named “Pitching Register.”

2006 Sub League 1 Pitching Register																
SL1 SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards Rookies · Drafted Players · Transactions Log · Injury Log																
Player	Team	W	L	Pct	ERA	G	GS	CG	SHO	SV	IP	H	ER	HR	BB	SO
Leonel Acuna	BAL	1	5	.167	4.33	57	0	0	0	1	87.1	81	42	10	53	62
Eduardo Aldamuy	BAL	3	5	.375	7.11	55	0	0	0	0	63.1	88	50	12	23	30
Justin Alter	CHI	1	2	.333	4.28	5	5	0	0	0	27.1	26	13	6	12	27
Xabat Arguinzoni	SAN	1	0	1.000	2.19	45	0	0	0	5	49.1	38	12	4	9	47
Clay Ashley	LON	4	6	.400	6.20	14	10	0	0	0	69.2	83	48	6	33	19
Adelio Aspiras	LON	1	4	.200	4.33	35	0	0	0	3	43.2	44	21	8	12	19
Juan Assereto	BAL	1	2	.333	2.43	53	3	1	0	7	66.2	50	18	4	21	53
Roberto Ayala	NEW	9	16	.360	4.54	28	28	4	1	0	208.1	213	105	14	121	138
Vicente Bahruona	MEM	0	0	.000	0.00	1	0	0	0	0	2.0	3	0	0	1	0
Danilo Battilori	BAL	0	1	.000	5.40	3	1	0	0	0	8.1	6	5	0	4	7
Franklin Beaman	NEW	10	11	.476	4.33	28	28	1	0	0	205.2	217	99	19	70	86

13.10. Subleague Fielding Register Report

The Subleague Fielding Register report is an alphabetical listing of all players in the currently selected subleague, together with a number of fielding statistics.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlinked named “Fielding Register.”

2006 Sub League 1 Fielding Register																
SL1 SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards Rookies · Drafted Players · Transactions Log · Injury Log																
Catchers																
Player	Team	Starter	Inn	GS	G	PO	A	E	DP	PCT	SB Att	CS%	Range	PB		
Alfonso Analco	LON		677.1	77	81	404	46	7	4	.985	80	33.8	5.98	4		
Roger Arms	LON		18.0	2	3	4	3	0	0	1.000	1	100.0	3.50	0		
Fred Bowditch	NEW		327.0	34	40	278	17	3	5	.990	8	75.0	8.12	2		
Enéas Bracerás	LOS		234.2	26	28	176	16	1	1	.995	31	35.5	7.36	2		
Bob Brown	ROC		20.2	2	4	15	0	1	0	.938	0	0.0	6.53	0		
Zacarias Canals	SAN		819.0	91	98	590	53	7	4	.989	105	27.6	7.07	8		
Larry Cooley	BAL		513.1	55	75	398	29	4	2	.991	32	34.4	7.49	2		
Joe Dorn	LON		677.1	75	80	392	38	10	5	.977	101	21.8	5.71	5		
Ray Franzen	LOS		1147.1	128	129	838	67	11	6	.988	132	31.1	7.10	10		

13.11. Subleague Positional Leaderboards Report

The Subleague Positional Leaderboards report is a set of batting leaderboards. For each position in the game except pitcher, the top five players in each offensive category are listed. So, you could easily see the five leaders in home runs among catchers, for the currently selected subleague and season.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink “Positional Leaderboards.”

2006 Sub League 1 Positional Leaderboards				
SL1 SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards Rookies · Drafted Players · Transactions Log · Injury Log				
Catchers				
Batting Average	On-Base Pct	Slugging Pct	OPS	
Ray Franzen .336	Ray Franzen .436	Ray Franzen .598	Ray Franzen 1.034	
Ray Sampson .308	Ray Sampson .416	Ray Sampson .550	Ray Sampson .965	
Jay Richardson .308	Jay Richardson .367	Todd Cormier .521	Todd Cormier .882	
Todd Cormier .287	Todd Cormier .361	Jay Richardson .468	Jay Richardson .836	
VORP	Games	At-Bats	Runs	
Ray Franzen 65.5	Ray Franzen 131	Ray Franzen 500	Ray Franzen 98	
Ray Sampson 55.7	Brian Mueller 130	Todd Cormier 463	Ray Sampson 83	
Todd Cormier 32.2	Ray Sampson 129	Ray Sampson 451	Jay Richardson 68	
Zacarias Canals 30.1	Joe Dorn 128	Jay Richardson 442	Todd Cormier 66	
Jay Richardson 19.9	Jay Richardson 128	Brian Mueller 411	Alfonso Analco 61	

13.12. Subleague Rookies Report

The Subleague Rookies report is an alphabetical list of players who were rookies in the currently selected year. The report shows batting statistics on the top, and pitching statistics further down.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink called Rookies.

2006 Sub League 1 Rookies																	
SL1 SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards Rookies · Drafted Players · Transactions Log · Injury Log																	
Batting Stats																	
Player	From-To	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS
Cuartio Abacil	2006	32	92	7	17	2	0	0	12	0	0	8	19	.185	.250	.207	.457
José Abeyta	2006-2008	117	284	37	63	13	2	11	35	8	1	35	67	.222	.311	.398	.708
Moshi Agano	2006-2009	437	1613	280	391	79	8	85	246	82	27	231	341	.242	.337	.459	.796
Bob Allen	2006-2008	65	182	23	49	15	0	1	16	0	2	13	43	.269	.316	.368	.684
Cortez Aloma	2006-2007	60	110	13	23	5	0	0	5	1	2	11	30	.209	.287	.255	.541
Andrés Alomzo	2006-2009	9	6	2	2	0	0	0	0	0	0	1	1	.333	.429	.333	.762
Ximen Alou	2006	61	240	45	77	8	3	11	33	20	3	36	41	.321	.411	.517	.927
Jim Alter	2006-2009	250	722	98	209	24	3	5	52	45	20	79	124	.289	.361	.352	.712
Pete Amesbury	2006	8	32	6	10	5	0	2	3	0	1	1	7	.312	.353	.656	1.009
Alfonso Analco	2006-2007	222	602	86	167	32	3	13	79	0	1	46	90	.277	.335	.405	.740
Sebastiano Andraole	2006	50	144	19	40	5	2	2	14	2	1	11	22	.278	.329	.382	.711
Lino Andreu	2006-2009	561	1992	286	576	90	8	32	184	23	16	207	350	.289	.364	.391	.755
Kurt Angell	2006-2009	259	816	137	269	44	10	33	133	35	11	77	178	.330	.384	.529	.913

13.13. Subleague Drafted Players Report

The Subleague Drafted Players report is a pick-by-pick list of players drafted in the currently selected year. The report shows batting statistics on the top, and pitching statistics further down. The report displays only players who got at least one at bat or inning pitched in the currently selected league, so a player who was drafted but didn't play in the big leagues would not be shown.

To access this report:

- From within the Subleague Statistics & Leaders report, click on the hyperlink called Rookies.

2006 Sub League 1 Drafted Players																			
SL1 SL2: Stats & Leaders · Batting Register · Pitching Register · Fielding Register · Positional Leaderboards Rookies · Drafted Players · Transactions Log · Injury Log																			
Batters																			
Rd	Pick	By	Player	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS
1	2	LOS	Alfonso Espinora	179	427	51	113	24	2	8	45	1	1	35	96	.265	.317	.386	.703
1	3	BAL	Chet Hart	132	238	16	47	2	0	1	24	0	0	12	55	.197	.234	.218	.453
1	4	SAI	Manuelo Montesinos	2	1	0	0	0	0	0	0	0	0	0	1	.000	.000	.000	.000
1	5	LON	Daryl Wilson	2	3	0	0	0	0	0	0	0	0	1	1	.000	.250	.000	.250
1	6	SAN	Doug Nelson	157	519	79	150	25	3	12	73	1	2	54	66	.289	.355	.418	.773
1	7	MIA	Jesse Griffith	144	422	50	111	24	3	2	34	18	9	38	84	.263	.328	.348	.676
1	8	OKL	Diego Sedilla	117	451	79	135	23	4	29	76	22	7	31	126	.299	.352	.561	.913
1	10	IND	Bill Breen	167	631	96	169	30	0	34	104	1	1	66	149	.268	.337	.477	.814
1	11	ROC	Pueblo Gallo	194	737	111	217	28	2	44	126	1	1	59	142	.294	.351	.517	.868
1	12	NEW	Bill Galloway	124	285	34	74	20	0	3	22	0	0	17	74	.260	.303	.361	.664
1	13	ALB	Kenny Edwards	7	5	1	1	1	0	0	1	0	0	0	0	.200	.200	.400	.600
1	14	SAI	Yoriyuki Nishiyama	25	44	3	8	4	0	0	3	0	1	1	13	.182	.196	.273	.468
1	16	SAN	Will Goodlett	253	1027	126	294	53	4	17	93	6	4	50	237	.286	.320	.395	.716
2	2	LOS	John Searcy	147	441	59	134	24	1	10	51	5	0	62	118	.304	.393	.431	.823

13.14. Transactions Report

In the history reports area of OOTPB, links to Transaction reports produce a report similar to the [Major Transactions report](#) found in the current year reports in Section 12.10. The only difference is in the scope of the data. History reports may show all of the transactions for a given team, subleague, or league in a specific year.

13.15. Injury Report

In the history reports area of OOTPB, links to Injury reports produce a report similar to the [Injury Log](#) report found in the current year reports in Section 12.11. The only difference is in the scope of the data. History reports may show all of the injuries for a given team, subleague, or league in a specific year.

13.16. League Team Index Report

The League Team Index Report is a list of franchises in the currently selected league, including some basic information on those franchises: the years they have been in operation, their record and winning percentage during that time, the number of playoff appearances they have made, and the number of championships they have won.

To access this report:

- From within any history report, click on the Teams link in the History Link Bar

Figure 244 League Team Index Report

Fictional Baseball League Team Index					
Active Franchises					
Team	Years	Record	Win Pct	Playoffs	Champion
San Jose Headbangers	2006-2010	285-331	.463	0	0
San Antonio Stunners	2006-2010	338-278	.549	2	0
Saint Petersburg Explosion	2006-2010	248-368	.403	0	0
Saint Louis Island Ducks	2006-2010	364-252	.591	1	1


13.17. Team Index Report

The Team Index report is a portal of sorts to delve further into historical reports that pertain to a specific team.

To access this report:

- From within any history report, click the name of a Team.

Figure 245 Team Index Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN															
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log															
 San Jose Headbangers Team Index															
Year	W	L	WPct	Finish	GB	Exp Rec	Diff	Avg	ERA	BABIP	Playoffs	Champion	Attendance	Payroll	Balance
2006	66	88	.429	4th	22.0	71-83	5	.270	4.71	.316			1,953,985	\$95,996,893	\$2,757,930
2007	78	76	.506	3rd	19.0	77-77	-1	.279	4.57	.308			1,582,703	\$123,919,534	\$-47,642,363
2008	81	73	.526	3rd	17.0	80-74	-1	.276	4.40	.319			1,821,259	\$129,064,985	\$176,937
2009	60	94	.390	4th	43.0	66-88	6	.267	4.82	.303			816,627	\$111,889,035	\$-1,269,461
2010	0	0	.000	1st	-	0-0	0	.000	0.00	.000			0	\$2,870,000	\$54,648,957
Totals	285	331	.463			294-322	9	.273	4.63	.311	0	0	6,174,574		8,672,000

The Team Index and other team-related reports have a series of abbreviated links across the top of the page, one for each team.

There are also a series of links in a row below that, as follows, from left to right:

Link	Destination	Section
Team Index	Team Index Report	13.17
Draft History	Team Draft History Report	13.18
Starters: Positional	Team Positional Starters Report	13.19
Starters: Pitchers	Team Positional Pitchers Report	13.20
Registers: Batters	Team Batting Register Report	13.21
Registers: Pitchers	Team Pitching Register Report	13.22
Leaders: Batters	Team Batting Leaders Report	13.23
Leaders: Pitchers	Team Pitching Leaders Report	13.24
Transaction Log	Major Transactions Report	13.14
Injury Log	Injury Report	13.15

13.18. Team Draft History Report

The Team Draft History report is a list of all of the draft picks in a team's history. There is one row of data for each year in the team's history.

To access this report:

- From within the Team Index report, click the hyperlink at the top of the report reading "Draft History."


This report is a little tricky to read. Here's how it works:

Each drafted player has a number in parentheses. This number represents the round in which the player was picked. For example, "Smith (2)" means that Smith was the team's second-round pick that year.

Team picks go across from left to right. So, in the graphic below, the Headbangers selected D.Nelson with their first pick in 2006. He was selected in the first round, as we can tell from the (1) next to his name. Moving to the right, their second pick was C. Guimond in the second round.

When a team has more than five picks in a draft, the list continues on a new row. So, for example, in 2009 the Headbangers selected S. Rochefort with their sixth pick, in the fourth round.

Figure 246 Team Draft History Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN					
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log					
<div>  San Jose Headbangers Draft History </div>					
Year	Pick 1 Pick 6 Pick 11 Pick 16 Pick 21 Pick 26	Pick 2 Pick 7 Pick 12 Pick 17 Pick 22 Pick 27	Pick 3 Pick 8 Pick 13 Pick 18 Pick 23 Pick 28	Pick 4 Pick 9 Pick 14 Pick 19 Pick 24 Pick 29	Pick 5 Pick 10 Pick 15 Pick 20 Pick 25 Pick 30
2006 66-88	D. Nelson (1)	C. Guimond (2)	M. Hurrell (3)	P. Cadiz (4)	
2007 78-76	D. Devaldes (1)	M. Crez (1)	G. Equihua (2)	J. Howey (3)	M. Griffin (4)
2008 81-73	H. Matthes (1)	P. Oralde (2)	P. Torres (2)	D. Irwin (4)	
2009 60-94	J. Dean (1) S. Rochefort (4)	H. Pena (1)	J. Lazenby (2)	N. Harding (2)	D. Hornaday (3)

Note: You cannot tell from this screen which overall pick a player was in the draft. This is visible on the individual player report.

13.19. Team Positional Starters Report

The Team Positional Starters report is a list of the primary starters at all positions except pitcher through the history of the team. Each row of data represents one year. The players who started each position the most times during that year are listed under columns that represent those positions.

To access this report:

- From within the Team Index report, click the “Positional” hyperlink next to the word “Starters” at the top of the report.

Figure 247 Team Positional Starters Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN								
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log								
<div>  San Jose Headbangers Positional Chart </div>								
Year	C	1B	2B	3B	SS	LF	CF	RF
2006 66-88	Cumberbatch	Sain	Wilsdon	Costers	Callan	Serrano	Organista	McKettrick
2007 78-76	Arrango	Sain	Wilsdon	Costers	Callan	Organista	McDaniel	McKettrick
2008 81-73	Cumberbatch	Sain	Callan	Costers	Wilsdon	Serrano	McDaniel	McKettrick
2009 60-94	Sotos	Nelson	Callan	Love	Wilsdon	Serrano	McDaniel	McKettrick
2010 0-0	Sotos	Nelson	Callan	Love	Wilsdon	Serrano	McDaniel	McKettrick
5 years	3 players	2 players	2 players	2 players	2 players	2 players	2 players	1 players


13.20. Team Pitching Starters Report

The Team Pitching Starters report is a list of the primary starting pitchers through the history of the team. Each row of data represents one year. The players who started most frequently at each role in the pitching staff are listed under columns that represent those roles.

To access this report:

- From within the Team Index report, click the “Pitchers” hyperlink next to the word “Starters” at the top of the report.

Figure 248 Team Pitching Starters Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN									
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log									
 San Jose Headbangers Pitching Staff Chart									
Year	Starting Pitchers					Closer	Bullpen		
2006 66-88	McCabe 10-17, 4.34	Toney 8-11, 4.21	Thompson 8-8, 3.91	Varela 12-9, 3.75	McPherson 4-8, 5.11	Burcz 24 SV, 3.89	Kennison 65 G, 6.07	Ishida 60 G, 6.17	Dalyell 47 G, 4.24
2007 78-76	McCabe 15-8, 3.97	Varela 9-8, 4.47	Skerratt 8-3, 4.31	Toney 8-8, 5.13	Thompson 7-11, 3.93	Burcz 37 SV, 3.81	Yanez 66 G, 7.00	Burcz 62 G, 3.81	Ishida 62 G, 5.65
2008 81-73	McCabe 13-11, 3.92	Casina 10-10, 4.93	Toney 12-8, 3.74	Varela 12-9, 4.31	Skerratt 12-5, 4.18	Burcz 40 SV, 2.61	Hawking 70 G, 6.06	Ishida 65 G, 4.09	Burcz 60 G, 2.61
2009 60-94	Toney 12-8, 2.91	Skerratt 4-11, 5.26	Varela 9-8, 3.99	Martins 7-10, 5.18	McCabe 12-5, 2.97	Calcedo 25 SV, 5.53	Ortigoza 65 G, 6.89	Abundes 61 G, 4.35	Vivanco 61 G, 6.50
2010 0-0									
Top 5 pitchers in Games Started, Top pitcher in Saves and Top 3 pitchers in Games									


13.21. Team Batting Register Report

The Team Batting Register Report contains detail on the selected team's hitting over the years. The report is divided into two sections. The top part of the report shows year-by-year batting details for the team as a whole. In the bottom half, every player who has ever had an at-bat for the team is listed, along with their batting statistics.

To access this report:

- From within the Team Index report, click the "Batters" hyperlink next to the word "Registers" at the top of the report.

Figure 249 Team Batting Register Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN															
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log															
 San Jose Headbangers Batting Register															
Team Batting Register															
Year/Team	R/G	R	G	AB	H	2B	3B	HR	BB	SO	SB	AVG	OBP	SLG	OPS
2006 San Jose Headbangers	4.7	726	154	5406	1458	252	26	168	447	910	73	.270	.327	.419	.746
2007 San Jose Headbangers	5.1	779	154	5450	1518	278	32	195	482	902	107	.279	.338	.449	.786
2008 San Jose Headbangers	5.3	809	154	5338	1473	251	24	190	528	862	66	.276	.343	.439	.782
2009 San Jose Headbangers	4.6	711	154	5390	1441	238	27	147	429	906	66	.267	.324	.403	.727
2010 San Jose Headbangers	0.0	0	0	0	0	0	0	0	0	0	0	.000	.000	.000	.000
Year Team Totals	4.9	3025	616	21584	5890	1019	109	700	1886	3580	312	.273	.333	.427	.760
Seasonal Average		605	123	4317	1178	204	22	140	377	716	62				


13.22. Team Pitching Register Report

The Team Pitching Register Report contains detail on the selected team's pitching over the years. The report is divided into two sections. The top part of the report shows year-by-year pitching details for the team as a whole. In the bottom half, every player who has ever pitched an inning for the team is listed, along with their pitching statistics.

To access this report:

- From within the Team Index report, click the "Pitchers" hyperlink next to the word "Registers" at the top of the report.

Figure 250 Team Pitching Register Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN									
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log									
 San Jose Headbangers Pitching Staff Chart									
Year	Starting Pitchers					Closer	Bullpen		
2006 66-88	McCabe	Toney	Thompson	Varela	McPherson	Burcz	Kennison	Ishida	Dalyell
	10-17, 4.34	8-11, 4.21	8-8, 3.91	12-9, 3.75	4-8, 5.11	24 SV, 3.89	65 G, 6.07	60 G, 6.17	47 G, 4.24
2007 78-76	McCabe	Varela	Skerratt	Toney	Thompson	Burcz	Yanez	Burcz	Ishida
	15-8, 3.97	9-8, 4.47	8-3, 4.31	8-8, 5.13	7-11, 3.93	37 SV, 3.81	66 G, 7.00	62 G, 3.81	62 G, 5.65
2008 81-73	McCabe	Casina	Toney	Varela	Skerratt	Burcz	Hawking	Ishida	Burcz
	13-11, 3.92	10-10, 4.93	12-8, 3.74	12-9, 4.31	12-5, 4.18	40 SV, 2.61	70 G, 6.06	65 G, 4.09	60 G, 2.61
2009 60-94	Toney	Skerratt	Varela	Martinsz	McCabe	Calcedo	Ortigoza	Abundes	Vivcinco
	12-8, 2.91	4-11, 5.26	9-8, 3.99	7-10, 5.18	12-5, 2.97	25 SV, 5.53	65 G, 6.89	61 G, 4.35	61 G, 6.50
2010 0-0									
Top 5 pitchers in Games Started, Top pitcher in Saves and Top 3 pitchers in Games									


13.23. Team Batting Leaders Report

The Team Batting Leaders Report contains the top 10 statistical leaders in numerous offensive categories over the history of the team. The left side of the report shows single-season leaders, such as “Who had the most home runs in a single season?” The right side of the report shows career leaders, such as “Who has hit the most home runs ever for this team?”

To access this report:

- From within the Team Index report, click the “Batters” hyperlink next to the word “Leaders” at the top of the report.

Figure 251 Team Batting Leaders Report

ALB BAL CHI IND LON LOS MEM MES MIA NEW OKL ROC SAI SAI SAN SAN									
Team Index Draft History Starters: Positional - Pitchers Registers: Batters - Pitchers Leaders: Batters - Pitchers Transaction Log Injury Log									
 San Jose Headbangers Batting Leaders									
Team Batting Single-Season Leaders 477 PA required for season rate statistics.					Team Batting Career Leaders 595 PA required for career rate statistics.				
Batting Average - Single-Season					Batting Average - Career				
Rank	Player	AVG	Year		Rank	Player	AVG	PA	
1.	Mario Organista	.346	2006		1.	Mario Organista	.327	1915	
2.	Larry Callan	.323	2008		2.	Larry Callan	.306	2241	
3.	Elmer Wilsdon	.321	2007		3.	Tim McDaniel	.300	1797	
4.	Larry Callan	.315	2007		4.	Todd McKettrick	.290	1910	
5.	Tim McDaniel	.314	2009		5.	Jeremy Sain	.288	2173	
6.	Mario Organista	.311	2007		6.	Elmer Wilsdon	.284	2082	
7.	Jeremy Sain	.311	2006		7.	Henry Costers	.281	1931	
8.	Todd McKettrick	.303	2009		8.	Dave Loughlin	.280	666	
9.	Tim McDaniel	.303	2007		9.	Anselmo Sotos	.272	631	
10.	Henry Costers	.303	2007		10.	Farruco Serrano	.266	1842	

13.24. Team Pitching Leaders Report

The Team Pitching Leaders Report contains the top 10 statistical leaders in numerous pitching categories over the history of the team. The left side of the report shows single-season leaders, such as “Who had the most strikeouts in a single season?” The right side of the report shows career leaders, such as “Who has the most strikeouts ever for this team?”

To access this report:

- From within the Team Index report, click the “Pitchers” hyperlink next to the word “Leaders” at the top of the report.

Figure 252 Team Pitching Leaders Report

ALB | BAL | CHI | IND | LON | LOS | MEM | MES | MIA | NEW | OKL | ROC | SAI | SAI | SAN | SAN

Team Index | Draft History | **Starters:** Positional - Pitchers | **Registers:** Batters - Pitchers | **Leaders:** Batters - Pitchers | Transaction Log | Injury Log

SAN

San Jose Headbangers Pitching Leaders

Team Pitching Single-Season Leaders

154 IP required for season rate statistics.

ERA - Single-Season

Rank	Player	ERA	Year
1.	Eli Toney	2.91	2009
2.	Lee McCabe	2.97	2009
3.	Eli Toney	3.74	2008
4.	Eru Varela	3.75	2006
5.	Ben Thompson	3.91	2006
6.	Lee McCabe	3.92	2008
7.	Lee McCabe	3.97	2007
8.	Eru Varela	3.99	2009
9.	Tom Skerratt	4.18	2008
10.	Eli Toney	4.21	2006

Team Pitching Career Leaders

192 IP required for career rate statistics.

ERA - Career

Rank	Player	ERA	IP
1.	Lee McCabe	3.86	802.2
2.	Ben Thompson	3.92	351.1
3.	Eli Toney	3.93	663.2
4.	Eru Varela	4.14	721.1
5.	Tom Skerratt	4.60	454.0
6.	Juan Casina	4.88	273.0
7.	Yasuyuki Ishida	5.24	192.1
8.	Danilo Martinsz	5.31	235.2
9.	Cristóval Ortigoza	6.44	276.2

13.25. Team Year Statistics Report

The Team Year Statistics report is a summary of statistics for a team for one specific year. The report includes batting, pitching, and fielding stats, as well as the team batting and pitching leaders for the year.

To access this report:

- From within any team history report, click any hyperlinked year number, such as “2006.”

Figure 253 Team Year Statistics Report

OKL

Oklahoma City Fighters 2006 Stats

Record**88-74**, .543 - Finish **1st** - Runs Scored **796** - Runs Allowed **742**

Team Batting Stats

Pos	Player	Age	G	GS	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
RF	Chano Asocar	26	150	145	568	123	167	35	4	38	121	37	13	70	85	.294	.369	.570	.940	56.6
2B	Cason Donnachaidh	26	138	138	558	77	170	32	5	9	62	16	9	55	99	.305	.371	.428	.799	34.6
CF	*Buck Burrough	28	137	108	479	64	155	30	1	8	59	3	4	37	57	.324	.373	.441	.813	32.0
LF	Márquez Pachó	35	118	116	453	82	131	35	7	21	79	8	5	39	75	.289	.347	.536	.883	29.5
1B	Cedro Mendoza	25	129	128	471	79	122	29	3	32	92	1	2	56	96	.259	.355	.537	.892	28.6
CF	Greg Edson	25	60	55	206	57	52	12	2	4	21	31	2	43	33	.252	.390	.388	.778	19.1
3B	*Won-sik Chon	30	129	120	409	54	111	34	3	11	64	5	9	41	76	.271	.336	.450	.786	17.8
SS	Masuiro Hayashi	25	51	49	180	24	55	23	0	4	27	0	1	16	33	.306	.370	.500	.870	17.3
C	Steve O'Holleran	21	91	63	269	35	72	16	3	6	35	1	0	20	58	.268	.323	.416	.739	9.2
3B	Marx Brehmer	34	73	9	80	14	23	6	1	0	9	1	0	10	15	.287	.363	.388	.750	3.7
SS	Ned Craig	34	12	12	43	4	11	3	1	0	3	2	1	5	5	.256	.327	.372	.699	1.7

13.26. League Leaderboards Reports

OOTPB’s history reports include a large variety of historical league leaderboards reports. Most of the reports are similar in nature, so rather than describe each one individually, we will give some general information about the leaderboard reports.

To access this report:

- From within any history report, click the Leaderboards link in the History Link Bar

When you select Leaderboards from the History Link Bar, you are taken to the Regular Season Leaderboard Report displayed below:

Figure 254 Regular Season Leaderboard Report

Regular Season Leaderboards							
Regular Season							
Positions: C · 1B · 2B · 3B · SS · LF · CF · RF							
Single-Season Batting				Career Batting			
502 PA required for season rate statistics.				1256 PA required for career rate statistics.			
Player	Value	Board	Stat	Board	Value	Player	
Ferdinand Branco	.370	Season	Batting Average	Career	.334	Ron Whittier	
John Cox	.504	Season	On-Base Pct	Career	.460	John Cox	
Eulogio Marquez	.724	Season	Slugging Pct	Career	.627	George Morrow	
John Cox	1.184	Season	On-Base plus Slugging Pct	Career	1.082	John Cox	
Eulogio Marquez	106.9	Season	VORP	Career	749.1	John Cox	
Reyes Lombillo	159	Season	Games	Career	1401	Pete Jagger	
Chicho Estrella	651	Season	At-Bats	Career	5289	Jimmy Halley	
Eulogio Marquez	154	Season	Runs	Career	1109	Tommy Jacobs	
Eulogio Marquez	217	Season	Hits	Career	1533	Carl Doan	

This report shows all single-season records for the currently selected league on the left, and career records on the right. Batting information is listed first, pitching below that.

Across the top of the screen are hyperlinks to individual positions. Clicking any of these hyperlinks will display a nearly identical report. The main difference is that the data on the screen will now include only players who played the selected positions. For example, the leaderboard for all catchers.

Each report also has hyperlinks in each row, in the column called “Board.” Each row has a “Season” link on the left and a “Career” link on the right. Each of these hyperlinks will take you to another leaderboard. For example, if you click on the “Season” hyperlink in the Batting Average row, you will be taken to a report that shows the Single Season Batting Average Leaderboard:

Figure 255 Single Season Batting Average Leaderboard

Single Season Batting Average Leaderboard				
* Indicates Hall of Fame, # indicates active Player				
Rank	Player	AVG	YEAR	Open Career Leaderboard
1	Ferdinand Branco #	.3698	2009	
2	Soshu Shiskikura#	.3680	2012	
3	James Bollinger#	.3628	2014	
4	Dan Daniel#	.3575	2008	
5	Eulogio 'The Chef' Marquez#	.3557	2011	
6	Ron 'Money' Whittier#	.3551	2011	
7	Carl Doan#	.3550	2013	
8	Eulogio 'The Chef' Marquez#	.3549	2013	
9	Ferdinand Branco #	.3540	2012	
10	John 'Booger' Cox#	.3503	2008	
11	Eulogio 'The Chef' Marquez#	.3481	2012	
12	Ron 'Money' Whittier#	.3461	2009	

These boards can also be sliced further by position. So, if you first select Catcher, and then click on the “Season” hyperlink in the Batting Average row, you will be taken to a report that shows the Single Season Batting Average Leaderboard *for catchers*:

Figure 256 Catchers Single Season Batting Average Leaderboard

Catchers Single Season Batting Average Leaderboard				
* Indicates Hall of Fame, # indicates active Player				
Rank	Player	AVG	YEAR	Open Career Leaderboard
1	James Bollinger#	.3628	2014	
2	John 'Booger' Cox#	.3503	2008	
3	John 'Booger' Cox#	.3445	2014	
4	James Bollinger#	.3440	2008	
5	John 'Booger' Cox#	.3357	2013	
6	James Bollinger#	.3302	2011	
7	John 'Booger' Cox#	.3236	2006	
8	Carl Moore#	.3195	2014	
9	James Bollinger#	.3189	2006	
10	John 'Booger' Cox#	.3185	2011	
11	Lázaro Quezida#	.3178	2011	

All of this provides for a vast number of leaderboard reports. All leaderboard reports use only regular season statistics. Playoff statistics are not tracked in the leaderboard reports.

*Note: In leaderboard reports, active players are noted with a # sign after the player's name. Players who are in the Hall of Fame are noted with a * after the player's name.*

13.27. Awards Index Report

The Awards Index report provides links to award-related reports for the currently selected league.

To access this report:

- From within any history report, click the Awards link in the History Link Bar

Figure 257 Award Index Report

History Home Players Teams Leagues Leaderboards Awards
Fictional Baseball League Awards Index
Sub League 1 Award Winners
Sub League 1 Glove Wizard Award Winners
Sub League 2 Award Winners
Sub League 2 Glove Wizard Award Winners
Hall of Fame Inductees

13.28. Subleague Award Winners Report

The Subleague Award Winners report shows the players who won the currently selected league's most valuable player, pitcher, and rookie of the year awards, for each year in the league's history.

To access this report:

- From within the Award Index report, click the link to the Subleague Award Winners

Figure 258 Subleague Award Winners Report

History Home Players Teams Leagues Leaderboards Awards			
Sub League 1 Award Winners			
Year	Most Valuable Player	Most Valuable Pitcher	Rookie of the Year
2006 SL1	John Cox (SEA) .324/.464/.595, 31 HR, 86 RBI, 81.4 VORP	Pete MacDonald (POR) 22-8, 2.83 ERA, 242.0 IP, 242 K, 72.4 VORP	Eugenio Arzabala (POR) .340/.390/.497, 9 HR, 58 RBI, 30.5 VORP
2007 SL1	George Morrow (POR) .333/.419/.675, 43 HR, 105 RBI, 87.6 VORP	Pete MacDonald (POR) 21-5, 2.15 ERA, 251.0 IP, 241 K, 96.3 VORP	Dan Daniel (POR) .337/.414/.573, 20 HR, 86 RBI, 46.4 VORP
2008 SL1	John Cox (SEA) .350/.485/.690, 38 HR, 97 RBI, 99.4 VORP	Enrique Talmantes (POR) 4-1, 41 SV, 2.00 ERA, 85.2 IP, 73 K, 34.8 VORP	Ferdinand Branco (POR) .283/.346/.418, 9 HR, 63 RBI, 18.6 VORP
2009 SL1	Pete Jagger (ALB) .338/.432/.655, 46 HR, 113 RBI, 93.1 VORP	Lorenzo Lacayo (HOU) 22-9, 3.18 ERA, 246.0 IP, 203 K, 65.0 VORP	Randy Sutton (ALB) .305/.347/.467, 18 HR, 69 RBI, 30.0 VORP

13.29. Subleague Defensive Award Winners Report

The Subleague Defensive Award Winners report shows the players who won the currently selected league's defensive award at each position, for each year in the league's history.

To access this report:

- From within the Award Index report, click the link to the Subleague Defensive Award Winners

Figure 259 Subleague Defensive Award Winners

History Home Players Teams Leagues Leaderboards Awards										
Sub League 1 Glove Wizard Award Winners										
Year	P	C	1B	2B	3B	SS	LF	CF	RF	
2006 SL1	C. Outhwaite	J. Cox	P. Jagger	H. Beechey	G. O'Mallun	C. O'Monaghan	R. Eodinez	C. Estrella	J. Breuer	
2007 SL1	R. Reynolds	D. Lakin	P. Jagger	P. Degarcia	P. Rapp	K. Eilers	H. Coban	J. Alexander	H. Marsh	
2008 SL1	P. Horn	D. Lakin	P. Jagger	D. Soveral	B. Maggs	J. Halley	H. Coban	E. Figueroa	C. Bennett	
2009 SL1	L. Gilbard	J. Cox	P. Joynt	D. McPetrie	G. Muhlenburger	K. Eilers	L. Alvarez	C. Estrella	P. Irvin	
2010 SL1	R. Reynolds	B. Cabildo	E. Marquez	D. McPetrie	B. Maggs	I. Colindres	D. Boudreaux	E. Figueroa	K. Risley	
2011 SL1	R. Reynolds	C. Moore	E. Marquez	H. Wegg	J. Voorhees	J. Halley	D. Boudreaux	R. Sutton	K. Risley	
2012 SL1	M. Clark	J. Cox	E. Marquez	G. Muhlenburger	J. Voorhees	T. Donohue	T. Jacobs	C. Armstrong	P. Ramis	
2013 SL1	M. Tatsuno	C. Moore	E. Marquez	M. Segredo	J. Voorhees	F. Carlson	T. Jacobs	C. Armstrong	P. Delatrinidad	
2014 SL1	G. Perez	J. Bollinger	E. Marquez	H. Wegg	I. Colindres	K. Penny	R. Remillard	C. Upfold	G. Thornton	
9 Years										

13.30. Hall of Fame Inductees Report

The Hall of Fame Inductees report shows a list of players who have been inducted into the Hall of Fame for the currently selected league.

To access this report:

- From within the Award Index report, click the link to the Hall of Fame Inductees

Figure 260 Hall of Fame Inductees Report

History Home Players Teams Leagues Leaderboards Awards																		
Fictional Baseball League Hall Of Fame Register																		
Batters																		
Player	From-To	G	AB	R	H	2B	3B	HR	RBI	SB	CS	BB	SO	AVG	OBP	SLG	OPS	VORP
Hayden Marsh	2006-2014	908	3344	566	1018	203	16	168	602	5	14	478	493	.304	.397	.525	.923	308.8
Reyes Lombillo	2006-2012	884	3272	590	947	183	21	202	639	1	7	481	589	.289	.381	.543	.925	232.7
Ron Leiden	2008-2013	503	1762	313	524	131	23	95	362	8	10	275	347	.297	.391	.560	.950	203.9
Dave Boudreaux	2006-2011	795	2891	625	947	173	18	175	513	13	17	632	385	.328	.445	.581	1.027	399.2
Pitchers																		
Player	From-To	W	L	Pct	ERA	G	CG	SHO	SV	IP	H	ER	BB	SO	VORP			
Tim Paul	2006-2012	11	32	.256	4.31	394	0	0	167	380.0	406	182	152	287	38.5			
Pete MacDonald	2006-2010	75	32	.701	3.22	146	11	4	0	954.2	853	342	224	894	258.8			
Kenzaburo Hachirobei	2006-2012	81	55	.596	3.15	212	5	2	0	1308.2	1224	458	338	1218	316.9			

13.31. Accomplishments Index Report

The Accomplishments Index report provides links to accomplishment-related reports for the currently selected league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar

The Accomplishments Index report has links to a number of different accomplishment reports, as follows:

Link	Section
3+ Home Runs	13.32
6+ Hits	13.33
15+ Strikeouts	13.34
Cycles	13.35
No-Hitters	13.36
50+ HR Seasons	13.37
150+ RBI Seasons	13.38
20+ Win Seasons	13.39
Triple Crowns	13.40
Milestones	13.41

13.32. 3+ Home Runs Report

The 3+ Home Runs report shows a list of every time a player has hit three or more games in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 3+ Home Runs link.

Figure 261 3+ Home Runs Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Home Runs
06-26-2006	Constantino Zumosa	3 Home Runs, 3 for 4, 3 RBI versus Staten Island while playing for Indianapolis
07-21-2008	Marcus Woodings	3 Home Runs, 5 for 7, 6 RBI versus Anchorage while playing for Seattle
06-30-2009	Ryan Loomis	3 Home Runs, 3 for 4, 3 RBI versus Anaheim while playing for Fresno
09-25-2010	Lucas O'Ronan	3 Home Runs, 3 for 3, 3 RBI versus Anaheim while playing for Tucson
04-06-2011	Roberto Vázquez	3 Home Runs, 3 for 4, 5 RBI versus Tucson while playing for Seattle
06-03-2012	Kenton Branch	3 Home Runs, 3 for 4, 5 RBI versus Staten Island while playing for Tucson
04-25-2013	Shirai Adams	3 Home Runs, 3 for 5, 4 RBI versus San Francisco while playing for Anchorage
06-08-2013	Manuel Varela	3 Home Runs, 3 for 4, 5 RBI versus Tucson while playing for Anchorage
06-14-2013	Morgen Pownall	3 Home Runs, 3 for 5, 4 RBI versus Anaheim while playing for San Francisco
06-21-2014	Fidele Batses	3 Home Runs, 3 for 4, 4 RBI versus Indianapolis while playing for Anchorage

13.33. 6+ Hits Report

The 6+ Hits report shows a list of every time a player has gotten 6 or more hits in a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 6+ Hits link.

Figure 262 6+ Hits Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Hits
08-16-2007	Malcolm Jarrett	6 Hits in 6 AB, 1 HR and 5 RBI versus Anchorage while playing for Tucson
08-16-2007	Jack Moore	6 Hits in 10 AB, 0 RBI versus San Francisco while playing for Seattle

13.34. 15+ Strikeouts Report

The 15+ Strikeouts report shows a list of every time a player has gotten 15 or more strikeouts in a game in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 15+ Strikeouts link.

Figure 263 15+ Strikeouts Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Strikeouts
09-12-2014	Buddy Green	9.0 IP, 0 BB and 15 Strikeouts versus Staten Island while playing for Fresno

13.35. Cycles Report

The Cycles report shows a list of every time a player has hit for the cycle in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Cycles link.

Figure 264 Cycles Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Cycles
07-08-2006	Norman Shipway	4 Hits in 4 AB, 1 HR and 1 RBI versus Anaheim while playing for Staten Island
08-08-2007	Fidele Batses	4 Hits in 5 AB, 1 HR and 2 RBI versus Seattle while playing for Anchorage
09-23-2008	Tex Lemcke	5 Hits in 6 AB, 1 HR and 6 RBI versus Tucson while playing for San Francisco
04-27-2013	Carsten Grant	4 Hits in 5 AB, 1 HR and 1 RBI versus Seattle while playing for Staten Island
06-01-2013	Ron McNally	4 Hits in 5 AB, 1 HR and 6 RBI versus Staten Island while playing for Tucson
09-10-2014	Fidele Batses	5 Hits in 5 AB, 2 HR and 6 RBI versus Seattle while playing for Anchorage

13.36. No-Hitters Report

The No-Hitters report shows a list of every time a player has thrown a no-hitter in the history of the league. Perfect games are noted as well.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the No-Hitters link.

Figure 265 No-Hitters Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	No-Hitters
05-08-2007	Terciero Campos	9 IP, 3 BB and 11 Strikeouts versus Seattle while playing for Anchorage
07-28-2010	Odis Emmott	9 IP, 4 BB and 6 Strikeouts versus Seattle while playing for Fresno
07-24-2012	Jacob Wittman	9 IP, 4 BB and 5 Strikeouts versus Tucson while playing for Staten Island
09-12-2014	Buddy Green	9 IP, 0 BB and 15 Strikeouts versus Staten Island while playing for Fresno (PERFECT GAME)
09-17-2014	Drake Burnett	9 IP, 0 BB and 10 Strikeouts versus Anaheim while playing for Anchorage (PERFECT GAME)

13.37. 50+ HR Report

The 50+ HR report shows a list of every time a player has hit 50 home runs in a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 50+ HR link.

Figure 266 50+ HR Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	HR Seasons
2008	Fidele Batses	51 Home Runs, .311/.411/.655, 133 RBI and 133 Runs in 615 AB, 100.6 VORP
2009	Fidele Batses	54 Home Runs, .288/.389/.625, 127 RBI and 122 Runs in 624 AB, 88.4 VORP

13.38. 150+ RBI Report

The 150+ RBI report shows a list of every time a player has had 150 RBI in a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 150+ RBI link.

Figure 267 150+ RBI Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	RBI Seasons
2013	Lee Preston	174 RBI, .314/.399/.714, 57 Home Runs and 126 Runs in 535 AB, 83.5 VORP
2016	Anzai Shinozuka	170 RBI, .361/.409/.750, 65 Home Runs and 131 Runs in 657 AB, 110.1 VORP
2017	Anzai Shinozuka	178 RBI, .351/.384/.755, 68 Home Runs and 131 Runs in 650 AB, 93.9 VORP
2019	Anzai Shinozuka	152 RBI, .262/.277/.532, 49 Home Runs and 85 Runs in 656 AB, -7.2 VORP
2020	Martin Gamache	154 RBI, .317/.405/.640, 48 Home Runs and 122 Runs in 597 AB, 83.6 VORP
2020	Jian-ying Zhong	151 RBI, .329/.389/.676, 58 Home Runs and 123 Runs in 648 AB, 76.7 VORP
2021	Jorge Asturias	169 RBI, .367/.452/.746, 54 Home Runs and 141 Runs in 586 AB, 129.7 VORP

13.39. 20+ Win Seasons Report

The 20+ Win Seasons report shows a list of every time a pitcher has had 20 wins in a season in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the 20+ Win Seasons link.

Figure 268 20+ Win Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Win Seasons
2010	Gordie Jolley	23-6, 2.95 ERA, 241.0 IP, 61 BB and 165 K
2011	Jonathan Richardson	20-8, 2.81 ERA, 221.1 IP, 74 BB and 194 K
2011	Romano Murgilla	20-6, 2.97 ERA, 230.1 IP, 49 BB and 196 K
2012	Cale Blair	20-8, 2.59 ERA, 239.2 IP, 62 BB and 186 K
2012	Romano Murgilla	20-11, 3.41 ERA, 234.2 IP, 52 BB and 202 K

13.40. Triple Crowns Report

The Triple Crowns report shows a list of every time a player has won the Triple Crown in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Triple Crowns link.

Figure 269 Triple Crown Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Triple Crowns
2009	Joseph May	36 Home Runs, .349/.429/.601, 111 RBI and 101 Runs in 579 AB, 82.8 VORP
2016	Anzai Shinozuka	65 Home Runs, .361/.409/.750, 170 RBI and 131 Runs in 657 AB, 110.1 VORP
2021	Carl Wofford	54 Home Runs, .362/.464/.742, 147 RBI and 126 Runs in 596 AB, 119.3 VORP
2021	Jorge Asturias	54 Home Runs, .367/.452/.746, 169 RBI and 141 Runs in 586 AB, 129.7 VORP
2043	Alex Castillo	63 Home Runs, .377/.446/.772, 147 RBI and 149 Runs in 589 AB, 124.6 VORP

13.41. Milestones Report

The Milestones report shows a list of every major milestone in the history of the league.

To access this report:

- From within any history report, click the Accomplishments link in the History Link Bar, and then the Milestones link.

Figure 270 Milestones Report

Fictional Baseball League Accomplishments		
3+ Home Runs 6+ Hits 15+ Strikeouts Cycles No-Hitters 50+ HR Seasons 150+ RBI Seasons 20+ Win Seasons Triple Crowns Milestones		
Date	Player	Milestones
09-11-2012	Fidele Batses	300 Home Runs, while playing for Anchorage
09-24-2013	Fidele Batses	1000 Runs Scored, while playing for Anchorage
05-20-2014	Lucas O'Renan	300 Home Runs, while playing for Tucson
07-12-2014	Fidele Batses	1000 Runs Batted In, while playing for Anchorage

Chapter Four: Important Game Concepts

This chapter focuses on some important game concepts that have been touched on in the screen-by-screen reference chapter.

14.0 The Player Model

The heart of any baseball game is the players. OOTPB has a complex player rating model that allows an impressive variety of players. The game will generate some All-Stars, some serviceable major leaguers, and some lifetime minor leaguers. It's up to you and your coaching staff to find the best players and coax the best performances out of them. To do that, it's essential for any general manager to understand the player rating model.

There are four main categories of player abilities: batting, pitching, defensive, and other. Ratings in the underlying game engine are on a 0–250 scale. However, for display purposes, player ratings, by default, are on a 1–20 scale. This scale can be customized in the [Game Preferences](#), described in Section 3.1.3. Rating scales can be changed at any time in a game. All players are rated in all categories. However, the [Player Profile page](#), described in Section 9.3, typically displays only the ratings that are most relevant to the player's current position. You can even view those ratings that are not displayed by default by creating a [custom view](#) as described in Section 1.7.1.2.

Note: If scouts have been turned off in the [Game Options](#) described in Section 3.3.2.1, all current ratings and potential ratings displayed will be the actual values.

14.1. Rating Color Codes

Each screen that shows player ratings also has a color coding system, as follows:

Text Color	Definition	Rating Range	Sample (1-20 scale)
Blue	Excellent	81%+	17-20
Green	Good	61%-80%	13-16
Yellow	Average	41%-60%	9-12
Orange	Poor	21%-40%	5-8
Red	Awful	0%-20%	1-4

14.2. Current Ratings and Potential Ratings

Each of the batting and pitching abilities has both a current rating and a potential rating. For example, batters have both a Contact rating and a Contact Potential rating. The value given with just the ability name (Contact) is an assessment of the player's *current skill level* in this particular ability.

A potential rating (such as Contact Potential) is your scout's assessment of how good this player could possibly become at this ability over time.

Note: Scouts are much more likely to be inaccurate when determining potential for younger players. For example, amateurs entering the draft straight from high school are more difficult to assess than amateurs coming out of college.

14.3. Batting Ratings

The five basic batting ratings are Contact, Gap Power, Home Run Power, Eye/Discipline, and Avoid K's. Each of these has a matching potential rating. See Section 14.2, [Current Ratings and Potential Ratings](#), for more information on the distinction between the two. Batting ratings are used by the game engine to determine the outcome of a pitch.

14.3.1. Contact

Contact is a measure of how good a player is at getting his bat on the ball. Contact directly affects a player's batting average. Players with high Contact ratings are more likely to put the ball in play, and get

more hits, with a higher batting average. Contact, however, has no direct affect on what the result of a hit will be.

14.3.2. Gap Power

Gap Power is a measure of how much power the player has to the “gaps.” In baseball, the “gaps” usually refer to the places in the outfield between the left fielder and center fielder, and between the center fielder and right fielder. Gap Power directly affects the number of doubles and triples a player hits. Gap Power, however, has no direct effect on home runs, or on the likelihood that a player will make contact.

14.3.3. Home Run Power

Home Run Power is a measure of how much home run power the player has. Home Run Power, unsurprisingly, directly affects the number of home runs a player hits. Home Run Power, however, has no direct effect on the likelihood that a player will make contact.

14.3.4. Eye/Discipline

Eye/Discipline is a measure of how well a player assesses incoming pitches and determines whether they will be balls or strikes. Eye/Discipline directly affects the number of times a player walks. However, Eye/Discipline has no direct effect on the likelihood that a player will make contact, or strike out.

14.3.5. Avoid K's

Avoid K's is a measure of how well a player avoids striking out. Avoid K's directly affects the number of times a player strikes out. For example, players with high Avoid K's ratings are more likely to foul off pitches with two strikes than to go down swinging.

14.4. Pitching Ratings

There are three basic pitching ratings: Stuff, Movement, and Control. Each of these has a matching potential rating. See the section on Ratings vs. Potential for more information on the distinction between the two. There are also four additional ratings: Velocity, Endurance, Hold Runners, and Ground Ball %. Pitching ratings are used by the game engine to determine the outcome of a pitch. See the section on game mechanics for more information.

14.4.1. Stuff

Stuff is a measure of the quality of a pitcher's pitches. Stuff is a vague combination of factors. Stuff directly affects the number of strikeouts a pitcher throws.

14.4.2. Movement

Movement is a measure of the movement on a pitcher's pitches. It is harder for batters to make good contact with pitches that have good movement. As a result, pitchers with high Movement ratings tend to give up fewer home runs.

14.4.3. Control

Control is a measure of a pitcher's accuracy. Pitchers with good Control ratings tend to walk fewer batters.

14.4.4. Velocity

Velocity is a measure of how fast a pitcher throws. Velocity is not measured according to the standard rating system, but rather is measured in miles per hour.

14.4.5. Endurance

Endurance is a measure of how many pitches a pitcher can throw before tiring. Pitchers with high Endurance ratings tend to be used as starting pitchers, while pitchers with low Endurance ratings tend to be used as relievers.

14.4.6. Hold Runners

Hold Runners is a measure of a pitcher's ability to hold runners on base. It is harder for runners on base to steal against pitchers with high Hold Runners rating.

14.4.7. Ground Ball %

Ground Ball % is a measure of how many balls hit off this pitcher are ground balls, as compared to fly balls. Pitchers with high Ground Ball % ratings tend to get more double plays. Pitchers with low Ground Ball % ratings tend to have a lower BABIP (batting average on balls in play), because fly balls are generally more likely to turn into outs than ground balls.

14.4.8. Pitches

Pitchers in OOTPB can throw an assortment of different pitches. These are displayed in the Player Profile, and also mentioned in game play-by-play. Unlike in previous versions of OOTP, pitches do have some impact on the results of a play. However, the impact is small. The types of pitches a pitcher throws do not change over the course of his career.

14.5. Defensive Ratings

There are five basic defensive ratings: Range, Error, Arm, Turn Double Play, and Rating at Position. Defensive ratings are further broken down into three categories: infield, outfield, and catcher. Catchers have two additional ratings for Catcher Ability and Catcher Arm. Defensive ratings are used by the game engine to determine the outcome of a pitch or a ball in play. See the section on game mechanics for more information.

14.5.1. Infield / Outfield Range

Range is a measure of how quickly a defensive player can reach a ball in play. Players with high Range ratings are more likely to reach a batted ball and potentially make an out. For example, a shortstop with good Range might reach a groundball to his right, whereas a shortstop with poor Range might not reach the ball, letting it go into left field for a single. Players have separate ratings for infield and outfield range. These values can be fairly different, based on the player's experience.

14.5.2. Infield / Outfield Error

Error is a measure of how likely a defensive player is to commit an error. This rating includes both fielding errors (dropping or misplaying the ball) and throwing errors (pulling the first baseman off the bag, throwing inaccurately). The Error rating is *inversely* related to errors. That is, players with high Error ratings are *less* likely to commit errors. Players have separate ratings for infield and outfield error. These values can be fairly different, based on the player's experience.

14.5.3. Infield / Outfield Arm

Arm is a measure of the strength of a player's arm. Players with higher Arm ratings are more likely to throw out runners in a close play. Arm is factored into accuracy as well. Players have separate ratings for infield and outfield arm. These values can be fairly different, based on the player's experience.

Note: Arm is not strictly a measure of strength. If a player has a high infield arm rating, but a low outfield arm rating, it doesn't mean that his arm suddenly gets weaker in the outfield, of course. Rather, it implies

that in the infield, his throws are strong, accurate, and timely. In the outfield, he is weaker, partly because of arm strength, but also because of experience, accuracy, hesitation, and so forth.

14.5.4. Turn Double Play

Turn Double Play is a measure of how well infielders, pitchers, and catchers can turn infield double plays. Players with high Turn Double Play ratings are more likely to successfully turn double plays when given the opportunity.

Note: The Turn Double Play rating is not displayed by default in an outfielder's Player Profile.

14.5.5. Rating at Position

Rating at Position is a measure of a player's overall defensive ability at a given position. Individual ratings exist for each defensive position. Players can have ratings at one or more positions. Players with higher Rating at Position ratings are better overall defensively. Rating at Position isn't truly a unique rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.

See Section 14.9 for more information on [player positions](#).

Note: It is possible for a player to be excellent defensively at one position, but poor at another. Players do tend to perform similarly at similar positions, however.

14.5.6. Catcher Ability

Catcher Ability is a measure of a catcher's overall catching skill. Catcher Ability isn't truly a unique rating. It is more of a composite number based on a combination of the player's defensive skills (arm, error, range) and his experience at the position.

Note: The Catcher Ability rating is displayed by default in a catcher's Player Profile.

14.5.7. Catcher Arm

Catcher Arm is a measure of a catcher's arm. Catchers with higher Catcher Arm are more likely to throw out runners stealing a base. Catchers with high Catcher Arm ratings could also cause opposing managers to think twice before attempting a steal.

Note: The Catcher Arm rating is displayed by default in a catcher's Player Profile.

14.6. Other Ratings

There are six other ratings that don't quite fit in the batting, pitching, or defensive categories: Running Speed, Stealing Bases, Baserunning Instincts, Sacrifice Bunt, Bunt for Hit, and Hitter Type. These other ratings are used by the game engine to determine the outcome of plays. See the section on game mechanics for more information.

14.6.1. Running Speed

Running Speed is a measure of how quickly a player can run from one base to the next. Players with high Running Speed are more of a threat to steal bases, and are more likely to advance further on a ball in play. Running Speed is strictly for offensive play. For example, Running Speed does not factor into an outfielder's range. However, Running Speed and Defensive Range are linked internally. For example, as a player ages, his speed and range will generally decline at the same pace.

14.6.2. Stealing Bases

Stealing Bases is a measure of how good a player is at stealing. Stealing bases is not a matter only of speed, but also timing, knowledge of pitchers, and ability to “get a good jump.” It is possible for a player to have a high Running Speed, but a low Stealing Bases, and vice versa, although the most dangerous baserunners have high ratings in both.

14.6.3. Baserunning Instincts

Baserunning Instincts is a measure of a player’s instincts when running the bases. Players with high Baserunning Instincts are more likely to take advantage of fielder miscues to advance a base, and less likely to get thrown out due to baserunning mistakes.

14.6.4. Sacrifice Bunt

Sacrifice Bunt is a measure of how well a player can execute a sacrifice bunt. Players with high Sacrifice Bunt ratings are more likely to execute the bunt correctly, advancing the runner. They are also less likely to strike out while bunting.

14.6.5. Bunt for Hit

Bunt for Hit is a measure of how well a player can execute bunt in an attempt to reach base safely. Players with high Bunt for Hit ratings are more likely to bunt to a good location for reaching base. Players with high Running Speed and high Bunt for Hit have the best chance at bunting for a hit. Left-handed hitters are also better at bunting for a hit.

14.6.6. Hitter Type

There are three general types of hitters in OOTPB. Hitter Type defines which category a player falls into. Hitter Type affects the likelihood that a batted ball will go to a particular area of the playing field. The types are defined below.

Hitter Type	Characteristics
Spray hitter	Batted balls are more or less equally likely to go to any part of the field.
Normal	Batted balls are distributed normally, which means that the majority of balls will go to the hitter’s “pull” side. (Right-handed hitters will hit a majority of balls to the left side of the field, and left-handed hitters will hit a majority of balls to the right side of the field.)
Pull hitter	Batted balls are noticeably more likely to be pulled to the hitter’s side. (Right-handed hitters will hit most balls to the left side of the field, and left-handed hitters will hit most balls to the right side of the field.)

Note: Hitter Type does not affect the likelihood that a player will make contact, or how much power the hitter has. It affects only the trajectory of a batted ball.

14.7. Ratings Changes

Players’ current ratings and potential ratings change over the course of a season or a career. There are a number of factors that influence the way in which ratings change.

Note: Consider scouting your own organization occasionally to get a better idea of whether players’ skills have changed noticeably. See the section on Scouting for more information.

14.7.1. Player Development

As soon as they begin their careers, players in OOTPB begin developing across the spectrum of their ratings. A number of factors can affect a player's development. Some of these can be controlled, and others cannot. Some of the key development factors are described below.

Factor	Impact
Coaching / management	The coaching / managing ratings of the general manager, manager, bench coach, hitting coach, and pitching coach can all affect a player's development. See Section 15.1 for more information on coach / personnel ratings .
Playing time	Minor league players who get little playing time might not develop as quickly as others. However, major league players and players on a reserve roster develop normally even without playing time.
Potential / individual qualities	Very talented players often (but not always) develop more quickly. In addition, some players simply develop more quickly than others. You might be baffled by the high-potential player who fails to live up to expectations, or be pleasantly surprised by the late-round draft pick who quickly advances.
Age	Players in OOTPB age as seasons go by. Younger players might mature with age. Older players' skills might begin to diminish. Not all players will lose their skills at the same time—some could remain productive into their forties, while others might fall apart much sooner than that. All these factors can directly affect a player's current ratings or even his potential ratings. See Section 14.10 for more information on player aging .
Challenge	Players respond differently to challenges. Often, a player who is tearing up AA hitting might not be developing very quickly, because he isn't being challenged. Similarly, putting an overmatched rookie into your major league starting lineup could actually hurt his development.
Injuries	Injuries often cause a player's development to slow, or could even cause his skills to regress. Injuries can immediately affect a player's current ratings and his potential ratings. The more severe an injury is, the more likely that the player's ratings will suffer.
Spring Training	Players have an opportunity to play during Spring Training, and this often gives them an opportunity to improve outside of the regular season. See Section 22.4 for more information on Spring Training .
Chance	Chance also plays a hand in ratings changes. Sometimes, the light bulb inside a player's head will just go on, and he will jump to a new level of play. Players can experience significant changes in their ratings and potential in a short time. Of course, the same is true in reverse. Some players will never live up to their potential.
Player Development Modifiers	The speed with which players develop can also be adjusted by the player development modifiers described in Section 3.3.2.2.

14.8. Overall Rating

Players are also graded by scouts on a 20–80 scale for their Overall Rating and Overall Potential, compared to all other players in the league. Players with high Overall Ratings are likely to be All-Star caliber players. This rating is shown only on the [Scouting Reports subpage](#) described in Section 9.3.6.

14.9. Player Positions and Roles

Each player has a position that is shown on his player profile. A player can have one assigned position at a time. Think of it as the player's preferred position. This position value is typically displayed in lists in the game that show positions, such as the Roster page, or in-game reports.

14.9.1. Changing a Player's Preferred Position

You can change a player's preferred position by using the [Set Position To . . . action menu](#) described in Section 9.1.2. Alternatively, if you are the commissioner, you can change it through the [player editor](#) described in Section 25.1.

14.9.2. Player Ratings at Multiple Positions

Players can be rated at multiple positions. If you look at a player's profile, you can see his ratings at each position.

Figure 271 Position Ratings

Defensive Ratings	
Infield Range	13
Infield Error	11
Infield Arm	8
Turn Double-Play	13
Rating at Second Base	12
Rating at Third Base	8

For example, in the graphic above, the player is rated at both second and third base, meaning he can play either position without suffering any undue penalties. This player might have a preferred position of second base, but he's an adequate third baseman as well.

14.9.3. Playing Out of Position

Even if your player does not have a rating at a position, you can still have him play any position in a game. Just place him wherever you would like in your lineup. You could even place a second baseman in your pitching rotation, although he's not likely to do well.

However, a player who is not rated at a position is well below average in his ability at that position, and is likely to have poor range and make frequent errors.

14.9.4. Learning New Positions

Players learn new positions through practice. The best way to do this is by having them play in a new position. Players learn more quickly when they play regularly in the minor leagues, or in Spring Training. The more a player plays at a certain position, the more they improve. After they have acquired a certain amount of experience at a position, they will be given a position rating that will display on their profile.

Note: Players cannot "lose" positions. Once they have learned a position, they will always have a rating at that position.

14.9.5. Pitching Roles

In addition to a position, pitchers also have a role, which can be set to one of three values: starting pitcher, middle reliever, and closer. Roles do not affect a pitcher's ability in any way. However, some pitchers might be better in certain roles. For example, pitchers with very low endurance make poor starting pitchers. Roles also play a role in how the computer managers make decisions. For example, the computer is unlikely to place a closer in a starting spot.

14.10. Injuries, Fatigue, and Aging

Injury, fatigue, and aging are an unavoidable part of any baseball player's career. Here is a little more information on how these factors work in OOTPB.

14.10.1. Injuries

Players in OOTPB do suffer from injuries, fatigue, and aging. In the normal course of play, a wide variety of injuries can occur, ranging from minor annoyances to career-ending injuries. The frequency of injuries can be adjusted in the [injury options](#) described in Section 3.3.2.6. Players also have injury tendencies. For example, a player who suffers a major knee injury will be much more likely to experience future knee or leg problems than a player who has never been injured before. Having a good team doctor can be a huge advantage in dealing with injuries. See Section 15.9 for more information on [team doctors](#).

Injuries can also immediately affect a player's current ratings and his potential ratings. The more severe an injury is, the more likely that the player's ratings will suffer. It's quite possible for an injury to turn a great player into an average one.

Note: Injuries in OOTPB are customizable. See Section 1.1.4 for more information about [customization](#) and OOTPB.

14.10.2. Aging

Players age in a fairly typical fashion. Some older players might continue to be productive into their 40s, while others might lose their skills in rapid fashion. You can adjust this by tweaking the [player aging modifier](#) described in Section 3.3.2.2.

14.10.3. Fatigue

Players also accumulate fatigue as the season goes on. Each time a player participates in a game, he gains a certain amount of fatigue. Each day off he gets reduces that figure. Once a certain amount of fatigue has been accumulated, the player becomes tired, and no longer plays as effectively. Tired players are also more prone to suffering injuries. This fact is especially true for pitchers. Pitchers are often very tired or even exhausted just after pitching.

Note: Players must be held completely out of a game in order to recover from fatigue. Therefore, if you really want a player to rest, be sure to change his [pinch-hit settings](#), as described in Section 8.7.2.2.

The health status of your players is displayed on almost every page that includes a list of players, including the roster, the player profile, and more. Be sure to take good care of your players!

14.11. Player Personalities

Players in OOTPB have six different personality ratings. These ratings are a large factor in computer decisions in the game, most notably in contract negotiations. The six personality ratings are as follows:

Rating	Description
Leadership	A player's ability to lead. Players with high leadership have some positive effect on other players in the clubhouse.
Loyalty	How loyal a player is to a certain team. Players with high loyalty may be more likely to sign extensions.
Desire for Winning Team	How important it is for a player to be on a winning team. Players who need winning teams factor this into their decisions about where to sign contracts or extensions.
Greed	How greedy the player is. Greed is a strong factor in contract negotiations.
Intelligence	How intelligent the player is. Intelligent players may have some positive effect on other

	players in the clubhouse, and can influence in-game decisions and player development.
Work Ethic	How strong the player's work ethic is. Players with a strong work ethic may have some positive effect on other players in the clubhouse, and can influence player development, slump management, etc.

Personality ratings use the same scale as other player ratings. You can also [turn player personalities off](#). See Section 3.3.2.2 for more information.

Note: The effects of personalities are unpredictable, just as in the real world. Personalities may affect the game in ways other than what is described above, and personalities are not absolutes! For example, a player with a high loyalty may elect not to sign an extension with your team. Players will not always behave precisely according to their player personalities.

15.0 Coaches and Personnel

Parent league teams in OOTPB have a staff of twelve personnel: a general manager, a manager, a bench coach, a hitting coach, a pitching coach, a head scout with a team of five more scouts, and a team doctor. Affiliated league teams have just four staff members: a manager, a hitting coach, a pitching coach, and a head scout. Each type of personnel has ratings just like players do.

Additionally, all personnel have distinct personalities in the form of strategic preferences. All coaches and personnel possess ratings in all areas and strategies, even though a team doctor has little use for pitching tendencies. Each person has a preferred occupation based on his particular skills and experience. However, team personnel can change jobs at any time. That is, you can hire a hitting coach and make him into a manager, or hire a bench coach and make him your pitching coach. Technically, you could make your scout into your team doctor, but you probably won't want to stick around the training facility long after making that move.

15.1 Coach / Personnel Ratings

Personnel are rated in sixteen categories: three each for managing and coaching, and five each for scouting and medicine. As with player ratings, the rating scale for personnel can be set on the Preferences page, and the rating scale for personnel does not need to be the same as the scale for players. Your personnel have a profound effect on the development and performance of your players over the course of a season.

You can also disable the coaching / personnel system entirely in the [game options](#) described in Section 3.3.2.1. If the coaching system is disabled, players will still develop, of course. However, each team will be treated as if it had average and identical personnel in all roles.

Note: Coach and personnel ratings use the same [color coding](#) used for player ratings. See Section 14.1 for more information.

Note: With players, ratings might not be accurate if you are using scouts. The ratings vary depending on your scouts' abilities. However, ratings for coaches and personnel are always the actual values.

Category	Rating	Description
Managing	Handle Rookies	Describes the person's ability to work with rookies. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players under the age of 25 are considered rookies. <i>Note: This is not the definition of "rookie" used to determine rookie award winners.</i>
	Handle Veterans	Describes the person's ability to work with veterans. Higher handling ratings can positively affect a player's development, performance, aging, and more.

		For the purpose of this rating, all players with at least 10 years of professional experience are considered veterans.
	Handle Players	Describes the person's ability to handle players. Higher handling ratings can positively affect a player's development, performance, aging, and more. For the purpose of this rating, all players who are not rookies or veterans, as described above, are considered players.
Coaching	Teach Hitting	The ability to teach hitting. The higher this rating is, the more likely young players are to develop hitting skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and hitting coaches.
	Teach Pitching	The ability to teach pitching. The higher this rating is, the more likely young players are to develop pitching skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and pitching coaches.
	Teach Fielding	The ability to teach fielding. The higher this rating is, the more likely young players are to develop fielding skills, and the more likely veteran players are to perform at their expected level or above. This is most relevant for managers and bench coaches.
Scouting	Scout Hitting	The ability of a scout to accurately measure a player's current hitting ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.
	Scout Hitting Potential	The ability of a scout to accurately measure a player's hitting potential. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.
	Scout Pitching	The ability of a scout to accurately measure a player's current pitching ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.
	Scout Pitching Potential	The ability of a scout to accurately measure a player's pitching potential. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.
	Scout Fielding	The ability of a scout to accurately measure a player's fielding ability. The higher the rating, the more likely that a scout's assessment of the player's rating in this area is accurate.
Doctor	Heal Arms, Legs, Back, Other	The ability of a team doctor to heal injuries to the specified body part. A higher rating means players with those injuries will heal more quickly, possibly more quickly than the original estimate. A higher rating also means players are less likely to get those injuries in the first place. See 14.10.1 for more information about player injuries .
	Fatigue Recovery	The ability of a team doctor to help players recover from fatigue. You can think of this rating as if your team also has a training staff. The better the training staff, the more "in shape" your players will be, and therefore the more quickly they will recover from fatigue. See 14.10.3 for more information about fatigue .

15.1.1. Coach / Personnel Experience

Available personnel also have a certain number of years of experience. Experience does not directly impact ratings in the game. It does, however, affect the amount of money a coach will demand in a contract. If two coaches have identical ratings (which is very unlikely) and one has 10 years of experience while the other has 2 years, the only difference between the two will be the amount of money they demand.

15.1.2. Coach / Personnel Ratings Changes

Personnel can learn and improve their skills over time. Unlike with players, personnel ratings do not decrease with age. There are no potential ratings for personnel, so there is no way to know which personnel will improve, or by how much.

15.2. Coach / Personnel Personalities and Strategies

Coaches and personnel also have personalities, which are defined by their strategic preferences. These are set on the [Strategy Preferences page](#) described in Section 10.3.

Note: Strategic preferences are irrelevant for Team Doctors, unless of course you assign one to a different job.

15.2.1. Overall Roster Strategy

The Overall Roster Strategy section defines a person's overall preferences when building or managing a team. These settings also influence your scouts. For example, if you send a scout to cover the amateur draft, and he favors players with power, then amateur players with high power are more likely to get good reviews from the scout.

Figure 272 Strategic Tendencies: Overall

Overall Roster Strategy			
Favor Veterans			Favor Prospects
Favor Pitching			Favor Hitting
Favor Defense			Favor Offense
Favor Speed			Favor Power
Favor AVG			Favor OBP

15.2.2. Offensive Strategy Tendencies

The Offensive Strategy section defines a person's approach to the offensive side of the game.

Figure 273 Strategic Tendencies: Offensive

Offensive Strategy Tendencies			
Stealing Bases	Never		Frequently
Base-Running	Conservative		Aggressive
Use Hit & Run	Never		Frequently
Use Run & Hit	Never		Frequently
Sacrifice Bunt	Never		Frequently
Bunt for a Hit	Never		Frequently
Use Squeeze Bunt Play	Never		Frequently

15.2.3. Pitching & Defensive Strategy Tendencies

The Pitching & Defensive Strategy section defines a person's approach to pitching and defensive play.












Figure 274 Strategic Tendencies: Pitching / Defensive

Pitching & Defensive Strategy Tendencies				
Pitch Around	Never			Frequently
Intentional Walk	Never			Frequently
Hold Baserunners	Never			Frequently
Guard Lines	Never			Frequently
Play Infield In	Never			Frequently
Play Corners In	Never			Frequently
Use Infield Shift	Never			Frequently
Play Outfield In	Never			Frequently

15.2.4. Substitution Strategy Tendencies

The Substitution Strategy section defines a person's approach to in-game substitutions.

Figure 275 Strategic Tendencies: Substitutions

Substitution Strategy Tendencies				
Use Pinch Runners	Never			Frequently
Pinch-Hit for Position Players	Never			Frequently
Pinch-Hit for Pitchers	Never			Frequently
Hook Starting Pitchers	Quick			Slow
Hook Relievers	Quick			Slow
Favor L/R Matchup	Don't Care			Prefer

15.3. General Managers

A general manager is responsible for running a baseball team, including all hiring and firing as well as all transactional decisions related to the team, including trades, drafts, free agent and waiver pickups, and so forth. Although it does not happen often in real life, in OOTPB a general manager often also acts as the day-to-day manager of a club.

15.4. Managers

A manager is responsible for handling the execution of a game. Managers control lineups, pitching rotation, and make all the in-game decisions, but they typically have no responsibility for hiring, firing, and other general management tasks. Managers work together with bench coaches to manage a game. Managers have some impact on all areas of play, including hitting, pitching, and fielding. In some cases, a general manager also acts as a manager. This does not happen often in real life, but it does happen frequently in OOTPB.

15.5. Bench Coaches

Bench coaches are responsible for helping the manager handle the game, especially in actual games. Bench coaches have some impact on all areas of play, including fielding. You have the option of delegating decision-making authority to your bench coach during a game.

15.6. Hitting Coaches

Hitting coaches are responsible for teaching players the ins and outs of hitting in professional baseball. The hitting coach has a direct impact on the hitting performance of players on the team. The hitting coach also affects the speed with which a player progresses toward his hitting potential.

15.7. Pitching Coaches

Pitching coaches are responsible for teaching players the ins and outs of pitching in professional baseball. The pitching coach has a direct impact on the pitching performance of players on the team. The pitching coach also affects the speed with which a player progresses toward his pitching potential.

15.8. Scouts

Scouts are responsible for analyzing the skills and potential of current players or new amateur draft players. While scouts use the same ratings covered above, the use of scouts is very different. Scouts are complicated enough that they deserve their own section. See Section 16.0 for more information on [scouting](#).

15.9. Team Doctors

Team Doctors are responsible for the health of the team. Better team doctors help their players recover more quickly from injuries, and the doctor's training staff helps ensure that players recover more quickly from fatigue. See Section 14.10 for more information on [player injuries and fatigue](#).

15.10. Coach and Personnel Contracts

All coaches and personnel must be signed to contracts, just like players. These expenses come out of the budget that team ownership provides a general manager. In other words, the more money you spend on coaches and personnel, the less you have available for player contracts.

15.10.1. Hiring Coaches and Personnel

Typically, at the start of a game, all your team's coach and personnel positions will be filled. If you are playing as a general manager, you have the ability to hire coaches and personnel at all levels of your organization. If you are playing as a manager of a affiliated league team, you cannot hire coaches or personnel.

To hire personnel, go to the [Available Personnel page](#) described in Section 7.7.6. Use the Preferred Occupation drop-down and the Views and Filters to find a person who suits your needs.

Note: To hire a coach or other personnel member, you must have an open position. You cannot hire a coach if your staff is already full.

Once you have found your target, right-click on his name in the Available Personnel page, and select Offer Contract.

Figure 276 Coach Contract Offer

Offer Contract

Select Team	Select Job
Arlington Strikers (AAA)	Bench Coach

Comment from Cuarto Aura

I would sign a 4-year contract, for \$190,000 per season.

Sign Contract Cancel

The contract system for personnel is very simple, compared to that for players. The person will tell you if he is interested in the position, and at what price. You can either sign him to that contract, or not. There is no negotiation involved. It's possible, of course, that certain personnel will not want to work for your organization.

Note: Remember, each person has a unique set of strategic preferences. If you're trying to build a team on speed, don't hire a manager who favors power.

15.10.2. Firing Coaches and Personnel

Before you can hire someone, you need to first fire someone, or have his contract expire. To fire a member of your staff, go to the [Personnel page](#) described in Section 8.9. Right-click on the person you want to fire, and then select Fire Person. After confirming, the person will be relieved of his duties immediately and returned to the available personnel pool. You can also fire staff using the Action menu on the [Coach Profile & Ratings](#) (Section 10.2) or [Strategy Preferences](#) (Section 10.3) pages.

Note: Just as with player contracts, if you fire a coach, your team must pay the salary for all years remaining on the coach's contract. Firing a coach also has a very strong impact on how the person and other potential candidates perceive you.

15.10.3. Reassigning Coaches and Personnel

You can reassign coaches and personnel as you see fit. Of course, certain combinations don't make much sense. You probably don't want to make your scout into a manager, or your bench coach into a team doctor. But, changes between managers, bench coaches, and hitting / pitching coaches are quite common. Additionally, general managers of large organizations can, of course, move personnel between different levels of the organization.

Note: Reappointing personnel has no impact on contract length or salary.

To reassign a person, go to the [Personnel page](#) described in Section 8.9. Right-click on the person you want to reassign, and then select Appoint as.... You will receive a submenu with all the different positions within the organization.

Figure 277 Reassigning Personnel

Manager	Age	Exp	Teach Hitting	Teach Pitching	Teach Fieldi
Ignado Anbablo	33	0	11	10	10
Bench C			Teach Hitting	Teach Pitching	Teach Fieldi
Teodor A			17	17	16
Hitting C			Teach Hitting	Teach Pitching	Teach Fieldi
Kevin Po			20	5	11
Pitching			Teach Hitting	Teach Pitching	Teach Fieldi
Dave Ma					
Head Scout	Age	Exp	... Manager in Atlanta ... Bench Coach in Atlanta ... Pitching Coach in Atlanta ... Hitting Coach in Atlanta ... Head Scout in Atlanta ... Scout 1 in Atlanta ... Scout 2 in Atlanta ... Scout 3 in Atlanta ... Scout 4 in Atlanta ... Scout 5 in Atlanta ... Team Doctor in Atlanta ... Manager for Triple-A Pittsburgh ... Pitching Coach for Triple-A Pittsburgh ... Hitting Coach for Triple-A Pittsburgh ... Head Scout for Triple-A Pittsburgh		
Juan Elizarraraz	50	14			
Scouts	Age	Exp			
Dan McIlvrae	50	10			
Garrett Albermarle	47	7			
Marcos Ostrand	45	13			
Carl Reni	52	21			
Tomás Insana	54	20			
Team Doctor	Age	Exp			
Hideki Takahashi	39	5			

Once you select a position, the person will be moved immediately, with no chance for you to confirm your choice. You can also reassign staff using the Action menu on the [Coach Profile & Ratings](#) (Section 10.2) or [Strategy Preferences](#) (Section 10.3) pages.

Staff members whom you try to demote to a lower level may refuse the assignment. They are, after all, under contract!

Note: If the position to which you are moving a person is currently filled, then the two people will switch roles. For example, Todd Smith is your AAA manager, and Bill White is your AA manager. If you reassign Todd Smith to become your AA manager, then Bill White will switch places with Todd and become your AAA manager.

15.10.4. Coach and Personnel Contract Extensions

Once you have the people you want in place, it makes sense to keep them there. If you are a general manager, you can extend the contracts of personnel. To offer an extension, go to the [Personnel page](#) described in Section 8.9. Right-click on the person you want to re-sign, and then select Offer Extension.

You will see an identical screen to that described in Section 15.10.1, [Hiring Coaches and Personnel](#). As with hirings, the person will either refuse to sign, or will name his price in dollars and years. If the terms are amenable, sign the person by clicking the Sign Extension button. The extension will be shown on the [Coach Profile & Ratings](#) page described in Section 10.2.

Figure 278 Coach Extension

Contract Status	
Salary	\$560,000
Duration left	3 Years
Extension Salary	\$524,000
Extension Duration	4 Years

15.10.5. Coach and Personnel Retirement

Coaches and personnel can and will retire at some point. You will receive a notification message if this happens. Additionally, this information will be displayed in the [transaction report](#) described in Section 12.10.

15.10.6. New Coaches and Personnel

The game will periodically generate new coaches and personnel. These will appear in the [Available Personnel page](#) described in Section 7.7.6 automatically. Occasionally, retired players can become coaches as well.

16.0 Scouting

Scouts are a critical part of your team personnel. A general manager has six scouts at his beck and call: a head scout and five regular scouts. Managers of affiliated league teams have just one scout. A scout's role is simple: Go where he is told, and analyze the current ratings and potential ratings for the target players. A scout can scout an individual, a team, an organization, a league, a draft class, or an entire country.

Note: The scouting system can be disabled entirely through the [game options](#) described in Section 3.3.2.1. If scouting is disabled, all player ratings shown in game will be the actual values.

16.1. The Sports Interactive Scouting Association (SISA)

Apart from your own scouts, the game also has SISA, the Sports Interactive Scouting Association. SISA is a group of unbiased scouts who provide reports on all players in the league. Even if you have fired all your scouts, SISA can provide you with some data on players in the game. Unfortunately, SISA is woefully understaffed, and as a result, SISA scouting reports are often incomplete. One player might have a rating for Contact, but not for Power, for example. At the same time, SISA scouts are also woefully underpaid, and as a result, SISA scouts can be wildly inaccurate at times. Most scouts who are available for you to hire will provide better information than the SISA scouts. The bottom line is that, whenever possible, you should use your own scouts' information.

16.2. The Scouting Process

Scouting is a fairly simple four-step process in OOTPB:

1. You assign a scout to certain task.
2. The scout takes a certain amount of time to scout and compile information.
3. The scout returns, sending you a message with a summary of the results.
4. The scout's ratings become available in the player profile of each scouted player.

Warning! Unless you assign tasks to your scouts, they will remain idle. The exceptions are your head scout and minor league scouts, each of whom quick-scouts his team once a month. Apart from that activity, they too will remain idle.

16.2.1. Scouting Results

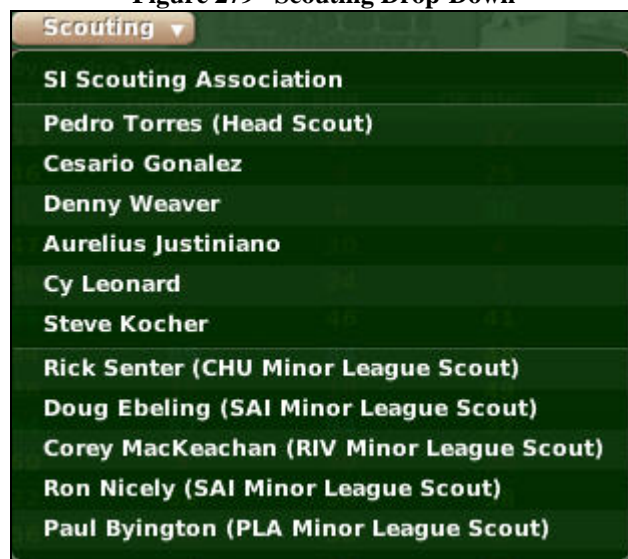
Once a scout has completed a task, you will typically receive a message from the scout with results. Different tasks result in slightly different reports, but generally speaking the report contains the scout's overall current ratings and potential ratings of the players scouted.

In addition to the scout's message, any players scouted have their scouted ratings stored in their player profiles, which means that they can be viewed from a number of places within the game.

16.2.1.1. Scouted Ratings on Player Lists

Most screens where player ratings can be displayed have a Scouting drop-down. When you select a scout from the drop-down, all the ratings displayed on the page will become those of the selected scout. All scouts appear in the drop-down, even if they have not scouted the players on the page.

Figure 279 Scouting Drop-Down



Note: Once you select a certain scout's ratings, those ratings will be shown by default until you change the value again in the drop-down.

16.2.1.2. Scouted Ratings on Scouting Reports Page

Many pages allow you to view one scout's ratings at a time. However, the [Scouting Reports subpage](#), described in Section 9.3.6, gives you easy access to all the most recent scouting reports on a single player.

Figure 280 Scouting Reports Page

Player Profile Player Ratings Batting Stats Pitching Stats Fielding Stats History							
Profile Contract & Status Scouting Reports							
Pitching Reports	League	Stuff	Movement	Control	Stuff Potential	Movement Potential	Control Potential
SISA (01-01-2006)	FBLAAA	44	61	60	51	61	68
P. Torres (05-01-2006)	FBL	57	70	51	57	70	54
A. Justiniano (01-22-2006)	FBL	48	61	49	48	63	52
Average (excl. SISA)	-	52	65	50	53	66	53
Overall Rating Reports	League	Role	Current Rating relative to FBL		Potential Rating relative to FBL		
P. Torres (05-01-2006)	FBL	SP	61 / 80		62 / 80		
A. Justiniano (01-22-2006)	FBL	SP	48 / 80		57 / 80		
Average (excl. SISA)	-	-	55 / 80		60 / 80		

Each time a scout researches a player, the previous scouting results are overwritten. So, this page will always show the most recent report from any scout.

16.2.1.3. Overall Ratings

A scout also rates each player's overall current skills and potential on a scale of 20-80, compared to the other players in the currently selected league. Players with a high Current Rating are All-Star caliber players, while players at the lower end of the rating scale perhaps don't belong in this league.

16.2.1.4. Impact of Scout Preferences

It's important to note that scouts also have individual preferences, as established on the [Strategy Preferences page](#) described in Section 10.3. For example, let's say you have two scouts, Bob and Dave. Bob strongly favors power, while Dave strongly favors speed. If they both scout John Johnson, an outfield prospect with good power but no speed, Bob is much more likely to give John a high overall grade, while Dave is much more likely to give a lower grade.

16.2.1.5. Scouting Accuracy

The accuracy of your scouts' reports depends on a number of factors, including the scout's ratings, how well your personnel develop the player's abilities, the player's performance, the age of the player, and more. Remember, the younger the player is, the more likely scouts will be inaccurate when assessing the potential of a player. Keep this in mind when scouting players for amateur drafts.

16.2.2. Length of Scouting Tasks

When you send out a scout, the amount of time required to complete the task varies. Factors in the time required include: the number of players the scout must review, the distance from your team's location to the destination, and the skill level of the scout. If a scout is reassigned to another task before completing his current task, that information is lost.

Some general times for scouting reports are as follows. Actual results might vary.

Task	Time to Scout
Quick-scout individual	Instantaneous
Individual player	2-4 days
Draft class	20 days
Team	2 weeks

Organization	2 months
Nation	Indefinite

16.2.3. Checking on Scout Progress

Once you have assigned a scout to a task, you can check his progress on the [Personnel page](#) described in Section 8.9. Check the Task column to see how the work is progressing.

Figure 281 Scouting in Progress

Scouts	Age	Exp	Scout Hitting	Scout Pitching	Scout Fielding	Salary	Through	Task
Cesarito Gonzalez	55	17	20	12	20	\$348,000	3	Busy scouting Tony Angulo, 2 day(s) left
Denny Weaver	56	24	13	20	17	\$344,000	2	Busy scouting Zoilo Aguirre, 1 day(s) left
Aurelius Justinian	57	25	13	17	17	\$292,000	3	Busy scouting PHI organization, 17 day(s) left
Cy Leonard	41	4	17	12	10	\$228,000	3	Busy scouting SAN organization, 60 day(s) left
Steve Kocher	32	1	10	12	12	\$128,000	1	Busy scouting COL, 10 day(s) left

Unfortunately, there is no way to know in advance how long a scouting trip will take.

16.2.4. Quick-Scouting

Scouts are also able to quick-scout individual players upon request. Quick-scouting is asking your scout to provide a scouting report on the same day. While this provides quick results, it is not as thorough as a regular scouting report, and potentially less accurate. You do not receive a summary message from the scout regarding a quick-scout. You simply can see the new ratings on the various pages that display player ratings.

Scouts have a fixed number of quick-scout reports they can give per day. Once you have used all of a scout's quick-scout reports, the scout can no longer quick-scout players until the next day. Just imagine that you've pestered this poor scout to the point where he can no longer get his regular job done if you don't leave him alone.

Note: Some scouts are allowed more quick-scout reports than others. The better a scout's ratings, the more quick-scout reports he can produce.

16.2.5. Reassigning a Scout

You can reassign a scout to a new task at any time. However, if he is already assigned to a task, all progress on that task will be lost. If you try to reassign a scout, you will be given a confirmation screen that will tell you how much longer the scout needs to complete his current assignment.

16.2.6. Firing / Losing Scouts

If you fire a scout, or if a scout leaves at the end of his contract, you lose all the scouting reports that the scout provided.

16.3. Scouting a Player

Individual scouting reports take a few days to complete. When the report is complete, you will receive a message with the results. Individually scouted players are also automatically added to your [manager shortlist](#), described in Section 6.7.

Figure 282 Individual Player Scouting Report

Message ID: 3	
Status	Read
Message Type	General News
Subject	Weaver Eyeballs Closer
Date	01-06-2006
<p>Denny Weaver has put together the report you requested on Zoilo Aguirar, including an assessment of his current skills and potential. The results of this research are included below. Please let me know if you have any questions about this information. I'll be in the office all week.</p> <p>His current ability is rated as a 55 out of 80, relative to the FBL. His potential, again relative to the FBL, is 56 out of 80. Zoilo has been added to your player shortlist.</p>	

You can scout a player from the [Player Profile](#), described in Section 9.0.

16.4. Scouting a Team

Team scouting reports take about two weeks to complete. When the report is complete, you will receive a message with the results. In a team scouting report, the scout will include a quick summary of the top players on the team, as well as some of the top prospects on the selected team.

Figure 283 Team Scouting Report

Message ID: 57	
Status	Read
Message Type	General News
Subject	Info / Team Scouting Report of Albuquerque Donkeys Complete
Date	05-19-2015
<p>Here is the report on your team:</p> <p>The top players, relative to other players in the league on the same position, of the team are:</p> <ol style="list-style-type: none">1. SP Ken Courtney (Age: 21, Current Ability Score : 69, Talent/Potential Score: 78)2. CL Dan Isenberg (25, 66, 70)3. SP Cristón Familia (26, 64, 65)4. 1B Pete Jagger (36, 64, 64)5. SP Paul Bussard (23, 58, 58)6. MR Kemen Orjuela (26, 58, 58)7. MR Tobías Rodríguez (21, 56, 58)8. MR Ricardo Monerosas (22, 55, 55)	

You can scout a team from almost any page in the [Teams menu](#), described in Section 8.0.

16.5. Scouting an Organization

Organization scouting reports can take from a few weeks to several months to complete, depending on the size of the organization. When the report is complete, you will receive a message with the results. In an organization scouting report, the scout will include a quick summary of the top players in the entire organization, as well as some of the top prospects in the entire organization. This report could potentially include players from all levels of the organization.

Figure 284 Organization Scouting Report

Message ID: 5	
Status	Read
Message Type	General News
Subject	Williams Reviews Notes, Issues Austin Scouting Report
Date	01-08-2006
John Williams submitted his reconnaissance report earlier today. There's quite a bit of insight on the Austin Copperheads crammed in there. Please take the time to look it over before we do battle with them again.	
The top players of the organization, relative to other players in the league on the same position, of the team are:	
1. CL Amadeo Uralde (Age: 26, Current Ability Score : 77, Talent/Potential Score: 77)	
2. 2B Manuel Serrapinana (36, 76, 76)	
3. MR Lobo Gerardino (27, 66, 66)	
4. MR Declan Sortsinger (28, 66, 66)	
5. SS Bill Bailey (36, 62, 62)	
6. CF Gabriel Maricas (31, 59, 62)	
7. MR Macerio Carrisoza (22, 58, 71)	

You can scout an organization from almost any page in the [Teams menu](#), described in Section 8.0.

16.6. Scouting a League

League scouting reports can take several months to complete, depending on the size of the league. Remember, you are asking a single scout to review an entire league of players. When the report is complete, you will receive a message with the results. In a league scouting report, the scout will include a quick summary of the top players in the league, as well as some of the top prospects in the entire league.

Figure 285 League Scouting Report

Message ID: 15	
Status	Read
Message Type	General News
Subject	FBL Scouting Report
Date	03-16-2006
Though he just left the airport, Edgardo Garced faxed in his dossier highlighting the talent of Fictional Baseball League. Attached below is his assessment of the top players in the league.	
The top players of the league, relative to players of the FBL on the same position, are:	
1. SP Farruco Seccullo (Age: 40, Current Ability Score : 80, Talent/Potential Score: 80)	
2. 1B Dean Morrow (19, 80, 80)	
3. CL Amadeo Uralde (26, 77, 77)	
4. SP Angel Alou (38, 76, 76)	
5. 2B Manuel Serrapinana (36, 76, 76)	
6. C Vidal Penaflor (35, 75, 76)	
7. RF Bob Quackenbush (23, 73, 73)	

You can scout a league from the [Player Trade page](#) described in Section 7.7.3.

16.7. Scouting a Draft Pool

Draft pool scouting reports take around 20 days to complete. When the report is complete, you will receive a message with the results. The message will contain a high-level summary of what this scout considers to be the top 20 prospects in the draft.

Figure 286 Draft Pool Scouting Report

Message ID: 89	
Status	Read
Message Type	General News
Subject	Gladstaines Weighs Prospects in Preparation for 2006 Draft
Date	06-07-2006
Chad Gladstaines has submitted his findings on the 2006 draft pool and believes that the organization could benefit differently depending on which of the following we are fortunate enough to select:	
Here are the players available in the draft:	
1. SP Marcos Flores (Age: 23, Talent/Potential Score: 76)	
2. C John Cox (18, 76)	
3. SS Bob Ritchey (18, 74)	
4. RF Angel Huguez (20, 70)	
5. MR Ancel Dernesch (21, 66)	
6. SP Clay Shipe (22, 63)	
7. 3B Elvin Brinkley (19, 62)	

You can scout a draft pool from the [Draft Pool page](#) described in Section 7.7.1.

Warning! Draft pools are announced 30 days before the draft. Since your scouts will need 20 days to scout the draft, don't overlook sending them right away. Being unprepared for the draft is a good way to get on the owner's bad side.

16.8. Scouting a Nation

Scouting a nation is a little different. When you send someone to scout a nation, you are not asking him to watch certain players. Rather, you are sending him all across the nation in search of undiscovered talent. As such, scouts sent to other nations will remain there until you assign them to another task.

If a scout does manage to uncover a hidden talent, you will receive a personal message.

Figure 287 Hidden Talent Discovery

Message ID: 9	
Status	Read
Message Type	General News
Subject	Aldecoa Uncovers Talent in Dominican Republic
Date	04-08-2006
Manny Aldecoa has returned from Dominican Republic with a recommendation that we keep a close eye on Jorge Bigro, a 27-year old shortstop. Aldecoa feels that given the proper development in our system, Jorge could add depth and flexibility to our club. His current ability is rated as a 26 out of 80, relative to the FBL. Jorge has been added to your player shortlist.	

Once you have found a hidden talent, the player will automatically be added to your [manager shortlist](#), described in Section 6.7. The player will not appear as a free agent for other teams to sign. Just don't set your expectations *too* high. It's hard for a super-talented ballplayer to escape the eyes of the world!

16.8.1. Signing a Hidden Talent

To sign a hidden talent, open his Player Profile by clicking on the hyperlinked player name in the message you received. Select Offer Contract from the Action menu at the bottom of the screen and sign the player.

Note: Hidden talent that has been scouted will enter the free agency pool for your league shortly after being scouted, so if you want to sign him, be quick about it!

Even after discovering a hidden talent, your scout will continue to scout the selected nation for more talent until reassigned to a new task.

You can scout a nation from the [Nation Profile page](#) described in Section 6.8.1.

Warning! Don't forget about your scouts when they are scouting internationally. These staff members will stay on the job until you give them another duty.

16.9. Scouting Your Own Team or Organization

The moment a human manager takes over a team, the head scouts at each level of the organization “quick-scout” their teams. This process is repeated on the first day of each subsequent month. So, you will always have scouting data available for your organization.

However, remember that quick-scouting isn't as accurate as a regular scouting effort, and that different scouts can have different strengths. You can always send your scouts to delve more deeply into your own organization. However, it's not strictly necessary.

Of course, real professional teams don't send scouts to cover their major league teams, when they can get feedback from any number of coaches or staff members directly. If that strikes you as unrealistic, just pretend you're asking your director of scouting to compile a report on player development within your organization, based on feedback from your coaches and staff.

16.10. Player Development Reports

Occasionally, you may receive a message from one of your scouts about a player in your organization. From time to time, scouts will report on noticeable changes in a player's hitting or pitching potential. These could come from any scout at any time, although you will not necessarily be informed any time a player improves. Additionally, this is one scout's opinion.

Player development reports can even come from scouts who are on separate assignments. You do not have to assign a scout to your team in order to receive player development reports. Think of it as the scout compiling information he has gleaned from coaches and other members of your organization.

16.11. Playing with Scouting Off

In the [game options](#) in Section 3.3.2.1, you can turn off scouting. When you turn scouting off prior to the start of a game, there will be no scouts in the game. Additionally, any place you see player ratings in the game, they will be the “true” player ratings, and not colored by the opinions of any scouts or coaches. All general managers in a game will see the same values. Additionally, the scouting action menus and drop-downs will no longer be available.

If you turn scouting off *after* a game has already been created, the behavior of the game will not be as “clean.” Scouts will disappear from your team personnel page. However, many of the scouting drop-downs and action menus will still be available. If you wish to play without scouts, we recommend you turn this setting off at the time of the game's creation.

16.12. Troubleshooting Scouting

If you're running into issues with scouting, here are a few common issues and the reason for their occurrence:

Issue	Reason
I don't see any scouting buttons when I look at a nation. Why can't I scout this country?	There are several possible reasons why you can't scout a nation: <ul style="list-style-type: none">• Only nations that do not already have a league can be scouted. To scout players in nations with active leagues, you have to scout those leagues.• If you have scouting disabled in the Game Setup page, you will not be able to scout.

	<ul style="list-style-type: none"> • If you are just the commissioner, you cannot scout a country. • If “create and maintain hidden players” is not selected in the Game Setup, you cannot scout other nations.
I’m sending out scouts, but I never hear anything back. Why not?	If you are a commissioner “acting as” a manager of a team, you cannot receive reports back from scouts. Only the true manager of a team can receive scouting reports. (A commissioner who is also a manager could receive the reports.)

17.0 Player Drafts

There are two types of player drafts in OOTPB: inaugural drafts and amateur drafts. Drafting the right players is an essential part of building a winning franchise. Only general managers are allowed to draft. If you have chosen to play as the manager of a affiliated league, you won’t have to worry about drafting.

17.1. Inaugural Drafts

Inaugural drafts (sometimes called fantasy drafts) are one-time events in a league. In a league with an inaugural draft, all teams begin play with no players on their rosters at any level. At the time of a league’s creation, you can define whether or not an inaugural draft will be held in the [options page](#) described in Section 3.3.9. If no draft will be held, the computer will automatically populate all teams’ rosters, and play will begin.

If you elected to hold an inaugural draft, and you assigned your manager identity to a team, the inaugural draft will be the first screen you see. Read through the rest of this section to understand how to handle the draft. Your head scout also scouts all players in an inaugural draft in advance. See Section 16.0 for more information on [scouting](#).

In an inaugural draft, all players are entered into the inaugural draft pool. On January 2 of the first year of your league, all teams will select players until all team rosters have been filled. This includes all affiliated leagues as well as major leagues. The precise number of rounds in an inaugural draft depends on the number of levels in the league.

Note: It is possible to have multiple leagues, some with inaugural drafts, and others without.

17.1.1. Number of Rounds in the Inaugural Draft

When determining the number of rounds in the inaugural draft, the game first looks at the number of affiliations within the league. For example, if you have the standard five levels of minors, then each major league team has five affiliated teams. The game takes the number of affiliations, plus one for the major league team, and multiplies this by the active roster limit. So, for the example above, you would get:

$$(5+1) * 25 = 6 * 25 = 150 = 150 \text{ rounds in the inaugural draft}$$

However, when determining the number of rounds, it actually takes the maximum number of affiliations in the league. So, let’s say your setup has one team, like the Yankees, who have six minor league teams, instead of the normal five. In that case, the equation would be this:

$$(6+1) * 25 = 7 * 25 = 175 = 175 \text{ rounds in the inaugural draft}$$

In this case, only the Yankees would select during those last 25 rounds, since all the other teams would have filled their rosters by the time round 151 was reached.

17.2. Amateur Drafts

Amateur drafts (sometimes called “rookie drafts”) are typically annual events in a league. Players, typically between the ages of 16 and 25, go from high school or college into the draft, where they hope to be signed by teams in your league.

At the time of a league’s creation, you can define whether or not an amateur draft will be held in the [options page](#) described in Section 3.3.9. You can also define the date the draft will be held and the number of rounds in the draft. Changing the number of rounds will change the number of new players generated for the draft. Even after a league has been created and play has begun, you can still change amateur draft settings at any time.

Warning! *If you are playing a historical league, be careful about when you set your amateur draft, as this could impact when historical players come into your league. See Section 3.3.8.4 for more [historical rookie options](#).*

Note: It is possible to have multiple leagues, some with amateur drafts, and others without.

17.3. Scouting Drafts

If you have scouts turned on in your game, scouting a draft class is essential to a successful draft. One month prior to any amateur draft, you will receive a notification that a list of players in the draft class has been released.

Once you receive that notification that a draft pool has been announced, you can send your scouts to research the draft class. See Section 16.7 for more information on [scouting a draft pool](#). The inaugural draft class is automatically scouted by your head scout prior to the inaugural draft, so there is no need to send anyone to scout the inaugural draft.

Note: Don’t delay in sending your scouts to assess the draft class! It takes around 20 days for them to scout the draft, and you receive the draft list only 30 days in advance. If you wait too long, you might find yourself woefully unprepared come draft day.

17.4. The Draft Process

On the day of the draft, a new option called “First-Year Player Draft” will be available in the League menu.

Figure 288 Draft Menu Option



Select First-Year Player Draft from the menu to proceed into the draft.

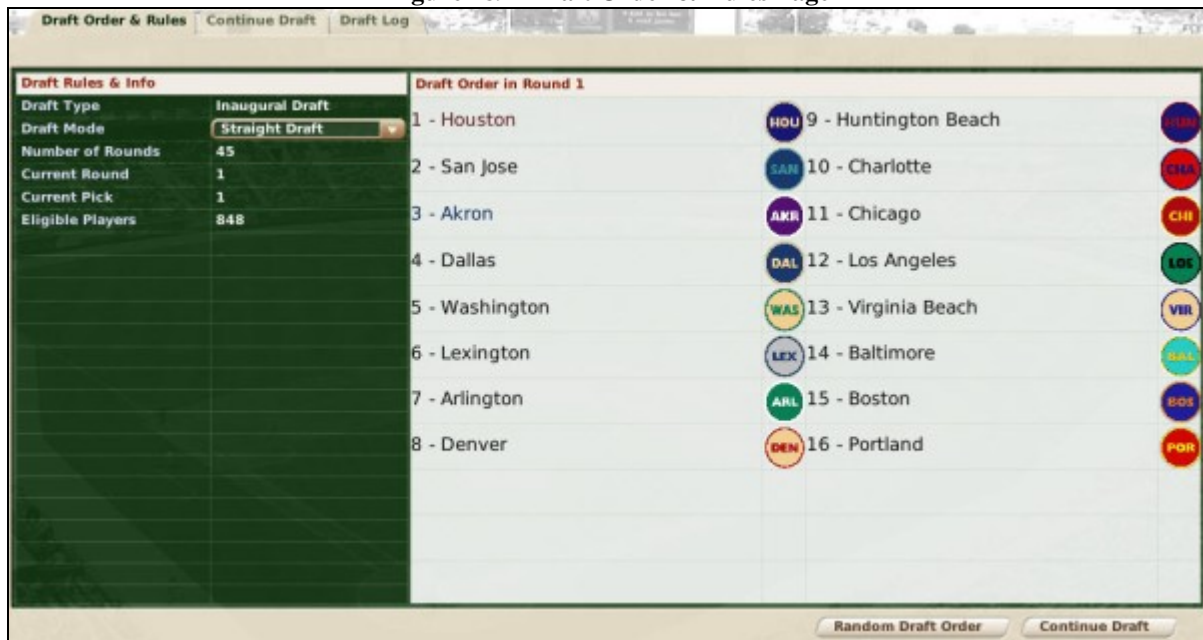
There are three main screens that comprise the draft process: the Draft Order & Rules page, the Continue Draft page, and the Draft Log. The process itself is fairly simple:

1. Note the draft order and rules.
2. Begin the draft
3. Each team selects players until all rounds have been completed

17.4.1. The Draft Order & Rules Page

The draft process starts on the Draft Order & Rules page. There is not much to do here. Simply review the information on the screen. For inaugural drafts, the draft order is random. For amateur drafts, teams draft in the opposite order of their finish in the previous year. The order for amateur drafts in the first year of a league is determined randomly.

Figure 289 Draft Order & Rules Page



The right side of the screen displays the order of the draft in the current round. The left side of the screen has some basic information about the rules in this particular draft.

Item	Definition
Draft Type	There are two types of drafts, amateur drafts and inaugural drafts.
Draft Mode	There are two draft modes, straight and serpentine: Straight: Teams select in a fixed order each round. Amateur drafts are always straight drafts. Serpentine: Teams select in order in odd-numbered rounds, and reverse order in even-numbered rounds. Serpentine is frequently used for inaugural drafts to prevent the teams with high picks from becoming unbalanced at the start of a league.
# of Rounds	The total number of rounds in the draft. This is established in the options page described in Section 3.3.9.
Current Round	The current round of the draft. This is updated automatically as the draft progresses.
Current Pick	The next pick in the current round. This is updated automatically as the draft

	progresses.
Eligible Players	The number of players in the draft pool.

17.4.1.1. Actions

There are two action buttons on the page: Random Draft Order and Continue Draft.

Click the Random Draft Order action button to randomize the order of the draft. You can click this as many times as you want.

Once you are comfortable with the draft settings, click the Continue Draft button in the lower right to proceed with the draft.

17.4.2. The Continue Draft Page

The Continue Draft page is where the draft takes place. Although you can move throughout the game screens at any time during the draft, you always have to return here to proceed.

Figure 290 Continue Draft Page

The screenshot shows the 'Continue Draft' page with the following sections:

- Top Pane:** A table of 78 players found. The table includes columns for Name, Date of Birth, Age, Nationality, Height, Weight, Bats, and Throws. Players listed include Natalio Archibeque, Jesús Bajorques, Saul Benitez, Roger Blackden, Abran Bonce, Tom Dolan, Carlos Garcia, and Ron Hildreth.
- Bottom-Left Pane (Selected Player):** Details for Jesús Bajorques, including his name, nationality (American), date of birth (02-12-1985), age (21), height (5' 8"), weight (195 lb), bats (Right), throws (Right), position (Starting Pitcher), and out of (College).
- Bottom-Middle Pane (Team Info):** Information for the Dallas Cowboys, showing 50 total players (50 in organization). It lists players by position: Catcher (4), First Base (2), Second Base (5), Third Base (1), Shortstop (4), Left Field (4), Center Field (4), Right Field (2), Designated Hitter (0), Starting Pitcher (9), and Reliever (12).
- Bottom-Right Pane (Draft Info):** Draft details including Draft Type (First Year Player Draft), Draft Mode (Straight), Current Round (1 of 10 Total Rounds), Current Pick (3), Players left (78), Last Pick (Riverside Crimson), and Selection (P Finn Frampton).

The page is divided into four panes, one on top, and three beneath.

17.4.2.1. The Draft Pool Pane

The Draft Pool pane is a list of all the players in the draft pool who have not yet been selected. On this page, you can take advantage of OOTPB's [views and filters](#), described in Section 1.7, to sort through the data. You can also use most of the [common drop-downs](#) described in Section 1.8. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

Figure 291 Draft: Draft Pool Pane

View ▾		Filter ▾		Show: All Players ▾		Position: All Players ▾			
Default View - No Filter - Position: All Players -									
P	Inf	Name	Date of Birth	Age	Nationality	Height	Weight	Bats	Throws
P		Ray Agamez	01-31-1984	22	VEN	6' 6"	200 lb	Right	Right
P	*	Pedro Barei	06-14-1987	19	USA	6' 2"	225 lb	Left	Left
P		Richard Bewick	07-13-1985	20	USA	6' 3"	195 lb	Left	Right
P	*	Jerry Blackstock	01-30-1987	19	USA	6' 2"	200 lb	Left	Right
P	*	Pete Carlson	06-23-1988	17	USA	6' 0"	175 lb	Right	Right
P		Orland Donoso	07-19-1983	22	DOM	6' 2"	225 lb	Right	Right
P	*	Héctor Estreola	02-19-1987	19	VEN	6' 0"	190 lb	Right	Right
P	*	Josue Firgueroa	10-04-1988	17	USA	5' 11"	200 lb	Switch	Right
146 Players found... (* indicates High-School Player)									

There is also a Show drop-down that allows you to choose from displaying all players, or just displaying college or high school players. High school players are indicated by an asterisk in the Inf column. If you choose a View that includes player ratings or potential, you will also receive the Scouting drop-down that will enable you to view each of your scouts' ratings for the draft pool members.

Note: Remember, the younger a player is, the harder it is for your scouts to accurately gauge his potential.

17.4.2.2. The Selected Player Pane

The Selected Player pane displays key demographic data about the currently selected player. Select a player by dragging him from the Player Data pane onto the Selected Player pane.

Figure 292 Draft: Selected Player Pane

Selected Player

Name

Nationality

Date of Birth

Age

Height

Weight

Bats

Throws

Position

Out of

Jerry Lyle

American 

08-05-1983

22

6' 3"

220 lb

Left

Left

Reliever

College

Draft Player

If this is the player you want to draft, click the Draft Player action button at the bottom of the pane to pick the player.

Note: The name of the selected player in this pane is hyperlinked.

17.4.2.3. The Team Info Pane

The Team Info pane contains helpful information about your team's organization. It gives a breakdown by position of the number of players on your team, or in your organization (in parentheses). This information can be very helpful to a general manager who is trying to make sure he has a good balance of players in different positions in the organization. This pane updates automatically as the draft progresses.

Figure 293 Draft: Team Info Pane

Team Info	
Name	Akron Rifles
Total Players	45 (45 in Organization)
Catcher	3 (3)
First Base	2 (2)
Second Base	2 (2)
Third Base	3 (3)
Shortstop	4 (4)
Left Field	3 (3)
Center Field	2 (2)
Right Field	6 (6)
Designated Hitte	0 (0)
Starting Pitcher	10 (10)
Reliever	8 (8)

Note: The team name in this pane is hyperlinked.

17.4.2.4. The Draft Info Pane

The Draft Info pane contains data about the current draft, including the draft type and mode, the current round and pick number, the number of players remaining in the draft, the last team to pick, and which player that team selected.

Note: Both the last team to pick and the last player selected are hyperlinked.

Figure 294 Draft: Draft Info Pane

Draft Info	
Draft Type	First Year Player Draft
Draft Mode	Straight
Current Round	1 (10 Total Rounds)
Current Pick	16
Players left	145
Last Pick	Akron Rifles
Selection	P Jerry Lyle

17.4.2.5. The Auto-Draft Action Menu

The Auto-Draft action menu has three options.

Option	Description
Complete Draft	This option has the computer complete the entire draft, including all picks for human-controlled teams. Choose this option when you are not interested in controlling the draft.
Current Round	This option has the computer complete all picks in the current round, including all picks for human-controlled teams.
Until Next Pick by Team	This option has the computer complete all picks until the next pick for the current human manager's team. <i>Note: This option is not available if you are a commissioner who does not manage a team..</i>

17.4.2.6. The Head Scout Recommendation Action Button

The Head Scout Recommendation button is fairly self-explanatory. Click this to have your head scout recommend a player to draft. The recommended player will appear in the Draft Info pane. Your head scout will recommend only one player per pick.

17.4.3. The Draft Log

The Draft Log is updated constantly as the draft progresses. See Section 12.12 for more information about the [Draft Log](#).

17.5. After the Draft

After the draft, players are immediately assigned to the organizations that signed them. The players are automatically signed to minor league contracts (if your league has minor leagues), and assigned to the levels that your coaching staff deems most appropriate. If you do not have minor leagues, the players are assigned to your reserve roster.

Note: There are no signing bonuses in OOTPB.

17.6. Players in the Draft

Players in the draft have certain characteristics defined by the league. Player names, nationalities, ratings, and potential are all determined by random factors. Most of this can be changed through customizing the game. See Section 1.1.4 for more information about [customizing OOTPB](#).

17.7. Drafts Pools and Multiple Leagues

Although OOTPB has a baseball universe, in many ways leagues are independent of one another. In this vein, draft pools are created specifically for each league. In other words, there is no shared global draft pool. For example, let's say you have a game with two leagues, a U.S. league and a Japan league. If they both have an amateur draft on the same day, each will still have a completely different pool of players to draft from. The U.S. league cannot draft a player from the Japan league, and so forth.

However, the worldwide free agent pool *is* shared. See Section 19.5 for more information on [free agency](#).

18.0 Trading

Trading is a key part of any baseball league. A general manager can seal his destiny by making a critical late-season acquisition that propels the team to the championship, or he could trade away a future star for a has-been and be criticized for years to come.

Trades in OOTPB can include up to three components: players, cash, or draft picks. Trades involving more than two teams are not supported. Commissioners also have the ability to force trades.

Note: You can trade only if you are playing as either a general manager, or a commissioner. Managers of child-league clubs cannot execute trades.

18.1. Global Trading Options

There are a few trading options that affect the entire game world. These are established in the [trading options](#) described in Section 3.3.2.5.

Option	Result
AI Trading Frequency	This option determines how often computer general managers will make trades. The value can be set from Very Low to Very High.
Trading Difficulty	This option determines how difficult it is to trade. The harder the difficulty, the more computer general managers will ask for in trades, and the less likely they will be to fall for bad deals. The value can be set from Very Easy to Very Hard.
Trading Preference	This option determines whether computer general managers favor veteran players or young prospects in trades. The value can be set from Heavily Favor Veterans to Heavily Favor Prospects.

18.2. League-Specific Trading Options

League-specific trading options are configured on the [rules page](#) described in Section 3.3.8.3 for new games, or the [game setup page](#) described in Section 5.4.2.3 for existing games. There are four key variables in trading that can be set differently for each league in your game.

Option	Result
Player Trades	If enabled, players can be traded. If disabled, no trades are allowed in the league at all.
Trading Deadline Date	Each league with trading activated must have a “trading deadline date.” See below for more info on trading deadlines.
Trades with Other Major Leagues	If enabled, players can be traded to other leagues throughout the world. For example, from a Japan-based league to a U.S.-based league. If this is disabled, players can be traded only inside one league. <i>Note: This setting has no effect on the ability of free agents to move between leagues.</i>
Allow Draft Pick Trading	If enabled, teams can trade draft picks in the upcoming amateur draft, as well as players. If disabled, draft picks cannot be traded.

18.3. The Trading Deadline

Each league that has trading enabled has a trading deadline. All trades in the league must be completed before the end of the trading deadline date. Trades can still be conducted after the deadline, but with special conditions. To complete a trade after the deadline, each player involved in the trade must successfully pass through waivers. See Section 20.6 for more information on [waivers](#).

Note: In most cases, postdeadline trading is difficult, because any talented players placed on waivers will almost certainly be claimed by another team. Generally, only the most minor of trades can be completed successfully after the deadline.

18.4. Trading Players

Each team can include up to 10 players in a trade proposal. However, each team must be able to take on the salaries of the players it will be receiving. The [Front Office page](#) described in Section 8.8 includes a dollar figure at the bottom that tells you how much salary you can afford to take on. If either team cannot afford the contracts of the offered players, the trade is invalid and cannot be submitted.

To determine whether the teams can afford the deal, the computer checks your projected remaining player expenses before and after the trade and adds or subtracts any cash involved in the deal. It compares that figure to your budget for the current year and the next year as well, factoring in contract extensions, possible arbitration, players leaving through free agency, and so forth. If the trade remains within the estimated budget, then the trade is acceptable.

Upon completion of a trade, each team takes on the full remainder of the current contract for each player. That is, if Player A is in the second year of a seven-year deal, the team receiving Player A is responsible for the full duration of that contract.

Note: In addition to the options in the game setup, computer general managers also evaluate trades based on their own strategy preferences.

Note: Trades do not need to include a player from each side. However, all trades must include something from each side, even if it is just \$1.

Note: In the real world, any player with at least 10 years of major league service time, the last five of which have been with one major league club, cannot be traded to another major league club without his written consent. This is commonly known as “the five-and-ten rule.” This is not true in OOTPB.

18.5. Trading Cash

Each team can offer cash in a deal, up to the amount of cash the team has on hand. The amount of available cash can be found on the team’s [Front Office page](#), described in Section 8.8

18.6. Trading Draft Picks

If draft pick trading is enabled, each team can trade up to five draft picks in a single trade. Trading a draft pick means that you are giving the other team the right to make a selection in upcoming amateur draft instead of your team. For example, Philadelphia is scheduled to pick 15th in the first round of the draft, and New York is scheduled to pick 22nd. If Philadelphia trades its first-round pick to New York, then New York will get to select twice in the first round of the draft—pick number 15 (received from Philadelphia) and pick number 22 (its original pick). Meanwhile, Philadelphia will not get to pick in the first round at all.

Draft picks are only for the next amateur draft. You cannot trade future-year draft picks. Traded draft picks also cannot be traded immediately after a trade. For example, if Philadelphia trades its third-round pick to New York, New York cannot then trade Philadelphia’s third-round pick to San Francisco.

Note: Since draft order is based on the order that teams finish in the standings, be sure to consider a team’s record when proposing a draft pick trade. A draft pick from a poor team is much more valuable than a draft pick from a championship team.

18.7. Making a Trade

Trades initiated by human managers begin at the [Player Trade page](#) described in Section 7.7.3. Unless you are the commissioner, your team is always on the left, and your trading partner’s on the right.

Figure 295 Player Trade Page

Free Agents | **Player Trade** | Show all Players | Available Personnel | Transaction News

Boston Termites Offered Players

- 1 MR Tony Raigoza Remove

Add Cash (Please hit 'Enter' when finished)
\$100,000

Add Draft Picks

2nd Round Draft Pick
No Pick Selected

No Pick Selected

No Pick Selected

Trade Summary

The initial reaction of Edmund Sanders: "OK, I have to think about this. Please submit this offer officially, I'll answer shortly."

The Boston Termites would send 20-year old reliever Tony Raigoza, a 2nd round draft pick and \$100,000 in cash to the Tucson Web, getting 21-year old reliever Ray Absher and a 3rd round draft pick in return.

SISA reports that the Boston Termites have a weakness at the catcher position, a slight weakness in right field, a weakness in their...

Select the second Team

Fictional Baseball League (ML)

Tucson Web

Tucson Web Offered Players

- 1 MR Ray Absher Remove

Add Cash (Please hit 'Enter' when finished)
\$0

Add Draft Picks

3rd Round Draft Pick

Boston Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	S.O'Bligh	32	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	T.Remijio	36	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	J.Rodriguez	26	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	M.Slevira	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	J.Creanan	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	K.Karg	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	E.May	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	H.Moore	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	T.Raigoza	20	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Tucson Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	M.Flower	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	J.Gonzales	26	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	A.Lizardo	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	W.Robbins	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
SP	M.Service	27	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	R.Absher	21	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	G.Debord	24	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	S.Dowd	23	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9
MR	I.Garza	25	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, .0 K/9

Previous
Cancel Trade
Submit Trade Offer
Scout League

To execute a trade, do the following:

1. Select a league and team to trade with from the Select the Second Team pane on the top right.
2. On the left side of the screen, drag and drop the players you want to trade from your Roster pane to your Offered Players pane above. Use the Roster drop-down to select players from rosters other than your active roster. Click the Remove button to remove a player from the trade.
3. Type in the amount of cash you want to trade, and then press the Enter key. The dollar amount will not register correctly until you press Enter.
4. Select any draft picks you want to trade in the Add Draft Picks pane.
5. Repeat Steps 2-4 for the receiving team.
6. Once you have done this, the Trade Summary pane will tell you if your trade is invalid. If the trade is valid, the general manager of your partner will give you a quick idea on what he thinks. Typically, if the trade is worth considering, the GM will ask you to submit the offer.
7. To submit the offer, click on the Submit Trade Offer button at the bottom of the screen.

18.7.1. Reaction to Trade Proposals

Once you have submitted a trade, the other team's general manager will take some time to consider the offer. The response might come on the following day, or it could take several days. One exception is during the league's Winter Meetings. During Winter Meetings, responses will be much quicker. See Section 22.3 for more information about [Winter Meetings](#).

Eventually, you will receive a personal message with your trading partner's formal response. This will inform you of whether the other team accepts or rejects the deal.

Figure 296 Response to Trade Proposal

Message ID: 5	
Status	Response Needed
Message Type	Transactions
Subject	Reaction to Trade Proposal from Colorado Springs: ACCEPTED!
Date	01-08-2006
You have just been informed by Héctor Sandoval that he accepts your trade proposal. He said: "This is barely fair, so let's trade now until I reconsider."	
The Albuquerque Creatures would send 25-year old third baseman Bartolo Millen, 24-year old left fielder Edward McKean and \$10,000 in cash to the Colorado Springs Flangers, getting 25-year old center fielder Isidoro Figuerda and \$942,500 in cash in return.	
You have 14 days to complete or reject the trade. Use the controls below.	

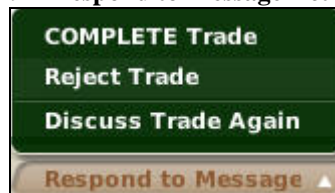
Congratulations, your trade has been accepted! But you're not done yet! Once you receive a response to a trade proposal, you must formally complete the deal within 14 days, or the trade will be invalidated!

Warning! *If you delete a trade proposal or a reaction to a trade proposal, the trade is canceled.*

18.7.2. Completing a Trade

Once your trading partner sends you a positive response to a trade proposal, you must complete the trade within 14 days, or the trade will be invalidated. To complete the deal, you must select COMPLETE Trade from the Respond to Message action menu at the bottom of the Manager News page:

Figure 297 Respond to Message Action Menu



Once a trade has been completed, the players are placed immediately in each team's Designated for Assignment transaction area. See Section 20.8 for more information on [DFA](#). Cash changes hands immediately. Also, any players acquired by trade who were on their previous team's secondary roster must also be placed on the acquiring team's secondary roster.

Note: Be sure to make any necessary roster moves and lineup / pitching staff changes based on your new trade before continuing play.

18.7.3. Rejecting a Trade

You can reject any trade offer, even one that has already been accepted by your trading partner, by selecting Reject Trade from the Respond to Message action menu.

18.7.4. Discussing a Trade Again

If a trade offer is rejected, or you just want to try to push your deal a little further, you can select Discuss Trade Again from the Respond to Message action menu. Doing this will reopen the Player Trade page with the details of the current trade already selected.

Warning! *Do not use the back arrow to get out of discussing a trade! If you do so, the trade will expire immediately without you having an opportunity to accept or decline the offer.*

18.7.5. Computer-Initiated Trade Proposals

Even if you do not offer a trade, computer-controlled teams may offer trades to you out of the blue. In this case, you will receive a personal message like the one below:

Figure 298 Computer-Initiated Trade Proposals

Message ID: 4	
Status	Response Needed
Message Type	Transactions
Subject	Trade Proposal from Colorado Springs
Date	01-06-2006
Héctor Sandoval proposes the following trade:	
The Colorado Springs Flangers would send 25-year old center fielder Isidoro Figuerda and \$942,500 in cash to the Albuquerque Creators, getting 25-year old third baseman Bartolo Milen and 24-year old left fielder Edward McKean in return.	
You have 14 days to complete or reject the trade. Use the controls below.	

Computer-initiated trades are handled very similarly to human-initiated ones. Use the Respond to Message menu to complete or reject the trade, or discuss the trade again.

18.7.6. Trade Proposal Expirations

Trade offers expire automatically after fourteen days, so be sure to review and act upon any trade proposals in a prompt manner.

18.8. Forcing Trades

If you are playing as a commissioner, you have the ability to take over any team in the league and force a trade without approval from either GM. This action is often necessary in online leagues.

See Section 25.10 for more information on [forcing trades](#).

19.0 Finances and Player Contracts

Money makes the world go 'round, or so they say. The same is true in OOTPB, as long as you have the financial model turned on in your league. OOTPB's financial model is complex, and highly customizable. The financial model can be turned on or off or tweaked using the [financial rules](#) described in Section 3.3.8.6. Since the financial model is built on a per-league basis, you could also have a game world wherein some leagues have a financial model, and others do not.

Note: If the financial model is disabled in your league, all players are signed to \$0 major league contracts that renew indefinitely. You can safely ignore the rest of this section.

Warning! In some cases, the financial and contract models in OOTPB do not precisely match similar models in the real world.

19.1. The Team Financial Model

The team financial model in OOTPB is fairly simple. A team derives revenue from five sources:

- Regular season ticket sales ("gate revenue")
- Playoff ticket sales ("playoff revenue")
- Media revenue
- Merchandising revenue
- Revenue sharing (if applicable)

Revenue cannot be controlled directly by general managers. Owners set ticket prices, and the other revenue streams are largely affected by the team market size, fan loyalty, and fan interest.

Teams spend money in just three ways:

- Player salaries
- Staff salaries
- Revenue sharing (if applicable)

A team's balance sheet at the end of a season is easily calculated as:

(sum of revenue items) minus (sum of expenses)

If revenue sharing is enabled, any cash left over is shared with the other teams in the league. If there is a cash maximum, cash in excess of the maximum is lost.

See the [Front Office page](#) described in Section 8.8 for more detailed information.

19.2. Owners and Budgets

The financial model itself is fairly simple. But before you can start spending, you have to understand how much you can spend. In the [financial rules](#) described in Section 3.3.8.6, you can choose between having the team owner control the budget, or not.

19.2.1. Owner Controls Budget

If the team owner controls the budget, then each season you are given a specific budget to work with. In this scenario, the budget is decided arbitrarily by your owner. Different owners might create different-sized budgets. This amount is shown under the Current Budget field on the [Payroll Information section](#) of the Front Office page described in Section 8.8.1.1.

19.2.2. Entire Revenue Available

If you chose not to have an owner control the budget, then you can spend up to your team's entire revenue. The amount you can spend is shown under the Current Budget field on the [Payroll Information section](#) of the Front Office page described in Section 8.8.1.1. However, you still report to the owner in this case, and you can still be fired, unless you are the commissioner.

19.3. Player Contracts

Most general managers primarily need to worry about two money topics: player contracts and staff contracts. The vast majority of expenses come from player contracts, so it's important for any good general manager to know his way around a contract offer.

At the start of a league, whether you have an inaugural draft or not, all players are given contracts. The majority of the starting contracts will be for 2 or fewer years, although some might be longer. The league calculates the average player quality at each position. Then it compares each player to that, and based on the difference assigns a contract that is based on the salary steps (above average, good, star, and so on) in the league financial rules. Also factored in are service time and age. Arbitration-eligible players get less money, and players who are eligible for the league minimum get that amount.

Warning! Due to the flexibility of the financial model, player contracts might be structured differently from what is written here, depending on which financial options are enabled.

19.3.1. Contract Types

Player contracts can be of two types: minor league or major league.

Contract Type	Description
Minor league	<p>Minor league contracts have no set duration. A player with a minor league contract remains under the team's control until one of the following events occurs.</p> <ol style="list-style-type: none">1. The player attains minor league free agency, as described in Section 19.5.1.2. The player is added to a team's secondary roster. When this happens, the player's contract immediately changes to a 1-year major league contract for the league minimum salary.3. The player is traded, retires, or is given a major league contract extension. <p><i>Note: In OOTPB, minor league contracts do not cost the team any money. They are effectively \$0 contracts.</i></p>
Major league	<p>A major league contract has a fixed duration, in years, and a specific salary amount for each year in the contract. Major league contracts can also include no-trade clauses or incentives. A player with a major league contract remains under the team's control until one of the following events occurs.</p> <ol style="list-style-type: none">1. The player's contract expires.2. The player is traded or retires. <p>If a player's major league contract ends, he will either become a free agent (Section 19.5), or be eligible for salary arbitration (Section 19.6).</p> <p><i>Note: Player contracts expire on the last day of the playoffs.</i></p> <p><i>Note: Players without a contract who have less than 3 years of major league service time are automatically signed to a contract for the league minimum.</i></p>

19.3.2. Offering a Contract

Players without a contract are considered free agents, and can be signed by any team in the league. To offer a contract to a free agent, open his Player Profile and select Offer Contract from the Action menu. Alternatively, right-click on the player's name and select Offer Contract from the right-click menu.

Note: Even if you have disabled free agency in your league options, the term for a player without a contract is still "free agent."

Figure 299 Contract Offer Page

Contract Offer | Scouting Reports

Personal Details

First Name: Brian
Last Name: Hickton
Nickname: [Blank]
Uniform Number: 31
Height: 6' 1"
Weight: 220 lb
Date of Birth: 02-14-1974
Age: 32
City of Birth: Cleveland (Ohio)
Nationality: American
Bats: Left
Throws: Left
Position: Center Field
Team: No Team

Define your Contract Offer

Contract Type: Major League Contract
Select the total Number of Years: 2 Years
Year-by-Year Salary:
0 Season: \$1,350,000
1 Season: \$1,350,000
No-Trade Clause: Not Included
Last Contract Year Optional?: No Option

Incentives

Minimum Plate Appearances for Bonus: 0 Bonus: \$0
Bonus for Outstanding Hitter Award: \$0

Health Status

Health Status: [Blank]
Rest Status: 100% - Completely Rested

Summary

The player is looking for a 2-year contract worth a total of \$2,580,000, which equals \$1,290,000 per season.

You are offering 32-year old center fielder Brian Hickton the following major league contract: The contract runs over 2 guaranteed years. The total value of the contract is \$2,700,000, which equals a value of \$1,350,000 per season.

You have \$25,096,014 left for player contracts this season. The owner has given approval for this deal, so you may submit the offer to the player.

Submit Offer | Go to Player Profile

There are a number of options on the Contract Offer page. At the bottom of the page is a summary. This display will tell you what the player is looking for in a contract. It's possible that the player would accept less, or that you could offer the indicated amount and get outbid by another team. It's also possible that the numbers will change over time.

You offer a contract by defining your contract in the top half of the screen. As you change the top half, a text description of your offer will be automatically updated at the bottom of the screen. Once you are happy with the offer, click Submit Offer to send your offer to the player.

Here are the options that you can change within an offer.

Option	Description
Contract Type	You can offer a major or minor league contract. <i>Note: You cannot offer minor league contracts to players in leagues with no minor leagues.</i>
Total # of Years	The total number of years in the contract, from 1-10. Minor league contracts do not specify a number of years.
Year-by-Year Salary	You can define the amount of salary in each year in the contract. Type the amount in the salary box, or use the + / - buttons to the right to quickly adjust the amount. <i>Note: If you assign a salary before selecting the number of years, then when you select the years, all years will have the same salary. Doing this makes it much easier to quickly build a multiyear deal.</i>
No-Trade Clause	You can opt to include a no-trade clause. A no-trade clause has no dollar value, but players appreciate the security and are likely to accept less money when offered a no-trade.

	<i>Note: No-trade clauses in OOTPB are all-or-nothing. You cannot have a clause that prevents trades only to some team or teams. Similarly, there is no way to get out of a no-trade clause once it has been included. A player cannot waive a no-trade clause later.</i>
Last Contract Year Optional?	You can choose to have an optional final year on any multiyear deal. There are three types of “option years.” See Section 19.3.3 for more information on option years .
Hitter Incentives	Hitters can be given two contract incentives. Minimum Plate Appearances: This incentive gives the player a bonus if he makes a certain number of plate appearances. GMs typically give this sort of bonus to players whose health is suspect. Outstanding Hitter Award: This incentive give the player a bonus if he wins the league’s Outstanding Hitter Award in any season during the term of the contract.
Pitcher Incentives	Pitchers can be given two contract incentives. Minimum Innings: This incentive gives the player a bonus if he pitches a certain number of innings. GMs typically give this sort of bonus to players whose health is suspect. Outstanding Pitcher Award: This incentive gives the player a bonus if he wins the league’s Outstanding Pitcher Award in any season during the term of the contract.

19.3.3. Option Years

There are three types of option years available in player contracts:

Option	Description
Team Option	The team decides whether to honor the final year of the contract, or make the player a free agent.
Player Option	The player decides whether to honor the final year of the contract, or become a free agent.
Mutual Option	Both sides must agree on whether to honor the final year of the contract, or release the player to become a free agent.

After the last year of a contract with an option year, the general manager will receive a message in order to make a decision about the option year:

- If the option year was a player option, the player will simply inform you whether he has accepted the option year, or whether he will become a free agent.
- If the option was a team option, the team will be asked if they wish to accept the option year. You respond using the Respond to Message action menu at the bottom of the Manager News page.
- Mutual options are a combination of the previous two options. If the player refuses the option, you will receive the refusal message. If the player accepts, you will receive a message like the one below. You will then need to decide how to respond, just as if it were a team option.

19.3.4. Player Responses

Once you have sent an offer, you need to wait for a response, which could arrive anywhere from a day to several days later. During the Winter Meetings, responses are usually faster. Responses are collected on your Manager News page.

If the player accepts your offer, he signs immediately, and the deal is completed with no further action required. Often, however, the process will take some time. Frequently, the player will send you a note to let you know what he thought about the offer. Sometimes you might be in the lead for a player's services, but he is waiting to hear back from other teams.

Above and beyond the terms you have set forth in your offer, players are affected by a number of factors when considering a contract, including the following:

- the distance of the franchise from the player's home town
- the level of the league (good players might not be interested in playing in a low-level league, for instance)
- your team's reputation
- your personal reputation with the player
- your team's recent performance
- the likelihood of playing time

In addition to these factors, players have certain personality traits such as greed, loyalty, work ethic, and leadership. These characteristics also affect players' responses to contract offers. [Personality ratings](#) are described in Section 14.11.

Note: Once you have offered a player a contract, you cannot adjust your offer until you have received a response from that player on your offer.

19.3.5. Signing Extensions

You can also attempt to extend the contracts of players already under contract, to avoid losing them to free agency. A player will negotiate an extension only in the final year of his current contract. To offer an extension to a player currently under contract, open his Player Profile and select Offer Extension from the Action menu. Alternatively, right-click on the player's name and select Offer Extension from the right-click menu.

Apart from the different action name, the process for offering an extension is identical to offering a free agent contract. Contract extensions can be viewed on the Contracts & Status page.

Contract extensions take effect when the current contract expires, not on the day on which an extension is signed.

19.4. Service Time

Service time is a critical concept for leagues with finances enabled, so we should cover this before getting into free agency and salary arbitration.

In OOTPB, each player accumulates two types of service time: major league service time, and professional service time. Either of these can be checked on the player's Contract & Status page. The amount of service time a player has becomes relevant when considering free agency and salary arbitration.

Service time accumulates from Opening Day to the last day of the regular season, including both days, regardless of whether the player has a game on those days. For example, if Opening Day is April 1, and Joe Smith's first game is not until April 3, he still accumulates two days of service on April 1 and April 2.

19.4.1. Major League Service Time

A player accumulates one day of major league service time for each day he is:

1. On the active roster of a major league team
2. On the 15-day disabled list

Once a player has accumulated a certain number of days of service, he is considered to have earned one “year of service.” This value can be set during league setup, but the default is 172 days.

Major league service time affects player contract status. If a player has fewer than 3 years of major league service at the end of the season, his contract will be automatically renewed at the league minimum level. Additionally, if salary arbitration or free agency is enabled, those are also impacted by major league service time. By default, if the player has at least 3 years but fewer than 6, he will be awarded arbitration during the offseason. If the player has at least 6 years of major league service at the end of the year, he will become a free agent if his contract is up.

Major league service time can be seen on the Contract & Status page.

19.4.2. Professional Service Time

Professional service time is the number of days the player has spent on any team’s roster, regardless of whether that time was spent on the active roster or on a minor league roster. Professional service time is tracked in years, as defined in the league setup. A player drafted in 2000, for example, will have 1 year of professional service time at the start of the 2001 season. The only time a player in a league does not accumulate professional service time is when he is a free agent.

Once a player has accumulated a certain number of days of service, he is considered to have earned one “year of service.” This value can be set during league setup, but the default is 172 days.

Professional service time affects Rule 5 draft eligibility and minor league free agency. By default, a player will become a minor league free agent after his sixth year of Pro Service. To me, this means that this will happen at the end of the season in which a player shows 5 Years of Pro Service since he won’t earn his full sixth year until the very end of the season..

Professional service time can be seen on the Contract & Status page.

19.5. Free Agency

A free agent is a major league player whose contract with a team has expired, and the player is able to sign a contract with another team. In OOTPB, the following players are considered free agents:

1. Any player who has reached the minimum number of major league service years required for free agency in the league, AND whose contract has expired (see Section 19.4 for more information about [service time](#).)
2. Any player who has been released from his contract by his team.
3. At the start of a new league, any players who are not selected by a team in the inaugural draft are free agents.

Note: Even if you disable free agency, there will still be free agents in your league. Any player who has been released or was not signed at the start of the league will still be considered a free agent.

19.5.1. Minor League Free Agency

It is possible to enable rules for minor league free agency as well. Minor league free agency is handled in a similar fashion to major league free agency, with the exception that professional service time is used instead of major league service team. See Section 19.4.2 for more information on professional service time.

19.5.2. Draft Pick Compensation for Lost Free Agents

As a way of helping weaker financial teams remain competitive, you can also enable compensation for lost free agents. If this option is enabled, teams that lose free agents will receive draft picks in return. Losing a free agent happens when a team is unable to sign a player to a contract extension; the player becomes a free agent and subsequently signs a contract with a different team.

In these cases, the team that lost the player receives one or more additional draft picks in the upcoming amateur draft as compensation. These picks come from the team that signed the player. They are not “sandwich” picks, added onto the end of the draft round, as they usually are in real life.

19.5.3. Free Agent Types

Each free agent is classified as one of four types, based on his performance compared to other players at the same position. The types are designated A through C (Type A, Type B, Type C) in descending order of quality. The compensation a team receives for a lost free agent is based on these types. Additionally, any weaker players who are not designated as types A-C are designated instead as “no compensation.”

Free Agent Type	Compensation Pick
A	First round
B	Second round
C	Third round
No compensation	No compensation

The free agent type is visible on the [player profile page](#) described in Section 9.3.

Figure 300 Free Agent Type

Roster Status Information	
Major League Service Time	12 Year(s), 50 Days
Time on Secondary Roster	12 Year(s), 166 Days
Time as a Professional	14 Year(s), 179 Days
Rule 5 Draft Eligibility	Ineligible (more than 6 pro years)
Minor League Options	1 option year(s) left
Salary Arbitration Status	Not eligible, free agent after contract expires!
Minor League Free Agency Eligibility	Eligible after this season
Free Agent Type after Season	Type A

19.6. Salary Arbitration

Some leagues have a process called salary arbitration. Salary arbitration is a process by which an experienced player who has not yet attained free agency can have his salary determined by an independent arbitrator. By default, a player with more than 3 years of major league service time is eligible for arbitration. A player ceases to be arbitration-eligible once he has attained free agency.

In OOTPB, salary arbitration is a relative simply process. At the end of the season, any player whose contract has expired, and who is not a free agent, and who has at least 3 years of major league service time, files for salary arbitration. An arbitrator determines his value as a player and assigns a new salary to the player. The player is then signed to a 1-year contract with your team at the new salary amount. General managers are informed by mail about the value of each player’s new contract. There are no negotiations in OOTPB’s version of arbitration—you are simply informed of the arbitrator’s decision.

Figure 301 Salary Arbitration Message

Message ID: 424	
Status	Read
Message Type	Contracts
Subject	Tobias Calderon gets new contract through arbitration worth \$350,000
Date	11-09-2007
You have just been informed by the commissioners office that an arbitrator ruled the new one-year contract for Tobias Calderon having a value of \$350,000.	

You can see a player's arbitration eligibility on the [contract & status subpage](#) described in Section 9.3.2:

Figure 302 Salary Arbitration Status

Roster Status Information	
Major League Service Time	14 Year(s), 6 Days
Time as a Professional	16 Year(s), 1 Days
Salary Arbitration Status	Not eligible, free agent after contract expires!

Note: In the real world, players who were in the top 17% of players in terms of service time under 3 years are eligible for arbitration. This is called "Super Two" arbitration. However, this rule does not currently exist in OOTPB.

20.0 Roster Rules and Management

Active rosters, reserve rosters, disabled lists; managing a baseball team isn't all about sitting in a dugout. Roster transactions are an essential part of a general manager's duties. It can be rather tricky, as well, so we'll try to give you a solid background to help you understand roster management in OOTPB.

20.1. Active Rosters

A major league team is allowed to carry a certain number of players (25 by default) on its active roster. Only these players are available to a team's manager for play. Players can be placed on and removed from this roster during the season within league guidelines. Only players with major league contracts are allowed on the active roster of a parent league.

Minor league teams have their own active rosters. Minor league active rosters do not have a player limit.

Note: If you place a player with a minor league contract onto your active roster, his contract will immediately become a minimum-salary major league contract.

20.2. Reserve Rosters

A parent league teams that does not have any affiliated minor league teams has a reserve roster. Reserve rosters can hold up to 200 players, minus the number of players on the active roster. Depending on your team affiliations, it is possible to have some teams in a league with reserve rosters, and some without.

Players on a reserve roster do not generate statistics, since they are not actively playing in any games. However, to prevent such players from failing to progress, players on reserve rosters develop as if they were putting up average minor league numbers.

20.3. Secondary (40-Man) Rosters

Some leagues also have a secondary roster. In professional baseball, the secondary roster typically holds 40 plays, and so it is often referred to as the "40-man roster." The secondary roster allows teams to sign additional

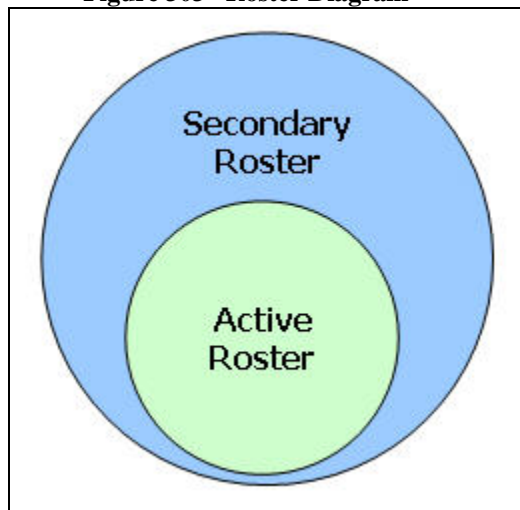
backup players for their active roster and have some sort of roster flexibility over the course of a season. The size of the secondary roster in OOTP can be customized, or disabled, here.

The secondary roster is really a “superset” of the active roster. Any player on your active roster must also be on your secondary roster. So, if we use the default values of 25 for the active roster and 40 for the secondary, a team typically has 15 extra roster slots for flexibility.

Note: Even if you set your secondary roster to a number other than 40, some screens may still refer to the “40-man roster.”

The relationship between active and secondary rosters can be displayed like this:

Figure 303 Roster Diagram



Note: Leagues without affiliated leagues typically do not have a secondary roster. Instead, they have reserve rosters. Minor league teams also do not have secondary rosters.

20.3.1. Who Goes on the Secondary Roster?

Any player who is signed to a major league contract must be placed on the secondary roster. As mentioned above, players on the active roster must also be on the secondary roster. Also, any player acquired by trade or waiver claim who was on his previous team’s secondary roster must also be placed on the acquiring team’s secondary roster. Any remaining slots on a team’s secondary roster can be filled with players with minor league contracts.

Players on the secondary roster who are not on the active roster are typically assigned to one of the minor league teams in the organization.

20.3.2. Reasons for Placing Players on the Secondary Roster

As mentioned above, players with major league contracts must be on the secondary roster. But what about those remaining slots? Why would you put a minor league player onto the secondary roster? There are several reasons.

One big reason for placing a player on the secondary roster is the Rule 5 draft. (See Section 20.5) Players on the secondary roster cannot be selected in the Rule 5 draft, and therefore the secondary roster is used to “protect” talented young players who are not quite ready for the major leagues.

In addition, if minor league free agency is enabled, any player who has X years of professional service time who is not on the secondary roster can elect to become a free agent at the end of the season. Placing these players on the secondary roster prevents them from becoming free agents.

20.3.3. Injuries and the Secondary Roster

Players who were on the secondary roster, and who were subsequently placed on the 15-day disabled list due to injury, must remain on the secondary roster.

Players who were on the secondary roster, and who were subsequently placed on the 60-day disabled list due to injury, are removed from the secondary roster.

In other words, players on the 15-day disabled list still count toward your secondary roster limit. Players on the 60-day disabled list do not.

20.3.4. Removing Players from the Secondary Roster

A team wanting to remove a player from the secondary roster places the player on waivers first. (See the section on waivers for more detail on this process.) If the player clears waivers, the player can then be sent to the minors. Doing this is called “outrighting” the player to the minors. If a player has 5 years of major league service time, he can also elect to refuse assignment and become a free agent.

Note: In real life, teams can outright a player only once before the player has a choice. If the team outright him a second time, the player can refuse assignment to the minors and elect to become a free agent. This rule does not exist in OOTPB.

20.3.5. Contract Implications of Removing Players from the Secondary Roster

When a team signs a player to a major league deal, he is placed on the secondary roster. If he then is outrighted or otherwise demoted, his contract remains intact unless he elects to become a free agent. If the player elects to become a free agent, the team releasing the player must pay him the remainder of the money in his contract.

20.3.6. Drawbacks of Putting Minor Leaguers on the Secondary Roster

When a player is placed on the secondary roster but doesn’t end up on the active roster, he is considered to be on “optional assignment.” (See “minor league options” for more information.) This optional assignment, or “option,” gives the team the ability to freely move the player from the minors to the active roster and back again. The first time the player is sent from the active roster to the minors, he is “optioned” to the minors. This option to send the player back to the minors stays in effect all season, and can be used as many times as necessary. However, each player has only three options, meaning that once the player is placed on the secondary roster, the team has three seasons to send that player up and down from the majors to the minors without any restriction. After the third season, the player is considered to be out of options and cannot be sent down without first sending the player through waivers.

20.4. Expanded Rosters

Many leagues have expanded rosters. In these leagues, a roster expansion date is set, typically near the end of the regular season. On this date the active roster is expanded to include all players on the secondary roster. Generally, this is done to give teams an opportunity to bring up young talent from the minors who otherwise wouldn’t see much playing time. Rosters return to normal size on the first day of the playoffs.

Be careful, though—once you bring up a minor leaguer, he receives a major league contract and begins to accrue major league service time.

Note: In real life, at bats and innings pitched at the major league level do count toward rookie eligibility, although these September appearances do not count toward service time. Neither of these facts is true in OOTPB.

20.5. The Rule 5 Draft

The Rule 5 draft is a yearly draft wherein major league teams can select certain players who are not protected by their teams. The draft was originally intended to prevent teams with better financial situations from hoarding young players. The Rule 5 draft is typically held in early December. The Rule 5 draft can be disabled from the [Roster Rules](#) section of the Rules page, described in Section 3.3.8.2.

20.5.1. Rule 5 Draft Eligibility

A player is eligible for the Rule 5 draft if he meets the following conditions:

1. The player has at least 3 but fewer than 6 years of [Professional Service Time](#), as described in Section 19.4.2 and the player was 19 or older when he first signed a contract.
2. The player is not on the team's [secondary roster](#), as described in Section 20.3.

Note: Players who were 18 or younger when they entered the league are eligible if they have at least 4 but fewer than 7 years of professional service time. In other words, young players get an extra year before they become eligible for the Rule 5 draft.

Since this can be confusing, another way of looking at this rule is:

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

Players who are eligible for the Rule 5 draft are designated by a pound sign (#) on the [Transactions page](#) described in Section 8.3. You can also see a player's Rule 5 eligibility on the [Contract & Status subpage](#) described in Section 9.3.2.

20.5.2. Rule 5 Draft Process

The Rule 5 draft progresses in reverse order of the team's final record in the previous season. The draft proceeds just like an [amateur draft](#) as described in Section 17.4, with one notable difference: Only a team with an available slot on its secondary roster can select a player. If a team does not have an available slot, its turn is skipped.

The draft continues until all teams have either selected a player or had their turn skipped. Most Rule 5 drafts are relatively short affairs, with only a few teams selecting players.

20.5.3. Rule 5 Draft Roster Rules

There are a number of minor roster rules relating to Rule 5 drafts:

1. A team that wants to select a player in the Rule 5 draft must have at least one spot open on its secondary roster.
2. A player selected in the Rule 5 draft must remain on the selecting team's active roster or disabled list for the entire season.
3. A player who was drafted in the Rule 5 draft can be waived. If he is claimed, then the player must remain on the claiming team's active roster for the remainder of the season.

4. A player selected in the Rule 5 draft can be traded. The team that receives the player must keep the player on its active roster for the remainder of the season.
5. A player selected in the Rule 5 draft must spend 90 days on the active roster. This rule prevents teams from picking players and then dumping them on the disabled list for an entire season to avoid using an active roster spot. This rule can extend into the following season if necessary.

Note: In the real world, Rule 5 draft picks are offered back to their original teams when these conditions are not met. In OOTPB, Rule 5 draft picks are never offered back to their original franchise. You simply have to obey the roster rules above. Additionally, in the real world, teams pay a fee for selecting a player. This fee does not exist in OOTPB.

20.6. Waivers

A number of roster transactions in the baseball world require a player to go through the waiver process, wherein a player is “placed on waivers” for a certain period of time, by default 3 days. (This value is customizable in the league setup.) While a player is on waivers, he can be claimed by any team in the league, who can then take ownership of the player and his current contract. If the player is not claimed, he is said to have cleared waivers, and his team can proceed with whatever transaction it was planning. In some cases, a team can remove a player from the waiver wire if they are notified that he has been claimed (“revocable” waivers). In other cases, they cannot withdraw the player (“irrevocable” waivers).

There are numerous tricky scenarios within the waiver process, and OOTPB does not quite replicate all the rules that exist in professional baseball. This section should give you a somewhat clearer picture of waivers.

20.6.1. When Must a Player Be Placed on Waivers?

In OOTPB, a team must place a player on waivers in any of the following scenarios:

1. The player is being removed from the secondary roster (this is called outright waivers).
2. The player is being demoted to the minor leagues from the major league club and is out of option years (this is also outright waivers).
3. The player is being demoted to the minor leagues from the major league club and has three or more years of major league service time (major league waivers).
4. The player is being released (unconditional release waivers).

20.6.2. Outright Waivers

When a player is placed on outright waivers, that player is made available to any team in the league that wants to claim him. If the player clears these waivers, the club can process the transaction it wanted to undertake (remove from the secondary roster, demote to the minors, and so on), as long as no other provisions need to be met, such as gaining the player’s permission. This waiver is irrevocable, meaning that if the player is claimed by another team, he is lost by the waiving team with no compensation.

20.6.3. Unconditional Release Waivers

When a player is placed on unconditional release waivers, he is removed from all roster limits (25 and 40) and made available to any team in the league at his current contract. If a team claims the player, it takes responsibility for his contract, with the waiving team receiving no compensation. A player placed on unconditional release waivers is free to speak to other teams about potential employment, but he cannot sign a contract with another team until he clears waivers. If a player is claimed on unconditional release waivers, he is told of his new team after the waiver period is over and has five days to decide whether to report to his claiming team or to terminate his contract. If the player elects to terminate his contract, he is a free agent but not entitled to any termination pay (i.e., the remainder of his guaranteed contract). This waiver is also irrevocable.

20.6.4. Major League Waivers

Major league waivers are used to demote a player who has three or more years of major league service time but who still has option years remaining. These waivers are revocable, so if a player is claimed during this time, the player can be pulled back and remain on the 25 man major league roster. Major league waivers can be asked for a player only once in 30 days; if a player is placed on major league waivers a second time during this period, those waivers are considered irrevocable and claimed players are lost by the waiving team with no compensation.

More commonly major league waivers are seen after the trading deadline, from August 1 to the end of the major league regular season. Players who clear major league waivers during that time can be traded after the July 31 trading deadline, although most of these trades and waivers are done before August 31 in order for the newly acquired players to be eligible for the playoff roster.

20.6.5. Revocable versus Irrevocable Waivers

In some cases, a team can remove a player from the waiver wire if they are notified that he has been claimed (“revocable” waivers). In other cases, they cannot withdraw the player (“irrevocable” waivers).

In OOTPB, in waivers are irrevocable when you were trying to send a player who is out of options to the minors. They are revocable in other cases.

20.6.6. How Waivers Work

When a player is placed on waivers, he is made available to every team in the league for a certain amount of time, defined in the league setup. General managers can review the list of players on the “waiver wire” on the Waivers screen at any time, and attempt to claim a player. If the waivers are irrevocable, then the claiming team claims the player. Once this happens, the general manager of the team waiving the player will receive a message saying that the player has been claimed. If the claim is revocable, the general manager of the waiving team will receive a notice that the player has been claimed, and will have an opportunity to remove the player from the waiver wire. If a team claims a player off waivers, it takes responsibility for the player and his contract.

If a player placed on major league waivers is not claimed by another team during the X business days after waivers have been requested, then the players is said to have cleared waivers, and the team has secured waivers for the remainder of the waiver period.

And what does that mean? Essentially, the team can do with the player’s contract as it pleases. This generally means one of three events will happen:

1. It can send him to the minors (subject to his consent, if he’s a veteran player; more on that below).
2. It can release him, which makes the player a free agent and thus available to sign with any team.
3. It can trade him to another team, even if the trading deadline has passed. Any trades made after the trading deadline can involve only players who have cleared waivers.

20.6.7. Waiving a Player

To waive a player in OOTPB, use the Transactions page, and drag the player to the Waivers box. In the graphic below, you can see the status of any players currently on waivers. Once they have cleared waivers, you can reassign them as desired.

Note: In the real world, waivers last for 3 business days, not calendar days. In OOTPB, waivers take 3 calendar days.

Figure 304 Waiver Status

Home

Roster

Transactions

Pitching

Lineups

Depth Charts

Team Strategy

Front Office

Personnel

Reports

News & History

Overview

Disabled List

Minor Leagues

Waivers & DFA

Transactions Log

Cleveland Active Roster (25/25 Players)

Pos	Player	Age	Stats
SP	E.Benz *+	26	6-4, 4.11 ERA, 92.0 IP, 1.30 WHIP, 5.3 K/9
SP	E.Hethrington *§	31	17-10, 3.34 ERA, 245.1 IP, 1.26 WHIP, 5.9 K/9
SP	J.Litton *	23	7-7, 3.64 ERA, 118.2 IP, 1.19 WHIP, 5.7 K/9
SP	P.Looker *§	30	11-17, 4.00 ERA, 229.1 IP, 1.24 WHIP, 3.8 K/9
SP	I.Morenoles *	25	11-13, 4.75 ERA, 195.0 IP, 1.43 WHIP, 5.8 K/9
MR	M.Franco *§	34	4-1, 4.57 ERA, 61.0 IP, 1.54 WHIP, 7.5 K/9
MR	N.Halsall *	28	6-0, 4.5V, 2.63 ERA, 51.1 IP, 1.07 WHIP, 6.8 K/9
MR	C.Lee *	25	4-3, 2.5V, 3.16 ERA, 57.0 IP, 1.30 WHIP, 6.9 K/9

Cleveland 40-Man Roster (40/40 Players)

Pos	Player	Age	Team	Stats
SP	R.Amayia *	24	STO (FBLA, A)	6-10, 4.98 ERA, 112.0 IP
SP	E.Benz *+	26	CLE (FBL, ML)	6-4, 4.11 ERA, 92.0 IP
SP	B.Geoghegan *	27	GRA (FBLAAA, AAA)	7-5, 5.04 ERA, 89.1 IP
SP	E.Hethrington *§	31	CLE (FBL, ML)	17-10, 3.34 ERA, 245.1 IP
SP	I.Jimenez *+	32	GRA (FBLAAA, AAA)	10-8, 5.85 ERA, 152.1 IP
SP	J.Litton *	23	CLE (FBL, ML)	7-7, 3.64 ERA, 118.2 IP
SP	P.Looker *§	30	CLE (FBL, ML)	11-17, 4.00 ERA, 229.1 IP
SP	G.Mathews *+	23	STO (FBLA, A)	8-3, 3.35 ERA, 88.2 IP

Waivers

Pos	Player	Status
MR	J.Douthwaite	CLEARED Waivers
MR	G.Masias	CLEARED Waivers
MR	S.Waguespack	CLEARED Waivers
SS	R.Alistar	CLEARED Waivers
LF	P.O'Doyne	CLEARED Waivers
LF	V.Lallanilla	CLEARED Waivers
DH	K.Piemmons	2 Days left, Claimed by Kansas City (Irrevocable)
DH	M.Oquendo	CLEARED Waivers

Stockton Ringers (FBLA, Single A)

Pos	Player	Age	Stats
SP	R.Amayia *	24	6-10, 4.98 ERA, 112.0 IP, 1.54 WHIP, 4.8 K/9
SP	P.Lee	22	1-0, 4.79 ERA, 20.2 IP, 1.26 WHIP, 7.8 K/9
SP	G.Mathews *+	23	8-3, 3.35 ERA, 88.2 IP, 1.32 WHIP, 7.7 K/9
SP	F.Miller	21	4-0, 1.70 ERA, 53.0 IP, 0.98 WHIP, 4.1 K/9
SP	B.Witter	22	4-3, 4.88 ERA, 48.0 IP, 1.77 WHIP, 3.2 K/9
MR	J.Douthwaite *	21	3-1, 1.5V, 5.01 ERA, 23.1 IP, 1.41 WHIP, 4.2 K/9
MR	C.Eisele	20	0-0, 0.00 ERA, 3.0 IP, 1.67 WHIP, 6.0 K/9
MR	G.Gabriel #	21	0-0, 0.00 ERA, 0.0 IP, 0.00 WHIP, 0 K/9

LEGEND: * = Player is on the 40 man roster... + = Player is out of minor league options... # = Player is Rule 5 Draft eligible... § = Player has right to refuse minors assignment... (Use Drag&Drop to move Players)

If a waived player is claimed by another team, you will receive a message like the following:

Figure 305 Player was Claimed Message

Message ID: 45	
Status	Read
Message Type	Transactions
Subject	Chicago has claimed Doug Jackman
Date	04-28-2006
You have just been informed by the commissioners office that the Chicago Ice Cougars have claimed Doug Jackman. You have 2 days left to remove him from waivers and avoid losing him.	

If the waiver was revocable, you have a certain amount of time to take the player off waivers. If you fail to do so, or if the waivers were irrevocable, you will receive a message like the one below:

Figure 306 Player was Claimed Completion

Message ID: 46	
Status	Read
Message Type	Transactions
Subject	Chicago claim of Doug Jackman executed
Date	04-30-2006
You have just been informed by the commissioners office that the Chicago Ice Cougars claim of Doug Jackman went through and got approved. The player is no longer a member of your organization.	

20.6.8. Claiming a Player

To claim a player, use the right-click menu on the Waiver Wire page and select "Claim Player." If another team with a worse record has already claimed the player, your claim will be denied outright. However, if it is accepted, you will receive a notification. Once the waiver period has passed, you will receive a message like the following:

Figure 307 Player Claim Successful

Message ID: 13	
Status	Read
Message Type	Transactions
Subject	Ron Allegranza waiver claim accepted and executed
Date	04-05-2006
You have just been informed by the commissioners office that your claim of R. Allegranza from the New Orleans Felines went through and got approved. The player is now a member of your organization, he has been placed in the designated for assignment area of your roster.	

The claimed player lands in your DFA area. Also, any player acquired by waiver claim who was on his previous team's secondary roster must also be placed on the acquiring team's secondary roster.

Note: In the real world, waivers last for 3 business days, not calendar days. In OOTPB, waivers take 3 calendar days.

20.6.9. Multiple Claiming Teams

Claims for a waived player are "on hold" until the end of the waiver period. That is, waiver claims are not on a first-come, first-served basis. The league takes note of all the teams claiming a certain player, and processes those claims once the waiver period has ended.

If more than one club in the same subleague claims a player, the club currently lower in the standings gets the player. (If fewer than 31 days have passed in the current season, then last season's won-lost records are used for this purpose.)

20.7. Minor League Option Years

Minor league option years are a part of baseball designed to give minor league players some relief from being jerked around by callous general managers. In OOTPB, minor league options can be enabled or disabled here. When a player is placed on the secondary roster but doesn't end up on the active roster, he is considered to be on "optional assignment." This optional assignment, or "option," gives the team the right to freely move the player from the minors to the active roster and back again, as many times as desired, for the remainder of the current season.

The first time the player is sent from the active roster to the minors, he is "optioned" to the minors. This option to send the player back to the minors stays in effect all season, and can be used as many times as necessary. However, each player has only three options, meaning that once the player is placed on the secondary roster, the team has three seasons to send that player up and down from the majors to the minors without any restriction. After the third season, the player is considered to be out of options and cannot be sent down without first sending the player through waivers.

However, options are not as simple as just counting forward three years from the first time a player is sent to the minors from the secondary roster. When Spring Training begins and players report to camp, options haven't been used yet. Generally, every player on that secondary roster is in major league camp for the beginning of Spring Training. It's basically an open invitation—all those players, in the opinion of the scouts and management, have some shot of ending Spring Training on the active roster. As camp moves on, players get cut and reassigned. With a player who is on the secondary roster, he gets optioned to the minor league camp. Only then does that player use an option year. So, if a team used its first option year on a player the previous season, but the player made the opening day active roster this season, he would still have two option years remaining, because he has not been optioned to the minors this season.

Additionally, players with at least three years of major league service time must still clear waivers before being optioned.

Note: In real life, a player who spends less than 20 days in the minors before being called back up isn't technically optioned. This is not the case in OOTPB.

20.8. Designated for Assignment (DFA)

Designated for assignment is a classification within baseball with two purposes:

1. It allows managers to make roster changes immediately while waiting for a player to clear waivers. Previously, a manager would have to wait for a player to clear waivers before removing him from a roster.
2. It ensures that acquired players (by waivers, trade or free agency) do not end up in the minors when they would normally not accept such an assignment. Previously, all acquired players were placed on the AAA roster, even if they had no options remaining or would have rejected a minor league assignment.

DFA is actually pretty simple—it's a sort of "limbo" where a player goes when he's taken off the secondary roster. When you take a player off the secondary roster, he has to go through waivers. But, when you're taking him off the secondary roster, it's usually because you need that spot for another player. You wouldn't want to wait for 3 days (the waiver period) before clearing him from your roster. Luckily, when the player is DFA, he doesn't count toward any roster limits, such as the active or secondary roster limits. So as soon as your first player hits DFA, you are free to add your new player to the secondary or active roster.

Essentially, it allows a club to open up a roster spot while it figures out what it's going to do with a player. As we'll see below, there are certain situations in which a team needs a player's permission to either trade him or send him to the minors. So rather than forcing the player to make a quick decision, the team can simply designate him for assignment while he decides.

More commonly, a player is designated for assignment so the club can open up his roster spot while it is waiting for him to clear waivers, which takes three days. Occasionally, a club will designate a player for assignment while it is trying to trade him.

Note: In the real world, any player with at least ten years of major league service time, the last five of which have been with one major league club, cannot be traded to another major league club without his written consent. This is commonly known as "the five-and-ten rule." This is not true in OOTPB.

20.8.1. How Does a Player get Designated for Assignment?

A player becomes Designated for Assignment in one of three ways:

1. If you attempt to demote (move from majors to minors) a player who has no option years remaining and has not previously cleared waivers, he will be placed in DFA (and on irrevocable waivers).
2. If you attempt to remove a player from the 40-man roster who has not previously cleared waivers, he will be placed in DFA (and on revocable waivers).
3. All newly acquired players are placed in DFA. (In the real world, acquired players with minor league contracts are placed on the AAA roster. This is not the case in OOTPB.)

20.8.2. What Can I Do with a Player in DFA?

Once a player is designated for assignment, you can do the following with him:

1. You can assign him to your major league roster (active roster). You must put the player on the 40-man roster before you assign him to the majors.
2. You can assign him to a minor league roster.
 - a. Players with five or more years of major league service can refuse assignment to the minors.
 - b. If the player is on a major league contract, he must be placed on the 40-man roster before being assigned to the minors.

- c. If the player has no option years remaining, he must clear irrevocable waivers before being assigned to the minors.
3. You can attempt to negotiate a trade involving the player.
4. You can release the player.

Players can only remain in the DFA area for a certain number of calendar days, defined in the league setup. Once the time has expired, you cannot proceed until you have either assigned the player or released him.

20.9. Disabled Lists

Baseball, and OOTPB, has two disabled lists that teams can use to help manage their rosters when players on the active and secondary rosters suffer injuries: the 15-day disabled list and the 60-Day disabled list.

20.9.1. 15-Day Disabled List

Players placed on the 15-day disabled list remain on the team's secondary roster.

20.9.2. 60-Day Disabled List

Players placed on the 60-day disabled list are removed from the team's secondary roster, opening up a slot for a replacement player.

Note: In the real world, players can be disabled retroactively, up to a maximum of 10 days, beginning with the day after the last day on which they played. This isn't the case in OOTPB.

Note: In the real world, disabled list assignments end at the end of the season. In OOTPB, players can remain on the disabled list past the end of the season.

20.10. Player Retirement

Players in OOTPB will retire. There is no preset age when this will happen, but it will always happen at the end of a season. Players who have suffered career-ending injuries will always retire at the end of a season. If a player retires while still under contract, the remaining term of the contract is voided, and the team no longer has to pay the player.

Players will not receive any special notification when a player retires. However, it will be noted in both the team and league transaction logs.

Players in OOTPB will not come out of retirement to return to the list of active players.

You can see retired players on the [Retired Players page](#) described in Section 7.8.3.

21.0 Manager Careers

We've covered a lot of information about manager identities at various points in this guide, but this section provides a quick overview of how manager careers work in OOTPB.

21.1. Getting Hired

When you first create a manager identity, you have the option of hiring him or her directly into *any* general manager or manager position in your game that is not already held by a human manager. However, if you choose to begin the manager's career unemployed, once the identity has been created, you have effectively entered the job market. Once this happens, only certain teams may offer you a position!

Teams decide whether to offer you a job based on your reputation. Your reputation improves primarily by gaining experience and by winning. Your reputation suffers when you perform poorly, or when you do untrustworthy things like quitting in the middle of a contract.

21.2. Ownership

Just as in real life, you have little control over your team ownership. During the year, ownership may send you messages occasionally, to inform you of their expectations, or in changes in the team's financial situation that may affect you. You'll also be notified of your budget on an annual basis. Be sure to pay attention to these notes! Getting fired doesn't look very good when you're trying to establish a solid track record!

21.3. Getting Fired

A manager can get fired at any time. At the start of a season, the team owner sends you a personal message with a general sense of how he expects your team to perform. It's a safe bet that if you underperform the owner's desires, your job may be in jeopardy! Different owners react differently. Some owners may be patient. Others may fire managers half-way through a season.

21.4. Changing Jobs

You can change your job whenever you like. If you go to the [Available Jobs page](#) described in Section 6.5, you will see a list of positions that are being offered to you. Even if you are currently employed, some positions may be available. If you wish to take another job, just apply directly from the Available Jobs page. Be warned, though! If you quit your current job in the middle of a contract, it can negatively affect how you are viewed by teams throughout your game world!

21.5. About Manager Promotions

In OOTBP 2006, you cannot be "promoted." For example, let's say you took a job as the manager of a Single-A ballclub. Even if you perform well, the parent organization cannot "promote you" to become the manager of their Double-A club. Your only option if you wish to move up the chain is to continue to work in Single-A and keep your eyes on the Available Jobs list to see if a higher level position opens up.

22.0 League Events

There are a number of standard league events during a calendar year in OOTPB. Some events such as drafts, the Rule 5 draft, and the trading deadline are described elsewhere in the guide.

Below are descriptions of some of the more important events that occur in one season, and how they affect you as a manager.

22.1. Preseason

Every league has an event that is the start of the preseason, no matter what kind of league. The preseason lasts 30 days if the league has spring training, or 60 days prior to opening day if there is no spring training. The preseason is primarily important to note because many league settings can only be changed during the preseason. If you're interested in changing league settings, such as turning on free agency, you may need to play through to the next preseason.

22.2. All-Star Game

The All-Star Game usually takes place in mid-June. The participants are decided by OOTPB. All-Star games are recorded in individual player histories, and the game can actually be played out if you so desire.

22.3. Winter Meetings

In early December, leagues hold Winter Meetings—a week-long session during which general managers gather to discuss the game and potential trades. The most notable aspect of Winter Meetings is that trade discussions proceed much more quickly during Winter Meetings. While you can normally expect an opposing GM to take several days to get back to you on a trade proposal during the rest of the year, during Winter Meetings, responses are much quicker.

22.4. Spring Training

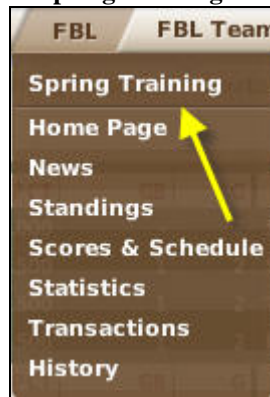
Spring Training is typically held in early March, for a period of 30 days. Spring Training is only for major league teams. During Spring Training, the active roster limit is removed, and any players on a team's secondary roster can be moved onto the active roster without recording major league service time. Before Opening Day, you must reduce the number of players on your active roster back to 25 (or whatever the active roster limit is in your league).

Each player in OOTPB has a certain amount of “rust” after an offseason. For each at bat or inning pitched during Spring Training, they shake off some of that rust. Therefore, it is important to make sure all of your key players get at least some playing time during Spring Training, as rusty players won't perform well.

Players learn positions much more quickly when they play there during Spring Training. See Section 14.9.4 for more information about [new positions](#). Additionally, players are slightly more susceptible to injuries during Spring Training.

During Spring Training, special Spring Training statistics and standings screens are available in the League menu:

Figure 308 Spring Training Menu Option



This option brings you to a series of four tabs that display Spring Training data:

Figure 309 Spring Training Pages

Spring Standings											
Spring Batting Leaders											
Spring Pitching Leaders											
Sortable Spring Stats											
SL1 Division 1						SL2 Division 1					
	W	L	PCT	GB	G		W	L	PCT	GB	G
Boston	2	0	1.000	-	2	San Antonio	2	0	1.000	-	2
New York	1	1	.500	1	2	San Jose	1	1	.500	1	2
Chicago	1	1	.500	1	2	Tulsa	1	1	.500	1	2
Austin	1	1	.500	1	2	Los Angeles	0	2	.000	2	2
SL1 Division 2						SL2 Division 2					
	W	L	PCT	GB	G		W	L	PCT	GB	G
Portland	1	1	.500	-	2	Minneapolis	1	1	.500	-	2
Arlington	1	1	.500	-	2	Wichita	1	1	.500	-	2
Jacksonville	1	1	.500	-	2	Irving	1	1	.500	-	2
Denver	0	2	.000	1	2	Milwaukee	1	1	.500	-	2

These pages behave similarly to their regular-season counterparts.

Note: Spring Training statistics and standings will not be reflected in in-game reports, other than as a split within individual player reports. For example, the Standings in-game report will not display the Spring Training standings. You can only view this information through the Spring Training pages.

23.0 Auto-Play (Simulating Games)

Some players love playing out a game and coaching the team on the field. Others prefer the general manager role and just want to see the results of the games. There are two ways to play out baseball games in OOTPB, and you can mix and match the two to suit your preference: Auto-Play and Play-by-Play.

The Auto-Play feature tells the computer to play out all the games in a certain date range, without any input from you. In previous versions of OOTPB, this was called “simulating” or “simming” games. Unless you are going to manually play out each game for each team in your league, you will end up using Auto-Play frequently.

Auto-Play is also the only way to get the clock moving forward in your leagues. Until you use Auto-Play, your league will never advance past the current day.

Warning! Auto-Play advances time across all leagues in a game file simultaneously. There is no way to advance time in one league, but not in another. If you are using multiple leagues, be sure all leagues are ready to move forward before auto-playing.

There are two ways to Auto-Play in OOTPB: the Continue button, or the Auto-Play menu.

23.1. The Continue Button

The Continue button is a big baseball icon in the lower-right corner of almost every screen in the game.

Figure 310 Continue Button



Clicking the Continue button advances time in your league by one day. All events scheduled for that day will be played out by the computer. If there are games scheduled, the computer will play them all, even for human-controlled teams. Any scheduled events will be auto-played as well. For example, if you auto-play over the week where the amateur draft will be held, the computer will conduct the draft automatically.

The Continue button has no additional functionality. You cannot use the Continue button to auto-play multiple days.

Warning! Be careful with the Continue Button. You have no chance to confirm after you click this button, so make sure you have made all necessary management changes before clicking. Once you click Continue, that day is in the history books.

23.2. The Auto-Play Menu

The Auto-Play menu is a menu that drops down from another baseball graphic located to the right of the menus and navigation arrows at the top of each screen.

Figure 311 Auto-Play Button



The Auto-Play menu allows you to simulate play for a date range with one simple click. The top four options are described below.

Option	Description
Auto-Play Today	Advances the date in your game universe by one day, auto-playing all games that occur on that day using the current settings.
Auto-Play until Next Week	Advances the date in your game universe until Monday of the next week, auto-playing all games that occur during that time using the current settings. Monday games will not be auto-played. Depending on the day of the week when you select this option, this could auto-play from one to seven days.
Auto-Play until Next Month	Advances the date in your game universe until the first of the next month, auto-playing all games that occur during that time using the current settings. Games on the first of the next month will <u>not</u> be auto-played. Depending on the date when you select this option, this could auto-play from one to thirty-one days.
Auto-Play until Next Year	Advances the date in your game universe until January 1 of the next year, auto-playing all games that occur during that time using the current settings. Games on January 1 will not be auto-played. Depending on the date when you select this option, this could auto-play from one to 365 days.

In addition, below these four options, OOTPB builds a dynamic list of league events. The events appear based on where you are in your league's season cycle. They allow you to auto-play up to a specific event, instead of going week by week or month by month. Some examples of league events:

04-01-2006: 2006 Opening Day

07-31-2006: Trading Deadline
09-09-2006: Regular Season Ends

League events are specific to each league. If your game world has multiple leagues, be careful. For example, let's say you have two leagues in your world. League "Draft" has an annual amateur draft in June. League "NoDraft" has no amateur draft. If you currently have League NoDraft selected from the League menu, the June amateur draft will not appear in your Auto-Play menu, because that league has no draft. Don't auto-play past the draft by mistake!

You can also find more information about [League Events](#) in Section 22.0.

Warning! Auto-play advances time in all leagues simultaneously. There is no way to advance the date in one league, but not another. If you are using multiple leagues, make sure all leagues are ready to advance before auto-playing.

Warning! Be careful with the Auto-Play Button. You have no chance to confirm after you click this button, so make sure you have made all necessary management changes before electing to auto-play.

Also, do not use auto-play if you would like to play out your games using the Play-by-Play engine. See Section 24.0 for more information on [Play-by-Play mode](#).

23.3. The Auto-Play Action Menus

The [Scores & Schedule page](#) described in Section 7.5 has two auto-play action menus at the bottom right of the page, Auto-Play and Auto-Play until Event:

Figure 312 Auto-Play Action Menus



These auto-play options are very similar to those described so far. In fact, the Auto-Play until Event action menu behaves just like the Auto-Play Menu by allowing you to auto-play up until a specific league event. The Auto-Play action menu gives the standard options of auto-playing until next year, month, or week.

The one important difference in the auto-play options on this screen is the ability to auto-play to the currently selected date. If you change the calendar to a different date, a new option appears in the Auto-Play menu, Auto-Play to Selected Date. This option enables you to simulate many years at once, if so desired.

23.4. Simulation Screen vs. Dialog View

While Auto-Play is in progress, by default a Simulation Screen is displayed, showing simplified standings, leaderboard, and news headlines.

However, auto-play is significantly slower when the Simulation Screen is used. If you want to speed up auto-play, you can change to the faster Dialog View by changing the Use Simulation Screen option in the [Game Preferences](#) described in Section 3.1.3.

The Dialog View simply shows a dialog box with a progress meter and the date being auto-played.

You can switch back and forth between Simulation Screen and Dialog View at any time during a game's history, as desired.

23.5. Stopping Auto-Play

When auto-play is in progress using the Simulation Screen, you can stop auto-play by clicking on the Stop Auto-Play action button in the lower right corner of the screen.

In Dialog View, you can stop auto-play by pressing any key on the keyboard.

Managers can also turn on settings that will cause auto-play to stop if certain conditions are met, such as a player getting injured. See Section 6.1.4 for more information on manager [exit auto-play settings](#).

24.0 Play-by-Play Mode (Playing out Games)

For many baseball simulation fans, nothing compares to being the on-field general of a baseball game. OOTPB allows you to enjoy this experience. You can act as the in-game manager for any of your team's games. There is no rule about which games you have to manage, either. You could auto-play all your team's games, and then act as in-game manager just for the playoffs. You could act as manager for weekend games only. It's all up to you.

The starting point for playing out any game is the [Scores & Schedule page](#) described in Section 7.5, accessed from the League menu. To play a game in Play-by-Play mode, first use [auto-play](#), as described in Section 23.0, to advance to a date when your team has a game you would like to play.

24.1. Manage vs. Quick-Play

On the [Scores & Schedule page](#) described in Section 7.5, if your team has a game scheduled for the selected day, there will be links for you to choose "Manage" or "Quick-Play":



Select Quick-Play to have the computer immediately auto-play this game. The results of the game will be available immediately, along with the box score and game log.

Select Manage to play out the game in Play-by-Play mode.

Note: If you are commissioner, you have the option of managing or quick-playing any game on the schedule.

24.2. Pregame Preparations

Click the Manage button to start a game in Play-by-Play mode. This brings you into a set of pregame pages that help you make any final changes before the game begins.

In the bottom right corner of these pages are two buttons, Start Game and Cancel Game. Click Cancel Game to return to the Scores & Schedule page. Click Start Game to, well, start the game.

Figure 314 Start and Cancel Game Buttons



Note: Don't click Start Game until you have made any necessary pregame preparations.

24.2.1. Options & Team Stats Page

The Options & Teams Stats page is an array of options that allows you to finalize how the game will be managed and simulated.

Figure 315 The Options & Team Stats Page

The screenshot shows the 'Options & Team Stats' page for a game between the San Francisco Lobsters and the Tulsa Prophets. The page is divided into three main columns. The left column contains 'Game Options' for both teams, including controls for offense, pitching, defense, and substitutions, as well as general game options like designated hitter, ballpark, and play-by-play speed. The middle column displays the 'San Francisco Lobsters Lineup & Starting Pitcher' and the 'Tulsa Prophets Lineup & Starting Pitcher'. The right column shows statistics for both teams, including overall records, position in division, and team batting stats. At the bottom right, there are 'Start Game' and 'Cancel Game' buttons.

The Options & Team Stats page is divided into five sections in three columns.

24.2.1.1. Game Options

The left column contains game options.

Option	Description
Offense, Pitching, Defense, and Substitution Strategy	These controls determine who will make strategic decisions in these four areas of the game. The default is for your manager identity to make all decisions. However, you can elect to have your bench coach make decisions instead. <i>Note: Unless you are commissioner, you cannot change the controls for your opponent.</i>

Designated Hitter	Determines whether or not a designated hitter will be used. This option is determined by your league rules. Only a commissioner can change this value from this screen.
Ballpark	Determines the ballpark in which the game will be played. This option is determined by your league. Only a commissioner can change this value from this screen.
PbP Speed	Determines how quickly play-by-play text will appear. You can set this value from Very Slow to Very Fast. There is also a custom option that, if selected, will allow you to specify, in milliseconds, how long to delay between play-by-play lines.
Delay Mode	Determines the delay mode. There are two options: Per Character: There is a delay between each character, resulting in a “ticker-tape” flow to the game. Per Line: There is a delay between each line, but each line appears in its entirety at once.
Simulate World in Background	Determines whether the SION Network is enabled or disabled. When the SION Network is enabled, other games in your game world that are scheduled for the same start time will be played out simultaneously. If the SION Network is disabled, only your game will be played out.

24.2.1.2. Lineup & Starting Pitcher

The center column contains the lineups and starting pitchers for each team in the game, along with statistical information for each. This is for informational purposes only. There are no changes that can be made here.

24.2.1.3. Statistics

The right column contains team statistics for each team. This is for informational purposes only. There are no changes that can be made here.

24.2.2. Team Lineup & Starting Pitcher Page

There are two Team Lineup & Starting Pitcher pages for each game; one for each team. Your opponent’s page is provided for your information, but you cannot change information there unless you are the commissioner. The two screens are identical in appearance.

Figure 316 Team Lineup & Starting Pitcher Page

Options & Team Stats | San Francisco Lineup & Starting Pitcher | Tulsa Lineup & Starting Pitcher

View Filter Position: All Players

Default View - No Filter - Position: All Players -

I	Inf	Name	Date of Birth	Age	Nationality	Height	Weight	Bats	Throws
RF		Cal Scott	07-16-1978	28	USA	5' 10"	190 lb	Left	Left
CF		Tony Sanjose	06-11-1976	30	USA	6' 1"	165 lb	Left	Right
LF		Fabio Ferreira	12-12-1981	25	DOM	6' 0"	190 lb	Right	Right
LF		Ralph Walter	04-02-1982	24	USA	6' 4"	210 lb	Left	Right
SS		Elroy Towns	12-28-1982	24	USA	6' 1"	195 lb	Right	Right
SS		Ricardo Lardone	01-16-1976	31	USA	6' 2"	180 lb	Right	Right
3B		Romeo Avellanal	11-16-1983	23	CUB	6' 3"	205 lb	Right	Right
3B		Federico Garza	02-05-1979	28	USA	6' 1"	225 lb	Right	Right
2B		Cole Thompson	12-10-1980	26	USA	5' 7"	185 lb	Right	Right
2B		Petrido Franjul	02-23-1976	31	VEN	6' 1"	195 lb	Right	Right
1B		Filiberto Flores	09-16-1972	34	DOM	6' 1"	195 lb	Right	Right
C		Maynard Calton	01-11-1981	26	USA	5' 10"	190 lb	Right	Right
C		Toro Salgato	08-10-1982	24	DOM	6' 0"	215 lb	Right	Right
P		Dave Shilling	01-24-1970	37	USA	6' 1"	185 lb	Right	Right

25 Players found

#	B	Starting Lineup	Pos	G	AB	H	HR	RBI	R	AVG	OBP	SLG	OPS	SB	Starting Pitcher	Throws	GS	W	L	ERA
1	R	Petrido Franjul	2B	0	0	0	0	0	0	.000	.000	.000	.000	0	Carl Kirkwood	Right	0	0	0	0.00
2	R	Toro Salgato	C	0	0	0	0	0	0	.000	.000	.000	.000	0						
3	L	Ralph Walter	LF	0	0	0	0	0	0	.000	.000	.000	.000	0						
4	L	Cal Scott	RF	0	0	0	0	0	0	.000	.000	.000	.000	0						
5	L	Tony Sanjose	CF	0	0	0	0	0	0	.000	.000	.000	.000	0						
6	R	Romeo Avellanal	3B	0	0	0	0	0	0	.000	.000	.000	.000	0						
7	R	Filiberto Flores	1B	0	0	0	0	0	0	.000	.000	.000	.000	0						
8	R	Elroy Towns	SS	0	0	0	0	0	0	.000	.000	.000	.000	0						
9																				

Sub League 1 Game Top 1st

	1	2	3	4	5	6	7	8	9	R	H	E
San Francisco Lobsters										0	0	0
Tulsa Prophets										0	0	0

0 Balls 0 HR - NONE
0 Strikes
0 Outs

Start Game Cancel Game

The Team Lineup & Starting Pitcher page behaves almost exactly like the [Lineups page](#) described in Section 8.5. The lineup presented initially will be the lineup you established on that page. Use the information in that section to make any changes to your lineup, if necessary. You can also take advantage of OOTPB's [views and filters](#), described in Section 1.7, as well as the [common drop-downs](#) described in Section 1.8. Review those sections to get a better understanding of how to slice the data on this screen to suit your needs.

You can still view Player Profiles by clicking on any player's name. However, in this case, each Player Profile screen will have a new button at the bottom called "Return to Game." Click this to return to the Team Lineup & Starting Pitcher page.

Figure 317 Return to Game Button



24.2.2.1. Game Status Box

One difference between this page and the Lineups page is in the lower right corner. In the bottom right is a small Game Status Box that shows the progress in the game so far, as well as the current game situation (balls, strikes, and outs).

24.2.2.2. Starting Pitcher

Just above the Game Status Box is the name of the starting pitcher. To change starting pitchers, drag a different pitcher from the top half of the screen into the Starting Pitcher area.

24.3. Play Ball! (Starting the Game)

Once you have made any necessary adjustments to your lineup or game options, click on the Start Game button in the bottom right to begin play. You will be taken immediately to another series of pages in which the actual game is played out.

24.4. SION Broadcast Page

OOTPB provides two styles of screens for your play-by-play experience. You can switch back and forth between the two styles at your leisure. The first of the two screens is the SION Broadcast page.

Figure 318 SION Broadcast Page



The SION Broadcast page has graphical representations of a scoreboard and the actual game stadium, as well as the controls you will need to play out the game.

24.4.1. Scoreboard

The Scoreboard in the top left keeps track of the progress of the current game.

Figure 319 Scoreboard



24.4.2. Lineup

The Lineup pane on the left shows the lineup and current game stats for the team that is currently at bat.

Figure 320 Lineups

Arlington Lineup						
Player	Pos	B	AVG	HR	RBI	SB
1 W.Rowe	1B	R	.333	0	3	0
2 B.Binion	SS	R	.167	0	2	0
3 S.Rodriguez	CF	R	.341	2	8	2
4 U.Mulero	RF	R	.244	1	9	1
5 F.Chambers	3B	R	.290	1	4	1
6 M.Moore	LF	R	.333	1	3	0
7 M.Sanders	C	R	.200	0	4	0
8 J.McAngus	2B	R	.323	0	1	1
9 R.Austin	P	S	.000	0	0	0

24.4.3. Current Batter Pane

The Current Batter pane in the lower left of the screen gives statistics on the player currently at bat. It also includes a number of player ratings.

Figure 321 Current Batter Pane

At Bat: RHB Warren Rowe					Show Pitcher			
	Stats	AB	H	HR	RBI	AVG	OBP	OPS
	Season	3	1	0	3	.333	.333	1.000
	Today	0	0	0	0			
	Ratings	CON		POW	EYE	SPE	STE	
	Overall	11		6	5	18	20	
	Vs LHP	12		6	5			
	Bunt for Hit:			1	Sacrifice Bunt:			19

Note: There is a Scouting drop-down in the top right of the screen. Use the drop-down to choose which of your scout's ratings you want to view.

24.4.4. Banner

The Banner across the top right shows the two teams who are currently playing.

Figure 322 Banner



24.4.5. Stadium

The Stadium representation displays the entire ballpark, as well as the players on the field.

Figure 323 Stadium



Each player in the field is shown in his actual positions, along with his defensive rating at the position and his arm rating.

Next to each player is a circular logo. If you choose to use player photos, the player photos will be displayed here. Additionally, the stadium graphic itself is customizable. See Section 1.1.4 for more information about [customizing OOTPB](#).

Note: Remember to use the Scouting drop-down in the top right to change which scout's ratings are displayed.

24.4.6. Game Control Pane

The Game Control pane is where you control the actual play-by-play of the game. The options available change depending on whether you are controlling the defensive or offensive side of the ball.



24.4.6.1. Infield Options

The infield options are kept in a drop-down in the top of the Game Control pane. Choose one of these options to change how your infield is playing. Of course, you can change these options only if your team is in the field

Infield Option	Description
Infield Normal	Standard positioning.
Infield In	The infielders play in (closer to home plate). This is usually done in a close game, with a runner on third, when you want to prevent the runner from scoring at all costs.
Corners In	The first and third basemen play in. This is frequently done when a bunt is expected.
Third Baseman In	Only the third baseman plays in. This is frequently done when a bunt from a right-handed batter is expected.
First Baseman In	Only the first baseman plays in. This is frequently done when a bunt from a left-handed batter is expected.
Guard Lines	The first and third basemen play closer to their respective bases than usual, preventing balls from going down the lines. This is often done to prevent teams from getting extra base hits, at the risk of a greater chance of allowing a single.
Shift Left	The second baseman, shortstop, and third basemen all play between second and third base. This is often done when a very strong pull hitting right-handed hitter is at bat, to increase the chances of fielding a ball that is pulled to the left side of the infield.
Shift Right	The second baseman, shortstop, and first basemen all play between second and first base. This is often done when a very strong pull hitting left-handed hitter is at bat, to increase the chances of fielding a ball that is pulled to the right side of the infield.

24.4.6.2. Outfield Options

The outfield options are kept in a drop-down in the top of the Game Control pane. Choose one of these options to change how your infield is playing. Of course, you can change these options only if your team is in the field.

Outfield Option	Description
Outfield Normal	Standard positioning.
Outfield In	Outfielders play in (closer to home plate). This is typically done when the game-tying or winning runner is on base, and you need to prevent the run from scoring at all costs.
Outfield Deep	Outfielders play deep. This is typically done when you want to protect a lead and don't want to let balls get behind you for extra-base hits.

24.4.6.3. Game Control Options

The Game Control screen displays a number of options that can be selected with numbers on the keypad, or by clicking the buttons with your mouse. Some options are not available unless a specific game situation occurs. For example, the Hold Runners option is not available unless there is a runner on base.

The following options are available when you are controlling the defensive team.

Defensive Option	Description
Pitch	The pitcher delivers a pitch.

Pitch Around	The pitcher pitches to the batter, but is very careful, and likely to throw balls. This is often used when a dangerous hitter is up, and you're willing to walk him rather than give up a big hit.
Pitch Out	The pitcher "pitches out" (throws a ball well wide of the hitter so that the catcher has a chance to throw out a runner). This is typically done when you expect the runner to steal.
Intentional Walk	Intentionally walks the hitter. This is typically done when you don't want to risk pitching to a very dangerous hitter, especially if there is a runner on second base.
Hit Batter	Deliberately attempts to hit the batter.
Visit Mound	The manager visits the pitcher on the mound. This is usually done to try to calm down the pitcher if he has gotten in trouble.
Hold Runner(s)	The pitcher concentrates a bit more on the runner, speeding up his delivery. This results in slightly weaker pitching performance, but slightly more chance to pick off the runner. (Only available when a runner is on base.)
Throw to (1st, 2nd, 3rd)	The pitcher will attempt to pick off the runner on the selected base. (Only available when a runner is on base.)

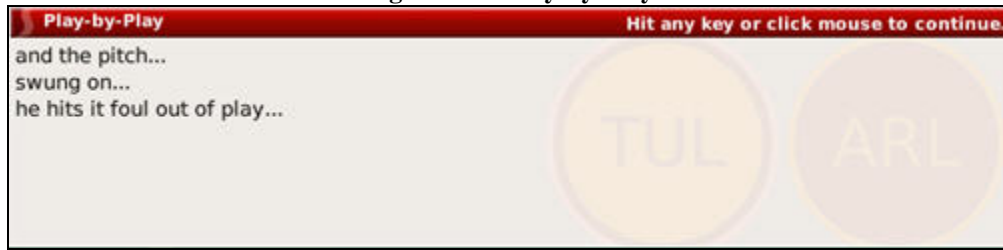
The following options are available when you are controlling the team at bat.

Offensive Option	Description
Swing Away	The batter will take a normal attempt to hit the ball.
Bunt for Hit	The batter will attempt to bunt to get on base. This is usually done when the batter is both a good bunter and very fast. It is more often done with left-handed hitters.
Take Pitch	The batter will let the pitch go by, even if it is a good pitch. This is often done when the pitcher is struggling with control, or the count is 3-0 and you hope to get a walk.
Steal (2nd, 3rd, Home)	The runner on the selected base will try to steal. He might not actually go if he cannot get a good jump, however.
Send Forced	The runners on base will go, no matter what happens at the plate.
Hit & Run	The runners will leave before the ball is hit, and the batter will try to make contact. This is often used by teams who do not have a lot of power and need to "manufacture" runs.
Run & Hit	The runners will leave before the ball is hit, and the batter has the option of trying to make contact. This is usually used only when the runner has a good chance of stealing a base.
Safety Squeeze	The batter will attempt to bunt, and the runner at third will try to score on the bunt. He will wait to see the ball on the ground to prevent getting doubled up. (Only available when there is a runner at third.)
Suicide Squeeze	The batter will attempt to bunt, and the runner at third will try to score on the bunt as soon as the pitcher begins forward motion toward the plate. (Only available when there is a runner at third.)

24.4.7. Play-by-Play

When an option is selected from the game control pane, game play begins, and the Game Controls are replaced with the text play-by-play of the current play.

Figure 324 Play-by-Play



After the current play is completed, you can click your mouse button or press any key to continue on to the next play. Play-by-play continues in this fashion, pitch by pitch, until the game is completed.

Note: Game play-by-play text is customizable in OOTP. See Section 1.1.4 for more information about [customizing OOTP](#).

24.4.8. Quick-Play Bar

The Quick-Play Bar presents options across the bottom of the page that allow you to advance the play of the game more quickly than pitch-by-pitch. Using the Game Control pane, you can advance play one pitch at a time. With the Quick-Play Bar, you can play to the end of the current plate appearance, the current half-inning, or the current inning, or you can advance to the end of the game in an instant. You can also leap forward to the start of the inning of your choice.



Note: You can also use the F1 or Enter keys on your keyboard to quick-play the current batter's plate appearance. When you quick-play a plate appearance, the play-by-play for the final pitch to the current batter is displayed.

24.4.9. Leaving the Game

When the game has been completed, the Quick-Play Bar is replaced with a Leave Game button.

Figure 325 Leave Game Button



Click the Leave Game button to end the play-by-play and return to the [Scores & Schedules page](#) described in Section 7.5.

24.5. SION Webcast Page

The second option for playing out games in OOTP is the SION Webcast page. You can switch between the SION Webcast page and SION Broadcast page at any time.

Figure 326 SION Webcast Page



The SION Webcast page is a more statistics-intensive screen than the Broadcast page. It includes a graphic representation of a hitter, along with a pitch location indicator and a small stadium representation. The sections of the screen are described in more detail below.

24.5.1. Scoreboard

The Scoreboard in the top left keeps track of the progress of the current game.

Figure 327 Scoreboard



24.5.2. Team Box Scores

Below the scoreboard are two box score panes. They show lineups and statistics for the current game, for each team. The visiting team is shown on top, and the home team below.

Figure 328 Team Box Scores

Arlington Harriers Quick Box-Scores										
#	Player	AB	R	H	BI	HR	BB	K	AVG	OPS
1	R Rowe, 1B	1	0	0	0	0	0	0	.250	.750
2	R Binion, SS	1	0	0	0	0	0	0	.161	.511
3	R Rodriguez, CF	1	0	1	0	0	0	0	.356	.986
4	R Mulero, RF	1	0	0	0	0	0	0	.238	.721
5	R Chambers, 3B	0	0	0	0	0	0	0	.290	.808
6	R Moore, LF	0	0	0	0	0	0	0	.333	.813
7	R Sanders, C	0	0	0	0	0	0	0	.200	.508
8	R McAngus, 2B	0	0	0	0	0	0	0	.323	.997
9	S Austin, P	0	0	0	0	0	0	0	.000	.000

Note: The player displayed in boldface is currently at bat, or will be up first in the next half-inning.

24.5.3. Ballpark Data

The bottom left of the screen has information about the home team's ballpark.

Figure 329 Ballpark Data

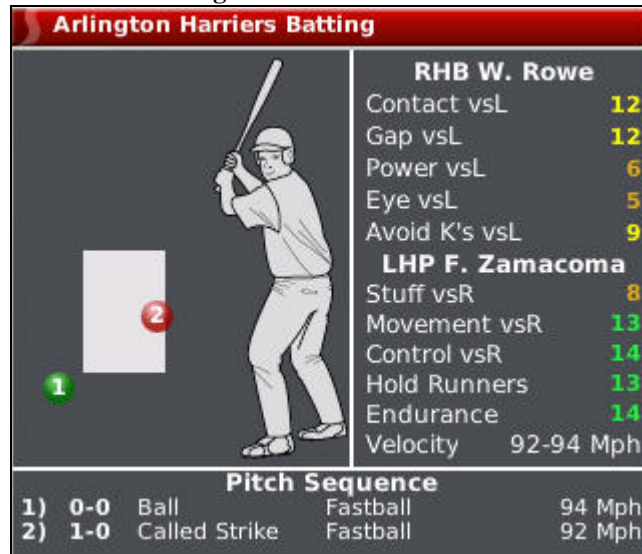
Zeppelins Ballpark			
Ballpark Factors		Dimensions + Wall Height	
AVG LHB	1.025	Left Field Line	336 ft, 9 ft
AVG RHB	1.045	Left Field	371 ft, 9 ft
Doubles	1.034	Left-Center	418 ft, 9 ft
Triples	1.080	Center Field	434 ft, 9 ft
Homeruns LHB	.985	Right-Center	408 ft, 9 ft
Homeruns RHB	.965	Right Field	359 ft, 9 ft
Attendance	42,346	Right Field Line	337 ft, 9 ft

Ballpark factors on the left describe how hitting is affected in the current ballpark. For example, a ballpark with a 1.035 Doubles factor is slightly easier than average to hit a double. Ballparks are customizable in OOTPB. See Section 1.1.4 for more information about [customizing OOTPB](#).

24.5.4. Batter's Box

The Batter's Box is a graphic representation of the current hitter. On the right are ratings for the current batter and pitcher. Use the Scouting drop-down in the top right to change which scout's ratings you are viewing.

Figure 330 Batter's Box



The graphic shows a hitter (on the correct side of the plate, based on his handedness) and a box that represents the strike zone. Each pitch thrown is displayed with a circle on the graphic of the batter and the strike zone. The circles are numbered according to the pitch sequence. So, the first pitch thrown gets a circle with a "1," the second pitch gets a "2," and so forth. The pitches are identified by color.

Color	Result
Red	Strike
Green	Ball
Yellow	Foul
Blue	Ball in play

The bottom of this section contains a Pitch Sequence box as well, which describes the six most recent pitches to the current batter, including the type of pitch and the speed.

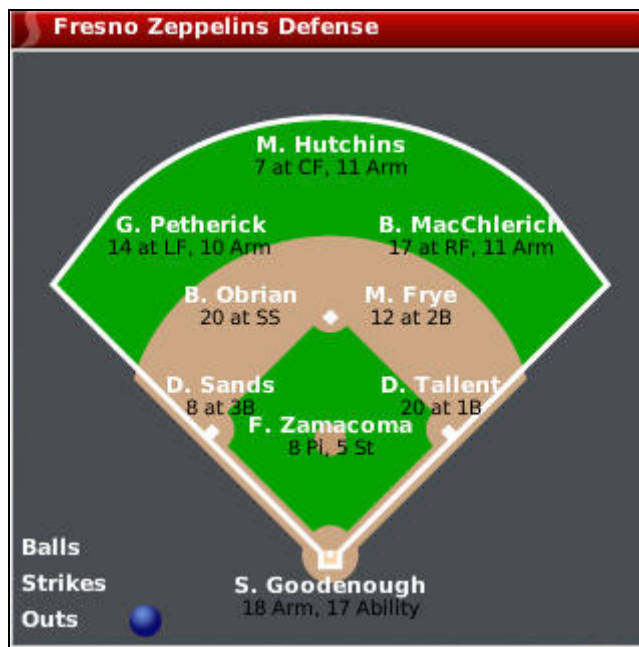
24.5.5. Pitching Data

The Pitching Data underneath the Batter's Box shows a number of statistical categories for the current pitcher. Some of the statistics displayed change depending on the situation. For example, if the count is 3-1, then the statistics will show this pitcher's statistics when the count is 3-1.

Pitching: LHP Florinio Zamacoma										
Stats	W	L	S	IP	H	HR	BB	K	ERA	
Career	9	8	0	142.2	153	8	49	74	4.23	
Season	1	1	0	15.1	20	0	5	5	2.93	
Home	0	1	0	7.1	8	0	5	2	3.68	
April	1	1	0	15.1	20	0	5	5	2.93	
Today	0	0	0	0.0	0	0	0	0	0.00	
Opp. Batting	AB	R	H	HR	BB	K	AVG	OBP	SLG	
Career vsR	428	58	117	8	44	54	.273	.338	.393	
Season vsR	40	6	10	0	5	4	.250	.326	.375	
Bases Empty	27	4	10	0	2	1	.370	.414	.444	
Inning 1-3	26	2	8	0	1	1	.308	.333	.385	
Count 1-1	7	1	2	0	0	0	.286	.286	.429	

24.5.6. Stadium

The Stadium graphic in the top right displays all the defensive players and their defensive ratings. Use the Scouting drop-down in the top right to change which scout's ratings you are viewing.



The current count and number of outs are displayed in the bottom left.

24.5.7. Batting Data

The Batting Data section shows a number of statistical categories for the current batter. Some of the statistics displayed change depending on the situation. For example, if it is the first inning, then the statistics will show this batter's statistics in innings 1–3.

Batting: RHB Bob Binion										
Stats	AB	H	HR	RBI	BB	K	AVG	OBP	SLG	
Career	341	74	5	34	38	36	.217	.296	.308	
Season	30	5	0	2	8	0	.167	.359	.167	
Home	7	0	0	0	3	0	.000	.300	.000	
April	30	5	0	2	8	0	.167	.359	.167	
Today	0	0	0	0	0	0	.000	.000	.000	
Vs. Zamacoma	1	0	0				.000			
Career vsL	169	33	4	14	20	19	.195	.276	.314	
Season vsL	13	1	0	0	4	0	.077	.294	.077	
Bases Empty	19	2	0	0	5	0	.105	.292	.105	
Inning 1-3	10	3	0	0	3	0	.300	.500	.300	
First Pitch	4	1	0	0	0	0	.250	.250	.250	

24.5.8. Game Controls

The [Game Control options](#) in the SION Webcast page are identical to those described in Section 24.4.6.

24.6. SION Network Page

The SION Network page shows the scores of any other league games that are currently in progress. This page is displayed only if you have turned on the Simulate World in Background option described in the [game options](#) in Section 24.2.1.1.

Figure 331 SION Network Page

Games from the Fictional Baseball League

Sub League 1 Game											Sub League 1 Game												
Btm 3rd											Btm 4th												
1	2	3	4	5	6	7	8	9	R	H	E	1	2	3	4	5	6	7	8	9	R	H	E
Buffalo Thrashers	0	0	1						1	1	0	Tulsa Mudcats	0	2	0	1					3	2	0
Lincoln Squadron	0	0	2						2	4	0	Philadelphia Kangaroos	0	0	2						2	5	0
0 Ball	Batting: M. Albers (0-1)										1 Ball	Batting: D. Cloutier (0-1)											
0 Strike	Pitching: O. Moleyns (2.2 IP, 2 ER, 2 BB, 2 K)										1 Strike	Pitching: P. Rojas (3.2 IP, 2 ER, 0 BB, 2 K)											
2 Out	HR - NONE										2 Out	HR - TUL: T. Rooney (3) PHI: F. MacRorie (3)											

Sub League 2 Game											Sub League 2 Game												
Top 5th											Btm 4th												
1	2	3	4	5	6	7	8	9	R	H	E	1	2	3	4	5	6	7	8	9	R	H	E
Detroit Robins	0	0	0	0	1				1	5	0	Portland Golden Hawks	0	2	3	0					5	4	1
Virginia Beach Steamboats	0	1	1						3	5	0	Chicago Ants	1	0	2						3	4	0
1 Ball	Batting: G. Price (3-2)										3 Ball	Batting: M. Deluchery (0-1)											
1 Strike	Pitching: T. Bazaldus (4.2 IP, 1 ER, 0 BB, 3 K)										1 Strike	Pitching: J. Leighburn (3.0 IP, 3 ER, 3 BB, 3 K)											
2 Out	HR - VIR: L. Valenzuela (4), S. Holladay (7)										0 Out	HR - NONE											

Sub League 2 Game											Sub League 2 Game												
Top 5th											Top 5th												
1	2	3	4	5	6	7	8	9	R	H	E	1	2	3	4	5	6	7	8	9	R	H	E
San Jose Mets	0	4	0	0					4	6	0	Wichita Black Aces	1	0	0	2					3	4	0
Irving Vipers	0	1	1	0					2	4	0	Los Angeles Weevils	0	3	0	0					3	2	1
1 Ball	Batting: C. Teal (3-2)										1 Ball	Batting: R. Bergeron (0-1)											
2 Strike	Pitching: A. Fernando (4.1 IP, 4 ER, 1 BB, 0 K)										2 Strike	Pitching: D. Henderson (4.2 IP, 3 ER, 3 BB, 3 K)											
1 Out	HR - NONE										2 Out	HR - LOS: R. Ebel (2)											

All games in all leagues will be shown on this page, as long as the game times overlap with the game that you are playing.

24.7. Substitution Pages

There are two Substitution pages, one for each team. Use these pages to make substitutions during a game. These pages are almost identical to the [Team Lineups & Starting Pitcher pages](#) described in Section 24.2.2. The difference is that the Starting Pitcher Box has been renamed the Current Pitcher Box.

To make substitutions, just drag players into the lineup or onto the Current Pitcher Box.

24.8. The Options & Stats Page

The Options & Stats page is identical to the [Options & Team Stats page](#) described in Section 24.2.1.

24.9. The Box Scores Page

The Box Scores page is an in-game report that is built dynamically as the game progresses. This report is identical to the [Box Scores report](#) described in Section 12.36, except that it gets recreated after each pitch in the game.

24.10. The Game Log Page

The Game Log page is an in-game report that is built dynamically as the game progresses. This report is identical to the [Game Log report](#) described in Section 12.37, except that it gets recreated after each pitch in the game.

24.11. Watching Games

Even if you are not managing a team, if you are not a commissioner, you have the option of watching an entire game in play-by-play mode. If you visit the Scores & Schedules page, a Watch Game option will be available for games that you have no role in.

When you choose to watch a game, an additional check-box appears in the top right of the SION Broadcast and SION Webcast pages, titled “Pause after each play.” By default this box is checked, meaning that the game will prompt you to press a key to continue after each play. If you uncheck this box, the game will continue playing until you manually tell it to stop, by rechecking the box.

While in Watch Game mode, you cannot make any changes to lineups or choose in-game strategies.

25.0 Commissioner Functions

The rest of this guide has covered every screen in the game in detail, save for a few hidden gems. If you have chosen to play as a commissioner, you get the key to the city, so to speak. Commissioners gain access to a number of special functions that regular general managers and managers cannot use. This section covers the additional powers that a commissioner has.

25.1. Player Editor

Commissioners have access to the Player Editor, which allows you to make changes to almost every aspect of a player. The Player Editor allows you to make changes to almost every detail. You can move players to other teams, make them free agents, give or remove injuries, and change player ratings.

Figure 332 Player Editor

The screenshot shows the 'Player Editor' window for player Cliff Coles. The interface is divided into several sections:

- Basic Information:** First Name (Cliff), Last Name (Coles), Nick Name, Uniform Number (51), Date of Birth (4th June 1969), Nationality (American), City of Birth (Marshall), Height (186 cm => 6' 1"), Weight (185 lb => 185 lb), Bats (Left), Throws (Left), Position/Role (Left Field).
- Team Information, Select new Team:** No League selected.
- Injury Data:** Injury Time left (in Days) (0), Diagnosis (NONE), Severity (Career-Ending Injury), DL Time left (in Days) (0), DTD-Injury Effect (in %) (0), Overall Proneness (1 - 200) (8), Back Proneness (1 - 200) (0), Fore Proneness (1 - 200) (0).
- Ratings Editor (Range of most Ratings: 1 - 250):**
 - Offensive Ratings:** Contact (169), Gap (209), Power (175), Eye/Patience (133), Avoid K's (118), Getting HBP (based on 550 PA) (3).
 - Resulting Stats (in a neutral, modern MLB enviroment):** PA (636), AB (550), H (184), 2B (54), 3B (5), HR (42), BB (83), K (86), AVG (.334), OBP (.424), SLG (.659), OPS (1.083).
 - Other Offensive Ratings (Range 1 - 250):** Hitter Type (Pull Hitter), Running Speed (41), Stealing Ability (69), Baserunning Skills (78), Sacrifice Bunting (9), Bunting for a Hit (10).
 - Pitching Ratings:** Overall (19), Movement (1), Control (1), Hit Batsmen (based on 550 BF) (15), Wild Pitches (based on 550 BF) (15), Balks (based on 550 BF) (30).

Buttons at the bottom: Action, Set Position to..., Shortlist.

Changes made in the editor take effect immediately. There is no need to save changes. Be sure to hit the Enter key after any changes.

Note: Player ratings are shown using the internal rating range of 1–250. Be sure to adjust the values according to that rating scale, not the rating scale you are using for display.

25.2. Coach Editor

Commissioners have access to the Coach Editor, which allows you to make changes to almost every aspect of a coach / person. The Coach Editor allows you to make changes to almost every detail. You can change preferred occupations, salary details, and change ratings.

Figure 333 Coach Editor

The screenshot shows the 'Coach Editor' window with three tabs: 'Coach Profile & Ratings', 'Strategy Preferences', and 'Editor'. The 'Editor' tab is active, displaying a form for editing a coach's profile. The form is divided into three main sections: 'Basic Information', 'Salary Data', and 'Ratings Editor'.

Basic Information:

First Name	Austin
Last Name	Putman
Nick Name	
Date of Birth	26th October 1959
Nationality	American
City of Birth	Plymouth
Height (in Centimetres)	192 => 6' 3"
Weight (in Pound)	210 => 210 lb
Preferred Occupation	General Manager

Salary Data:

Contract Length in Years	2
Salary per Year	\$710,000

Ratings Editor (Range of Ratings: 1 - 200):

Manager Ratings	
Handle Players	25
Handle Veterans	3
Handle Rookies	47
Teach Hitting	60
Teach Pitching	52
Teach Fielding	88

Scouting Ratings	
Scout Hitting	7
Scout Pitching	4
Scout Fielding	6
Scout Hitting Potential	1
Scout Pitching Potential	5

Doctor Ratings	
Heal Arms	0
Heal Legs	0
Heal Back	0
Heal Other	0
Fatigue Recovery	0

At the bottom right of the window are two buttons: 'Action' and 'Shortlist'.

Changes made in the editor take effect immediately. There is no need to save changes. Be sure to hit the Enter key after any changes.

Note: Coach ratings are shown using the internal rating range of 1–200. Be sure to adjust the values according to that rating scale, not the rating scale you are using for display.

25.3. Team Editor

Commissioners have access to the Team Editor, which enables a commissioner to edit fundamental aspects of a team. Some of this information is also accessible by a team's manager. [Team information that can be edited by a manager](#) is covered in Section 8.1.2.1.

Figure 334 Team Editor

Home Roster Transactions Pitching Lineups Depth Charts Team Strategy Front Office Personnel Reports News & History			
Home Page Options & Ballpark			
Team Editor (IMPORTANT: Hit ENTER after editing!)		Ballpark Info	
City / Name	Boston	Ballpark Name	Hillbillies Stadium
Abbreviation	BOS	Type	Open Ballpark
Nickname	Hillbillies	Surface	Grass
Historical Team ID		Capacity	48,000
Nation	The United States	Ballpark Factors	
City Search	Boston	AVG Overall	.912
Select Exact City	Boston, Massachusetts	AVG LHB	.925
Team Color Code	#F3CE93	AVG RHB	.905
Team Text Color Code	#171775	Doubles	1.074
<input type="button" value="Generate Logo"/>		Triples	1.090
Fan Interest (1 - 100)	0	Home Runs Overall	.875
Fan Loyalty (0 - 10)	0	Home Runs LHB	.855
Market Size (0 - 10)	0	Home Runs RHB	.885
Cash	\$0	Distances & Wall Heights	
Budget	\$0	Direction	Distance
Media Contract	\$0	Left Line	336 ft
Media Contract Years Left	0	Left Field	381 ft
Media Revenue This Year	\$0	Left-Center	423 ft
Last Yr Merchandising Revenue	\$0	Center Field	441 ft
		Right-Center	417 ft
		Right Field	373 ft
		Right Line	331 ft
		Wall Height	7 ft
<input type="button" value="Edit Ballpark"/>			

Team information can be edited in the lower left side of the screen. Be sure to press Enter after each change. In the top right, a commissioner can change the ballpark used by the currently selected team. In the lower right, commissioners have access to an Edit Ballpark action button that allows more detailed editing of ballparks.

25.4. Deleting Free Agents

In addition to the ability to edit individual players, commissioners have the ability to perform a number of options on free agents, by means of the [Free Agents page](#) described in Section 7.7.2.

Figure 335 Free Agent Commissioner Options

Free Agents | Player Trade | Show all Players | Available Personnel | Transaction News

Free Agents | Upcoming Free Agents

View | Filter | Position: All Players | Stats Scope | Stats Split

Batting Stats Set 2 View - Custom Filter (not saved) - Position: All Players - Stats Scope: All Levels -

I	Inf	Name	B	T	GS	BB	IBB	HP	SH	SP	EBH	TB	RC	RC/27	ISO	TAVG	OPS	WS	VORP
2B		Darrick Wooddisse	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
2B		Héctor Zenteno	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
2B		Brentt Lucas	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
3B		Roberto Puete	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
3B		Jon Wendel	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
3B		Darrin Pinchin	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
3B		Amor Torres	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
3B		Jaime Arteagaharo	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
SS		Markus Mayben	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
SS		Roberto Auila	S	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
LF		Bill Davis	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
LF		Carlos Santiago	L	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
LF		Tim Speight	S	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
CF		Anthony Luscombe	R	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
CF		Trefusis D'Amory	L	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
CF		Michael Kemble	L	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
CF		Silvester DeVries	R	R	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
RF		Jude Hurley	L	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
RF		Raúl Ysquierdo	R	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0
RF		Kenny Bushel	L	L	0	0	0	0	0	0	0	0	0.00	0.00	.000	.000	.000	.0	.0

45 Players found

Create Fictional Player | Import Historical Player | Delete all Free Agents | Report

To delete all free agents, simply click on the Delete all Free Agents action button. You will be asked to confirm before proceeding.

25.5. The Ballpark Editor

Commissioners have access to two ballpark editing pages that allow for extensive customization of any ballpark in your game world.

The Park Profile page allows you to modify any of the [ballpark information](#) that was described in Section 8.1.2.2.

Figure 336 Ballpark Editor

Park Profile Pictures & Coordinates

Select Ballpark to edit: Ballpark of Albuquerque

Basic Information

Ballpark Name: Ballpark of Albuquerque

Type: Open Ballpark

Surface: Grass

Ballpark Factors (Hit ENTER after editing)

AVG Overall	.985
AVG LHB	.985
AVG RHB	.985
Doubles	1.094
Triples	1.090
Homeruns Overall	.921
Homeruns LHB	.915
Homeruns RHB	.925

Direction	Distance (ft)	Wall Height (ft)
Left Line	337	9
Left Field	376	9
Left-Center	425	9
Center Field	437	13
Right-Center	414	9
Right Field	365	9
Right Line	333	9

Assign Coordinates to all Parks

The second tab allows you to define how the ballpark graphic appears on screen. You can replace the default graphics with .jpg images of your own choice. Be sure to hit Enter after making any changes.

Figure 337 Pictures & Coordinates

Park Profile
Pictures & Coordinates

Select Ballpark to edit

Ballpark of Albuquerque

Ballpark Picture Files (Hit ENTER after editing)

Must be located in: C:\Program Files\Sports Interactive

Daytime Picture
default_grass.jpg

Night Picture
default_grass.jpg

Player Coordinates (Hit ENTER after editing)

Player	X Coordinate	Y Coordinate
P	240	335
C	240	430
1B	440	282
2B	335	225
3B	50	282
SS	155	225
LF	25	165
CF	240	145
RF	465	165
Runner on 1st	430	320
Runner on 2nd	240	275
Runner on 3rd	50	320
Righty Batter	150	373
Lefty Batter	320	373

You can also change the coordinates of where players appear on the field graphic by changing the X and Y coordinates. Customizing ballparks is covered in more detail in the customization manual. See Section 1.1.4 for more information on [customization in OOTPB](#).

25.6. League Structure Editor

The League Structure Editor allows you to make changes to the structure of your league after creation. This can only be done during the preseason. Select a league to edit by using the Select League drop-down in the upper right corner of the screen.

Figure 338 League Structure Editor

Fictional Baseball League Configuration Select League

Fictional Baseball League Structure Configuration (Hit ENTER after editing names!)

Sub League 1 Add Division

Division 1			Add Team	Delete Division
Baltimore	Devil Dogs	BAL	Remove Team	Move Team ▼
Los Angeles	Twins	LOS	Remove Team	Move Team ▼
New Orleans	Felines	NEW	Remove Team	Move Team ▼
Phoenix	Raptors	PHO	Remove Team	Move Team ▼
Division 2			Add Team	Delete Division
Albuquerque	Rattlers	ALB	Remove Team	Move Team ▼
Atlanta	Jammers	ATL	Remove Team	Move Team ▼
Dallas	Snipers	DAL	Remove Team	Move Team ▼
Wichita	Selects	WIC	Remove Team	Move Team ▼

Sub League 2 Add Division

Division 1			Add Team	Delete Division
Honolulu	Chimpanzees	HON	Remove Team	Move Team ▼
Indianapolis	Titans	IND	Remove Team	Move Team ▼
Jacksonville	Lightning	JAC	Remove Team	Move Team ▼
Las Vegas	Coyotes	LAS	Remove Team	Move Team ▼
Division 2			Add Team	Delete Division
Detroit	Yaks	DET	Remove Team	Move Team ▼
New York	Critters	NEW	Remove Team	Move Team ▼
Portland	Tamarins	POR	Remove Team	Move Team ▼
Raleigh	Scorpions	RAL	Remove Team	Move Team ▼

After changing the structure you may have to rebuild the schedule! Generate Schedule

In the League Structure Editor, you can perform the following actions:

Action	Steps
Change division / team / nickname / abbreviation	Edit the text, and always press Enter when done!
Remove a team	Click on the Remove Team button to the right of any team. When a team is removed, all players are released into the free agent pool, and all affiliated teams lose their affiliations. <i>Note: Removing a parent league team does not automatically remove affiliated teams. They will still exist, unless manually removed.</i>
Add a team	Click on the Add Team button to the right of the Division to which you wish to add the team.
Delete a division	Click on the Delete Division button to the right of the Division you wish to delete. This will delete the division structure and delete all teams within that structure.
Add a division	Click on the Add Division button to the right of the subleague to which you wish to add a division.
Move team	Click on the Move Team drop-down to the right of the team you wish to move, and select a destination for the team.
Generate schedule	Click on the Generate Schedule at the bottom of the screen

Note: Any time you change the league structure, you should generate a new schedule, or else your schedule may not include your changes!

25.7. Schedule Editor

OOTPb has a very flexible custom schedule system that uses XML schedule files. The game comes with a number of predefined schedules that match all of the standard leagues as well as a number of historical and fictional league scenarios. When you create a league, and on the first day of each preseason in subsequent seasons, the game will check the predefined schedules to see if one exists matching your specific league setup.

If a match is found, that schedule will be used, and the computer will randomly juggle the team matchups from year to year. If multiple matches are found, the game will cycle through the different schedules each year. If no match is found, the game will auto-generate a schedule consistent with your league setup.

All of this allows for a more realistic scheduling process that can be seamless to you as a player. However, you can also customize individual schedules after the creation of the league. See Section 1.1.4 for more information on [customization](#). Schedule files are stored, and may be downloaded from other sources and saved, in the `data\schedules` directory in your game directory, and end with an `.lsdl` file extension.

On top of this, commissioners have access to a Schedule Editor. In the Schedule Editor, use the Select League drop-down in the top right to select a league schedule to edit.

Figure 339 Schedule Editor

The Schedule Editor displays one day at a time, using a calendar system in the upper right corner, just like the one used on the [Scores & Schedule page](#) described in Section 7.5.1. Once you have selected a date, all of the scheduled games for that date are listed on the screen.

You can perform the following actions in the Schedule Editor:

Action	Steps
Change start time	Type a new time in the Time box for the game whose start you wish to change, and then press Enter. You must include the letters “am” or “pm” after the time.
Delete a game	Click the Delete button next to the game you wish to delete.
Add a game/series	<ol style="list-style-type: none"> 1. Select an away team using the league and team drop-downs in the bottom left corner of the screen. 2. Select a Game Type. You can choose from Exhibition, Spring Training, or Regular Season. 3. Select a home team using the league and team drop-downs in the bottom right corner of the screen. 4. Select a number of games for the series using the drop-down in the bottom right corner of the screen.

	5. Click the Schedule Series/Game button
Generate Fictional Schedule	Click the Generate Fictional Schedule button at the bottom of the screen. This will generate a new fictional schedule based on the current configuration of your league.

Additionally, there is a Schedule action menu at the bottom of the screen, with the following options:

Option	Description
Export to File	This option exports the currently selected league's schedule to an XML file. You are presented with a file dialog box, where you can choose where to save the file. The schedule will be saved with an .lsdl extension, which can be opened with any text editor.
Import from File	This option imports an XML schedule file for the currently selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 1st subleague	This option imports an XML schedule file for the first subleague in the currently selected league. You are presented with a file dialog box, where you can select the file to be imported.
Import for 2nd subleague	This option imports an XML schedule file for the second subleague in the currently selected league. You are presented with a file dialog box, where you can select the file to be imported.
Report: Grid	This option generates an HTML report in your external browser. The report shows the full season schedule in grid format.
Report: Evaluation	This option generates an HTML report in your external browser. The report shows the full season schedule in grid format.

More information on schedule customization will be provided in the customization manual. See Section 1.1.4 for more information on [customization](#) and schedules.

25.8. Draft Editor

Commissioners also have the ability to make changes in the draft order during the inaugural or amateur drafts. When a commissioner enters the [Draft page](#) described in Section 17.4, he sees a slightly different screen, as shown below:

Figure 340 Draft Editor

Draft Order in Round 1			
Cleveland Marksmen	CLE	Nashville Bald Eagles	NAS
San Jose Flies	SAN	Fort Worth Banshees	FOR
Fort Wayne T-Birds	FOR	Huntington Beach Stingers	HUN
Philadelphia Monsters	PHI	Memphis Pigeons	MEM
Los Angeles Classics	LOS	Glendale Grays	GLE
Charlotte Hunters	CHA	Minneapolis Otters	MIN
Las Vegas Golden Hawks	LAS	Denver Braves	DEN
Boston Hillbillies	BOS	Oakland Green Dragons	OAK

Use current order for all remaining rounds Random Draft Order Continue Draft

On this screen, a commissioner can change the draft order for the current round. Draft picks start on the top left and continue onto the second column.

Once a commissioner has made changes, he or she can also choose to use the modified draft order for all subsequent rounds by clicking the “use current order for all remaining rounds” action button in the lower left side of the screen.

25.9. “Act as:” Drop-Down

Commissioners have the ability to temporarily act as the manager of any team in the game universe. This is done through a special drop-down that appears in the top right corner of the game screen, known as the “Act as:” drop-down.

Figure 341 Act as: Drop-Down



Once you are acting as the manager for a team, you have full control over that team, and can make trades, adjust lineups, and do anything a normal manager could.

You cannot act as the manager of an affiliated minor league team. If you want to make changes to an affiliated minor league, you must take over as the general manager of the parent team. You can become the manager of an unaffiliated affiliated league team.

Warning! *If you are the commissioner who is not the general manager of a team, and you are using Act As to temporarily take over a single team, you are not able to take advantage of that team's scouting staff. You will be able to assign the scouts to tasks, but they will not complete those tasks.*

25.9.1. “Act as” versus “Commissioner and manager”

The “Act as” feature is designed to let you take over a team for a brief moment in time, for example to force a trade. While in “Act as” mode, you are unable to receive mail messages for that team, including trade offers or scouting reports. Therefore, you should not auto-play while in “Act as” mode.

If you want to take over a team and conduct normal baseball operations for that team, you should sign on as manager of that team by using the Available Jobs menu option. Once you are done managing that team, simply resign from the job, and the AI will once again take over the reins.

25.10. Force Trade

Commissioners also have the ability to force trades between two teams, whether the trade is fair or not. In order to force a trade, the commissioner must either already be a general manager for a team, or he must select a team from the “Act as:” drop-down.

Once you are acting as a general manager, you can negotiate a trade according to the instructions set forth in Section 18.7, [The Trade Process](#). Once you have selected the combination of players, cash, and draft picks for the trade, you will see the other general manager's reaction in the Trade Summary section.

At this time, a new button will become active at the bottom of the page, reading Force Trade.

Despite how the second general manager feels, you can force the trade by clicking this button. Forced trades take effect immediately. There is no confirmation, and no news articles are generated regarding the trade.

25.11. Inducting Players into the Hall of Fame

Commissioners can also manually induct players into the Hall of Fame. To induct a player into the Hall of Fame, right-click on any retired player and choose Induct Player to HoF from the right-click menu:

Figure 342 Induct Player to Hall of Fame Option



See Section 7.8.2 for more information about the [Hall of Fame](#).

25.12. Creating Fictional Players

Commissioners also have the ability to create fictional players from scratch. This is done through the Create Fictional Player action button on the [Free Agents page](#) described in Section 7.7.2, or the [Show All Players page](#) described in Section 7.7.5.

Figure 343 Creating Fictional Players



To create a new fictional player, click on the Create Fictional Player button. You will see a dialog box with a number of options:

Figure 344 Create Fictional Player Dialog Box

Create Fictional Player(s)

Create Fictional Player(s)

Position / Role	Random
Player Type	Established
Draft Eligibility	Not eligible
Destination League	Major American League (ML)
Number of Players	1

Create Player(s) Cancel

This dialog box has the following options:

Option	Description
Position/Role	You can choose a specific position for the player, or choose to have the game determine the positions randomly.
Player Type	Defines the general characteristics of the player. You can choose from four options: <ul style="list-style-type: none">• Established: Creates a player who is probably older, with ratings closer to his potential ratings.• Young & Slightly Established: Creates a young player, but not so young that he hasn't developed at all.• Very young and raw: Creates a very young player, who has not developed much yet.• Draft eligible prospect: Creates a brand new prospect with no experience at all
Draft Eligibility	Defines whether this player will be eligible for the next amateur draft in the current league. You can choose to make the player eligible, or not. If you choose to make the player eligible, they will appear in the next draft. If you choose not to make the player eligible they will be a free agent.
Destination League	Defines the league to which the player should initially belong.
Number of Players	You can create any number of players at once using the criteria defined.

Once you have set your options, click the Create Player button to have the player(s) created. The game will give you a list of the players created, and their positions.

25.13. Importing Historical Players

Commissioners can also import a single historical player from a third party database.

Figure 345 Importing Historical Players



PO	Name	Team	Date of Birth	Age	City of Birth	Nationality	Bats	Throws
P	Aaron Wilson	New York (N)	04-06-1971	34	San Antonio (Texas)	USA	Left	Left
P	Aaron Wilson	Florida	12-24-1983	22	Tazewell (Virginia)	USA	Switch	Right
P	Aaron Wilson	Florida	12-18-1979	26	Orange (Texas)	USA	Switch	Right
P	Abelardo Nobody	San Francisco	03-22-1982	23	Havanna (Ciudad de la	CUB	Left	Right
P	Abraão	San Francisco	10-02-1983	22	Ilhéus (Bahia)	BRA	Right	Right
P	Adam Wilson	Pittsburgh	02-16-1975	30	Punxsutawney (Pennsy	USA	Right	Right
C	Adelardo Wilson	New York (N)	06-03-1972	33	Guaynabo (Bayamzn)	PUR	Left	Right
RF	Adelardo Wilson	Baltimore	06-25-1972	33	Santo Domingo (Distrit	DOM	Right	Right
SS	Adergazuz Nobody	Colorado	06-24-1984	21	Cape Town (Western C	RSA	Right	Right
CF	Adrian Wilson	Los Angeles (A)	02-14-1980	25	Erie (Pennsylvania)	USA	Right	Right
P	Akahito Unknown	New York (N)	05-05-1977	28	Sugito (Saitama)	JPN	Right	Right
P	Albert Nobody	Houston	10-18-1979	26	Barneveld (Gelderland)	NED	Right	Right
P	Alberto Nobody	Detroit	05-03-1967	38	Sabaneta (Santiago Ro	DOM	Left	Left
LF	Alden Wilson	Philadelphia	02-26-1979	26	Huntington Beach (Cal	USA	Switch	Right
C	Alex Wilson	Chicago (N)	11-16-1978	27	Roanoke (Virginia)	USA	Switch	Right
LF	Alex Wilson	Los Angeles (N)	09-05-1977	28	Nashville (Tennessee)	USA	Left	Right
RF	Alfred Wilson	Los Angeles (N)	08-08-1973	32	Mascotte (Florida)	USA	Left	Left
RF	Allen Wilson	Cincinnati	02-05-1980	25	Pharr (Texas)	USA	Switch	Left
1B	Aloisio Nobody	Chicago (N)	07-12-1981	24	Barquisimeto (Lara)	VEN	Right	Right
C	Alton Wilson	Cincinnati	06-07-1965	40	Miami (Florida)	USA	Right	Right

751 Players found

Buttons: Create Fictional Player, Import Historical Player, Report, Scout League

To import a single historical player, click the Import Historical Player button. You then go through a process very similar to that used to import an entire historical league.

The main difference between this screen and importing an entire historical league is that you must know the player's unique ID, as used in the historical database. This is a number from the historical database, and is not provided by OOTPB. Enter this number in the first field, and then select the other options, which are described in detail in Section 3.3.1.3.

Once you are done, click Import Player to bring the player into your database.

25.14. Editing Coach Strategy Preferences

Commissioners can also edit coach and manager strategy preferences. This can be done from the Strategy Preferences page. From this page, commissioners can drag the sliders to modify the coach's preferences as desired.

26.0 OOTPB Online Leagues

Online leagues are the ultimate challenge in OOTPB. Why compete with a computer when you could compete with your friends? This section will walk you through the steps required to set up and run an online league.

26.1. How Do Online Leagues Work?

Online leagues in OOTPB are fairly simple. A group of players decides to start an online league. One or more players become the commissioners. These are the people who will "run" the league. In some online leagues, the commissioner controls a team. In others, the commissioner does not. Some online leagues have a mix of human- and computer-controlled teams.

The group of players who initiate an online league typically decide on the league configuration. The commissioner creates the game on his computer, and then provides the game files to the other players by

making the files available for download somehow. The managers download the game files, and then open up the game. Once they are in the game, they can make changes to their team, such as setting up lineups, etc. Once they are done making changes, they export those changes to a web site. The commissioner “picks up” these files and imports the changes into the master copy of the game. The commissioner usually then auto-plays a fixed number of days, and then posts a copy of the league files again.

This process repeats itself throughout an entire baseball seasons. League events such as playoffs, free agency, and drafts are handled in different ways in different online leagues. There is no “right way” to handle these things. But the fundamental process continues: make changes, export, import, auto-play, new league file, repeat.

Note: Human managers cannot get fired by their owners in online leagues.

26.2. What is Required?

The requirements for online leagues are fairly simple. To participate, all you need is a copy of OOTPB and the ability to connect to the internet so that you can download league files and export your changes. In fact, there are even some online leagues where the participants don’t even have to own the software! They submit all of their changes through the commissioner.

A commissioner or any person who runs an online league generally needs access to a web server with a fair amount of available space. Most online league commissioners create web sites for their leagues, some of which can be quite extravagant.

All members of an online league must have the exact same version of OOTPB installed, including any patches.

26.3. Setting up an Online League

By default, all games are created without online capabilities. You cannot turn on the “online” option until the game creation process is done.

Note: If you are going to play in an online league, but are not going to run it or be commissioner, you don’t need to do any of this setup! Just wait until your commissioner is ready to provide a league file, and then download it!

To enable a game for online use, load the game, and then select Game Setup from the Game menu. This will bring you to the [Global Setup page](#), described in Section 5.4.1. On the right side of this page is a checkbox called Enable Online League Mode.

Once you check the Enable Online League Mode box, a number of additional options will come available:

Figure 346 Online League Options

Online League Options	
<input checked="" type="checkbox"/> Enable Online League Mode	Set Commish Password
FTP Options	
Host	ftp.myserver.com
Port	21
Directory	/my_main_ootp_directory
Team Exports Directory	/my_ootp_exports_directory
User	username
Password	password
Test connection	Create/upload reports
Import all teams from server	

The creator of an online league needs to fill out all of the information here.

Option	Description
Enable Online League Mode	Check this box to enable a game for use in an online league. Solo leagues should leave this box unchecked. There is also a button here to set the commissioner's password. We strongly recommend that all online leagues use password protection.
Host	The full URL of your web server's host name. For example: ftp.myserver.com . <i>Note: You do not have to enter ftp:// before your server name.</i>
Port	The port number used by your web host. The default value, 21, is used by most FTP servers.
Directory	The directory / path in which you want to store your OOTP reports on the web server. This entry should start with a slash (/) For example: /ootp/reports. <i>Note: For greatest reliability, use an all-lower case directory path. This reduces the change of a case conflict on case-sensitive operating systems.</i>
Team Exports Directory	The directory / path in which you want to store exported team settings created when online team managers export changes. This entry should start with a slash (/). For example: /ootp/exports. Technically, this could be the same location where the reports are stored, but it is recommended to keep them separate.
User	The username required on the web server.
Password	The password required on the web server. <i>Note: This is not your OOTPB commissioner password. This is the username and password that you have with your Internet Service Provider (ISP).</i>
Test connection	Click this button to test the FTP connection using the settings you have provided.
Import all teams from server	Clicking this button checks your FTP server for any team exports and imports them into your league. This button is available only if you are the commissioner. See Section 26.4 for more information on importing and exporting .
Create/upload reports	Clicking this button generates HTML reports for your league, and is described further in Section 26.6.
Upload league files	Clicking this button will allow you to create online league files for your GMs to download, and is described further in Section 26.5.
Import all teams from \import_export folder	Clicking this button imports any team export files stored in your \import_export directory. This can be used to manually import files when there are problems with FTP. See Section 26.4 for more information on importing and exporting .

26.4. Importing and Exporting

The whole online league system centers around the import/export process. Human managers export team changes, and commissioners import those changes into their master game file.

26.4.1. Exporting

General managers in an online league download a copy of the league file. Then, they make changes to the file. Not all changes can be made by human managers. Some changes must be made by the commissioner.

Human managers can make the following changes in their copy of the game, and these will be sent to the commissioner in the export file:

- Scouting tasks and quick scout reports for all teams in the organization
- Player status for all teams in the organization
- Lineups, depth charts, pitching staff, etc. for all teams in the organization (basically everything that has to do with a teams roster/strategy)
- Contract offers to players (extensions & free agents)
- Player releases
- Coach firings & new jobs/assignments
- Waiver claims
- Human manager player & staff shortlists

The following tasks cannot be performed by human managers in an online league:

- Auto-playing or playing out games
- Signing coaches and personnel
- Trades

These three tasks must be handled by the commissioner of the league.

Human managers in an online game have a new action menu on the bottom of each page in the Team menu, the Import/Export action menu:

Figure 347 Import/Export Action Menu



There are four options available in this menu:

Option	Description
Export Team	This exports all changes to your team to your local hard drive. The file created is named "teamXX.oop" and is placed by default in the saved_games\yourleague.lg\import_export directory. Choose this option if you do not wish to export the file directly to the server, such as if you have an external FTP program you wish to use, or if your commissioner has asked you to send the file by e-mail.

Import Team	This option checks the saved_games\yourleague.lg\import_export directory for a team export for the current team. If one exists, it imports the changes. Commissioners can use this option to import a single team instead of all teams at once.
Export Team via FTP	This exports all changes to your team, and FTPs them to the online game FTP site, using the connection settings in the Global Setup page , described in Section 5.4.1.
Import Team via FTP	This option checks the online game's import/export directory (as defined in the Global Setup page , described in Section 5.4.1) for a for a team export for the current team. If one exists, it imports the changes. Commissioners can use this option to import a single team instead of all teams at once.

26.4.2. Importing

Importing files is fairly simple for commissioners:

1. Select Game Setup from the Game menu.
2. Click on the "Import all teams from server" button on the right.

Once you click, OOTPB will connect to the directory you specified on this screen and look for any team exports. If it finds any, it will import those changes. If you are having trouble with FTP connectivity, files can be placed in the import_export directory. Then, use Import all teams from the \import_export button to import the files without connecting to the FTP server.

Additionally, commissioners can import teams individually from any page within the Team menu for that team, using the Import/Export action menu at the bottom of the page.

26.5. Uploading League Files

Commissioners in the past have had to go through a manual process of creating a "league file" for general managers to download after each period of simulation. The new upload league files feature automates some of that process for you.

Figure 348 Uploading League Files

Archive & Upload League Files

Include

Box scores from past X days (0=All; press ENTER):

7

Game logs from past X days (0=All; press ENTER):

7

Messages from past X days (0=All; press ENTER):

7

File "names.dat" (only necessary if changed or if 1st upload):

✓

League Name	Team News	League News	Player History
Select All	All	All	All
Unselect All	None	None	None
Fictional Baseball League	✓	✓	✓
FBL Triple A	✓	✓	✓
FBL Double A	✓	✓	✓
FBL Single A	✓	✓	✓
FBL Short Season A	✓	✓	✓
FBL Rookie League	✓	✓	✓

Destination folder for archive on local drive (press ENTER):

Program Files\Sports Interactive\OOTP Baseball 2006\data\saved_games\New Game 11.lg\import_export

Create archive

Upload archive

Files created:

0

Create Files

Cancel

To create a set of league files, you choose the settings you desire, and then click the Create Files button at the bottom of the screen. The Archive & Upload League Files page has the following options:

Option	Description
Box scores from past X days	Tells the game how many days' worth of box scores to include in the league file. Set this to 0 to include all box scores in your league.
Game logs from past X days	Tells the game how many days' worth of game logs to include in the league file. Set this to 0 to include all game logs in your league.
Messages from past X days	Tells the game how many days' worth of messages to include in the league file. Set this to 0 to include all box messages in your league.
File names.dat	Tells the game to include the names.dat file. Typically, this is only necessary for the first league file you create, and not for subsequent files.
Select / Unselect All	Click these buttons to select or deselect all the leagues in your game file. You can use these buttons, or the individual checkboxes to customize which files you include in the following areas: <ul style="list-style-type: none"> Team news League news Player history
Destination folder for archive on local drive	This is the full path where you would like the league file saved. If you modify this setting, be sure to press Enter when done!
Create archive	This button takes the league files that were created and compresses them into

	a tar.gz file. This file format compresses data extremely well, but is not supported by WinZip.
Upload archive	This button automatically takes your archived file and uploads it to the FTP site configured in your online league settings.
Files created	This section keeps a total of the number of league files included in your set of league files.
Create files	Clicking this button generates a set of league files according to the settings you have chosen. After you have created the files, you might want to create an archive to compress all the files into one file.
Cancel	Cancels out of this screen.

26.6. Generating Reports

One strength of OOTPB is the richness of the in-game web reports. Luckily, as part of the online league functionality, you can easily run these reports for an online league. Most online leagues will generate web reports for their league and upload them to their web server, so that players can view reports on the web.

Reports for online leagues are generated through the [Global Setup page](#), described in Section 5.4.1. To create reports, click the Create/Upload Reports button:

Figure 349 Create/Upload Reports Button

This button will open the Create Reports & FTP Upload page.

26.6.1. Create New Reports & FTP Upload Page

The Create New Reports & FTP Upload page is used to generate online league reports. There are a number of options here, to make the creation and upload process as simple and efficient as possible.

Figure 350 Create Reports & FTP Upload Page

League Name	Teams	Players	Boxscores	Game Logs	News	Scores	History
Select All	All	All	All	All	All	All	All
Unselect All	None	None	None	None	None	None	None
Fictional Baseball League	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FBL Triple A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FBL Double A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FBL Single A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FBL Short Season A	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FBL Rookie League	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Online league reports (no splits, no schedules, less files) Toggle Reports Level

Upload box scores, game logs and news from past X days (0=All; press ENTER): 7

Copy and upload images (optional; select before creating reports): ☐

Folder to copy files into (optional; press ENTER):

Upload from C:\Program Files\Sports Interactive\OOTP Baseball 2006\data\saved_games\Onlinetest.lg\n Copy Files Now

Upload Files Now

Files created:	0
Files uploaded:	0
Upload Errors:	0

Create Reports Cancel

The process for creating and uploading reports is as follows:

1. In the top part of the screen, use the checkboxes to define which sets of reports you would like to generate, and for which specific leagues. Use the All and None buttons to make mass selection or deselection easier.
2. Use the Toggle Reports Level button to define the report level. There are two settings: online league reports and complete reports. Online league reports do not include splits or schedules, which results in many fewer files being generated. Of course, the online league reports are recommended for online leagues.
3. In the next line, define how many days worth of game logs, box scores, and news articles you wish to generate in your reports, going backward from the current game date. If you change this value, be sure to hit the Enter key afterward! Enter 0 if you wish to include all game logs, box scores, and news articles.
4. Check the checkbox in the next line if you use custom player photos and wish to include them in your reports.
5. Reports are created by default in the **yourleague.lg/news/html** directory on your computer by default. If you wish to copy the reports to a specific directory on your computer, enter it in the next line. When the reports are generated, they will be automatically copied to the entered directory, such as c:\reports. This is optional. If you change this value, be sure to hit the Enter key afterward! (If reports have already been generated, you can copy them to the entered directory immediately by clicking the Copy Files Now button.)
6. Click on the Create Reports button at the bottom of the screen. The reports will be generated. This may take some time.
7. Once the reports have been generated, click the Upload Files Now to upload the files to your web server using the settings in the [Global Setup page](#), described in Section 5.4.1. (If the directories noted do not already exist, the game will create the directories.)

26.6.2. Speedy Report Uploads

Uploading the huge numbers of reports OOTPB can create can be extremely time consuming for online league commissioners. OOTP community member Fidel Montoya has created a fairly simple process that allows commissioners to upload massive quantities of reports in an extremely short time. Learn more about this through the following link:

http://www.allsimbaseball.com/index.php?option=com_content&task=view&id=29&Itemid=53

26.7. Sharing Game Files

When a commissioner is ready to provide his general managers with a copy of the game files, he must somehow get those files to them. The most common way to do this is by zipping up the relevant files and placing them on a web server. General managers then download the file and unzip it into their game directory.

26.7.1. What Files Should I Include?

The easiest way to share a game file is to zip up the entire league directory. For example, if the game is called MyGame, then the commissioner would zip up the entire **saved_games\MyGame.lg** folder and distribute it to the players.

The players should unzip this folder into their saved_games directory.

Here is a more detailed breakdown about which files are stored where, and what they are used for. The “Req’d” (Required) column indicates files that absolutely must be in any league files you create.

Folder	Description	Req’d?
root (xxxx.lg)	Contains .dat files, the main data files for your league.	Y
import_export	Contains export files from teams (team_X.ootp), as well as any other exports you have performed.	N
messages	Contains message text. Can be deleted, along with messages.dat, from the root folder. The game will recreate messages as necessary.	N
news/html/box scores	Contains box scores. Grows very quickly. Can be deleted from league files, but we recommend you keep a copy of the files somewhere. Box scores will not be viewable in the game if you delete these, but will still be viewable on the league website if included in the html reports.	N
news/html/coaches	Contains HTML reports of coaches. You can delete these files; the game recreates them as necessary.	N
news/html/game_logs	Contains game logs. You can delete these files; the game recreates them as necessary.	N
news/html/history	Contains team history reports. You can delete these files; the game recreates them as necessary.	N
news/html/images	Contains images related to the game, such as player photos. You can delete these files if necessary. Many commissioners post this as a separate file to be downloaded once only, or once per year.	N
news/html/players	Contains HTML reports of players. You can delete these files; the game recreates them as necessary.	N
news/html/reports	This directory is not used.	N
news/html/teams	Contains HTML team reports. You can delete these files; the game recreates them as necessary.	N
news/html/temp	Contains temporary reports. You can delete these files.	N
news/txt/leagues	Contains league news and transaction files that should not	Y

	be deleted, as well as game_logs that the game uses to create the HTML game logs. You can safely delete the game logs, although you will be unable to see game logs in the game if you do so.	
news/txt/players	Contains player histories; do not delete!	Y
news/txt/teams	Contains team logs, transactions, and so forth; do not delete!	Y
page_links	Contains bookmark data.	Y
settings	Contains game settings files. Not needed.	N
temp	Contains temporary files. Not needed.	N

27.0 Season Walkthrough

If you've read everything up to here, congratulations! This section is intended to give a very simple walkthrough of one season of play, just to help you remember what happens during a typical season of OOTPB.

27.1. Solo Fictional

This walkthrough uses the following assumptions:

Option	Value
League Type	Fictional
Structure	1 major league, 5 affiliated minor leagues
# of Players	1 (solo)
Role	General manager of major league team

Step	Time Frame
1. Create initial game.	January 1
2. Assign your scouts tasks.	January 1
3. Hold inaugural draft.	January 2
4. Consider free agent acquisitions, adjust rosters, depth charts, lineups, and pitching staff as necessary.	January 2 – March 1
5. Spring Training.	March 2 – March 31
6. Make final adjustments to rosters, depth charts, lineups, and pitching staff.	March 31
7. Make final adjustments overall and individual strategy settings.	March 31
8. Auto-play or play out games.	April 1 – May 15
9. As needed, make waiver claims, trades, or make transactions.	April 1 – May 15
10. Send scouts to scout the amateur draft pool.	May 15
11. Auto-play or play out games.	May 16 – June 14
12. Hold amateur draft; don't forget to pay attention to your scouts' ratings.	June 15
13. Did you forget about your scouts?	June 15
14. Auto-play or play out games.	May 16 – June 14
15. All-Star game is announced and played.	Late June
16. Auto-play or play out games.	Late June – July 31 ^s
17. Trading deadline! Make your trades before midnight!.	July 31
18. Auto-play or play out games.	August 1 – August 31
19. Rosters expand, consider bringing up young players.	September 1
20. Auto-play or play out games.	September 1 – late September
21. Regular season is coming to a close; don't forget to look at your roster and see if any of your players are due to become free agents. Sign them to extensions	Late September

now.	
22. Regular season ends—hope you made the playoffs!	Late September
23. Auto-play or play out playoffs.	Early October
24. Season ends and offseason begins. You won the championship, right?	Mid-October
25. Awards are announced.	Late October
26. Salary arbitration hearings are held.	Early November
27. Free agency begins; don't miss out!	Early November
28. Rule 5 draft is held; make sure to review the rules and protect any players you want to keep!	Early December
29. Preseason begins; between now and Spring Training, you can make adjustments to your league structure, if necessary.	January 31
30. Try to win it all again!	

27.2. Online League

This walkthrough uses the following assumptions:

Option	Value
League Type	Fictional
Structure	1 major league, 5 affiliated minor leagues
# of Players	5 (1 commissioner and 4 general managers)
Role	Both perspectives (commissioner and human manager)

Note: Online leagues all behave differently. This is merely one approach.

Step	Who?	Time Frame
1. Create initial game, configure for online play.	Commish	January 1
2. Create manager identities and assign them to teams.	Commish	January 1
3. Zip league file and provide to players	Commish	January 1
4. Download league file	Players	January 1
5. Hold inaugural draft.	All	January 2
6. Zip league file and provide to players	Commish	January 2
7. Download league file	Players	January 2
8. Assign scouts tasks	Players	January 2
9. Make free agent offers	Players	January 2
10. Adjust rosters, depth charts, lineups, and pitching staff as necessary, and export changes	Players	January 2
11. Import changes	Commish	January 2
12. Handle personnel signings	Commish	January 2
13. Auto-play some amount of time, provide new league file	Commish	January
14. Repeat process through the rest of a season (listed below)	Commish	January
15. Spring Training.		March 2 – March 31
16. Make final adjustments to rosters, depth charts, lineups, and pitching staff.		March 31
17. Make final adjustments overall and individual strategy settings.		March 31
18. Auto-play or play out games.		April 1 – May 15
19. As needed, make waiver claims, trades, or make transactions.		April 1 – May 15
20. Send scouts to scout the amateur draft pool.		May 15
21. Auto-play or play out games.		May 16 – June 14

22. Hold amateur draft; don't forget to pay attention to your scouts' ratings.		June 15
23. Did you forget about your scouts?		June 15
24. Auto-play or play out games.		May 16 – June 14
25. All-Star game is announced and played.		Late June
26. Auto-play or play out games.		Late June – July 31 ^s
27. Trading deadline! Make your trades before midnight!.		July 31
28. Auto-play or play out games.		August 1 – August 31
29. Rosters expand, consider bringing up young players.		September 1
30. Auto-play or play out games.		September 1 – late September
31. Regular season is coming to a close; don't forget to look at your roster and see if any of your players are due to become free agents. Sign them to extensions now.		Late September
32. Regular season ends—hope you made the playoffs!		Late September
33. Auto-play or play out playoffs.		Early October
34. Season ends and offseason begins. You won the championship, right?		Mid-October
35. Awards are announced.		Late October
36. Salary arbitration hearings are held.		Early November
37. Free agency begins; don't miss out!		Early November
38. Rule 5 draft is held; make sure to review the rules and protect any players you want to keep!		Early December
39. Preseason begins; between now and Spring Training, you can make adjustments to your league structure, if necessary.		January 31
40. Try to win it all again!		

Chapter Five: Appendix

Appendices and other helpful references

28.0 Appendices

28.1. Backups

No online league commissioner wants to break the news to his GMs that the league file was corrupted and an entire season was lost. No solo player wants to lose his historical league in which 50 seasons have been simulated. There is no magic solution to hard drive failures or lightning strikes. The best choice is to simply back up your league files. Some people back up their leagues after every simulated day. Others back up weekly, monthly, or even at the end of each season.

At a minimum, we recommend you perform a full backup of your league once per game year. If possible, back the data up to a CD or other external location, rather than simply copying the files to another directory on the same hard drive.

Regardless of your backup methodology, realize that if a problem does occur, you might be forced to revert back to your last valid backup. If the thought of losing three months of your online league frightens you, then it's time to consider backing up more frequently.

Note: If you are a general manager, not a commissioner, in an online league, you do not need to backup your game. That is the responsibility of the commissioner.

28.1.1. Backing up Game Files

The default location for OOTPB game files is:

C:\Program Files\Sports Interactive\OOTPB Baseball 2006\data\saved_games (Windows)

Your hard drive\OOTPB Baseball 2006\data\saved_games (Mac)

In this directory are directories ending in an .lg extension, such as default.lg. Each of the .lg directories represents a single saved game in its entirety—including all the history of all leagues in your game. To back up OOTPB game files, simply copy the .lg directories you want to back up to another location, such as burning them to a CD. Compression tools like WinZip will significantly shrink the file size.

28.1.2. Restoring Game Files

Restoring game files is easy. Simply return the backed up .lg directory to the saved_games directory in the OOTPB directory. We recommend deleting any old .lg directories by the same name before trying this. For example, if you want to restore MyLeague.lg, first make sure the .lg directory no longer exists. If it does exist, delete it. Then restore your backup copy.

28.2. Helpful Links

The Internet is full of helpful resources that can teach you more about baseball. The following links are but a small sample that might be helpful to you, both in understanding baseball, and in enjoying OOTPB.

Site	Purpose	Link
Baseball-Reference.com	An excellent overall baseball reference site with great information, particularly about statistics and their meanings.	http://www.baseball-reference.com/
Baseball America	Excellent overall website on Baseball in America	http://www.baseballamerica.com/today/

MLB.com	Major League Baseball's official site	http://www.mlb.com
Baseball Almanac	Interactive baseball encyclopedia	http://www.baseball-almanac.com/
MiLB.com	Minor League Baseball's official site	http://www.minorleaguebaseball.com/app/index.jsp
Baseball Prospectus	Baseball reference site	http://www.baseballprospectus.com/

28.3. Statistics and Abbreviations

If you can do it on a baseball field, there's probably a statistic for it. OOTPb keeps track of a large number of statistical categories that quantify particular aspects of a player's performance on the field. This appendix is a complete collection of the statistics used and displayed in OOTPb, the abbreviations used to refer to them in the game, and how they are defined or calculated.

Abbr.	Name	Tracked For	Team Stat?	Calculation / Quantity	Definition / Explanation
2B	Doubles or Doubles allowed	Batters and pitchers	Yes	Number of doubles hit by a batter OR Number of doubles allowed by a pitcher	A double is the act of a batter safely reaching second base by striking the ball and getting to second before being put out, without the benefit of a fielder's misplay or another runner being put out on a fielder's choice.
3B	Triples or Triples allowed	Batters and pitchers	Yes	Number of triples hit by a batter OR Number of triples allowed by a pitcher	A triple is the act of a batter safely reaching third base by striking the ball and getting to third before being put out, without the benefit of a fielder's misplay or another runner being put out on a fielder's choice.
A	Assists	Fielders	Yes	Number of assists	An assist is awarded to any defensive player who catches, throws, or touches the ball (after it has been hit by the batter) prior to the recording of a putout, even if the contact was unintentional.
AB	At bats	Batters and pitchers	Yes (batters)	Number of at bats recorded by a batter OR Number of at bats pitched by a pitcher	A batter and a pitcher are credited with an at bat every time a batter faces a pitcher except in the following circumstances: <ul style="list-style-type: none"> • The batter receives a base on balls (BB). • The batter is hit by a pitch (HBP). • The batter hits a sacrifice fly (SF) or a sacrifice hit (SH). • The batter is awarded first

					<p>base due to interference or obstruction, usually by the catcher (CI).</p> <ul style="list-style-type: none"> • The inning ends while the batter is still at bat (due to the third out being made by a runner caught stealing, for example). • The batter is replaced by another hitter before his at bat is completed (unless he is replaced with two strikes and his replacement strikes out).
AVG	Batting average	Batters and pitchers	Yes	$\frac{H}{AB}$	A general benchmark of hitting skill, the ratio of hits to at bats. A pitcher's AVG (sometimes called OAVG) is the AVG of all the batters he has faced.
BABIP	Batting average on balls in play	Pitchers	Yes	$\frac{H - HR}{AB - K - HR}$	A measure of the number of batted balls that safely fall in for a hit (not including home runs) when this pitcher is pitching.
Baserunners / 9 IP	Baserunners per 9 innings	Pitchers	No	$\frac{\text{Number of baserunners allowed} \times 9}{IP}$	A measure of a pitcher's effectiveness at keeping runners off the bases.
BB (W)	Bases on balls (Walks)	Batters and pitchers	Yes	Number of bases on balls received by a batter OR Number of bases on balls issued by a pitcher	A base on balls is credited to a batter and charged to a pitcher when a batter receives four pitches that the umpire calls balls. It is also called a walk because the batter is then entitled to walk to first base.
BB / 9 (W / 9)	Bases on balls per 9 innings	Pitchers	No	$\frac{BB \times 9}{IP}$	Bases on balls allowed for every 9 innings pitched.
BF	Batters faced	Pitchers	No	Number of batters faced	The number of batters a pitcher has pitched to. (If a batter is replaced in the middle of an at bat due to injury, the substituting batter does not count as an additional batter faced.)
BK	Balks	Pitchers	No	Number of balks	A pitcher might commit a certain illegal motion or action that constitutes a balk. When a balk occurs, immediate ensuing play is allowed to continue. If each runner advances one base safely, the infraction is ignored. Otherwise, the balk is called

					“no pitch” and each runner is allowed to advance one base.
BS	Blown saves	Pitchers	No	Number of blown saves	A pitcher is charged with a blown save if he enters a game in a situation that enables him to earn a save (see SvO), but he instead allows the tying run (and perhaps other runs) to score.
C / L	Average in close / late situations	Batters	No	Player’s batting average in close / late situations	A close / late situation occurs in the 7th inning or later when the teams are separated by no more than 3 runs. If a player is credited with an at bat in such a situation, the outcome of that at bat (hit or not a hit) is factored into his C / L average
CERA	Component ERA (Catcher)	Catchers	No	See ERC	The component ERA (ERC) of all pitchers who pitched while this catcher was catching.
CG	Complete games	Pitchers	Yes	Number of complete games	A pitcher is credited with 1 CG when he pitches an entire game.
CG%	Complete game %	Pitchers	No	$\frac{\text{CG}}{\text{GS} \times 100}$	The percentage of games started by a pitcher in which he has pitched a complete game.
CS	Caught stealing	Runners, catchers, and pitchers	Yes	Number of times a runner has been caught stealing OR Number of times a catcher has thrown out a runner trying to steal OR Number of runners caught stealing while this pitcher was pitching	A runner is charged with 1 CS (and the catcher and pitcher are credited accordingly) when he attempts to advance from one base to another without the ball being batted and then is tagged out by a fielder while making the attempt.
CS%	Percentage of runners caught stealing	Catchers	No	$\frac{\text{Runners caught stealing}}{\text{Stolen base attempts}} \times 100$	A measure of how frequently a catcher succeeds in throwing out a runner attempting to steal.
DP	Double plays	Fielders	Yes	Number of double plays this fielder has participated in	A double play occurs when two players are put out as the result of continuous action on one batted ball.
E	Errors	Fielders	Yes	Number of errors	An error occurs on a fielding play when a fielder misplay a ball in a manner that allows a batter to reach base or a runner to advance, when such an advance, in the judgment of the official scorer, should have been prevented given ordinary effort by the fielder. An error

					can also be charged when a fielder fails to catch a foul fly ball that could have been caught with ordinary effort, thus prolonging the batter's plate appearance.
EBH	Extra base hits	Batters	No	$2B + 3B + HR$	An extra base hit is credited to a batter who hits a double, triple, or home run.
ER	Earned runs	Pitchers	Yes	Number of earned runs allowed	An earned run is one for which the pitcher is held accountable. A run is counted as not earned (unearned) only if one of the following criteria apply: <ul style="list-style-type: none"> • The baserunner would have been out had an error not been committed. • The run is scored after an error is committed that would have made the third out. • A baserunner scores on a play on which an error or a passed ball was committed, and the inning ends before that runner would otherwise have been able to score.
ERA	Earned run average	Pitchers	Yes	$\frac{ER \times 9}{IP}$	The number of earned runs given up by a pitcher for every 9 innings he has pitched.
ERC	Component ERA	Pitchers	No	$\frac{(((H+BB+HBP) \times .89 \times (1.255 \times (H - HR) + 4 \times HR) + .56 \times (BB + HBP - IBB)) / (BFP \times IP)) \times 9}{1}$ <p>If this result is equal to or greater than 2.24, subtract .56; if it is less than 2.24, multiply by .75.</p>	A measure of a pitcher's performance based on the hits, hit batters, and walks he has allowed, rather than earned runs scored against him.
G	Games played	All players	Yes	Number of games played	A game played is credited to any player who participates in a game in any capacity for any length of time. (This includes a player who is announced as a pinch hitter and then removed from the game before receiving a pitch.) For fielders, this statistic is tracked for each of

					the nine positions on the field.
G / F	Ground ball–fly ball ratio	Pitchers	No	GB / (GB+FB)	A measure of how frequently a pitcher gets batters out on ground balls compared to fly balls.
GB	Games behind	Teams (in standings)	Yes	$\frac{(\text{First place team's W} - \text{other team's W}) + (\text{Other team's L} - \text{First place team's L})}{2}$	GB is a number that represents a team's standing in its subleague relative to first place. A team in first place or tied for first place has a games behind figure of —.
	Ground outs – Fly outs	Pitchers (box scores only)	No	Number of ground ball outs and fly ball outs recorded when this pitcher was pitching	A ground ball is a batted ball that rolls or bounces on the ground in the infield. In OOTPb, a bunt on the ground is considered a ground ball. A fly ball is a ball that is hit to the outfield or infield in the air. A pop fly, or pop-up, is a specific type of fly ball that goes very high and does not travel very far from home plate.
GDP (GIDP)	Grounded into double play	Batters and pitchers	No	Number of times a batter has grounded into a double play OR Number of times a pitcher has induced a ground-ball double play	A batter is charged with 1 GDP (and the pitcher is credited accordingly) when a ground ball struck by the batter results in a double play by the defensive team.
GF	Games finished	Pitchers	No	Number of games finished	A pitcher is credited with 1 game finished when he is the last pitcher in to appear for his team in a game.
GS	Games started	All players	No	Number of games started	A player is credited with 1 GS if he is in his team's lineup at the start of the game and one of these conditions is met: <ul style="list-style-type: none"> • He plays in the field during the plate appearance of one opposing batter. • He is credited with one plate appearance (PA). • He is the first pitcher to throw a pitch to the opposing team. For fielders, this statistic is tracked for each of the nine positions on the field.
H	Hits	Batters	Yes	Number of hits	A hit, sometimes called a base hit, is credited to a batter when the batter safely reaches base after hitting the ball into fair territory, without the benefit of

					an error or a fielder's choice.
H / 9	Hits allowed per 9 innings	Pitchers	No	$\frac{H \times 9}{IP}$	Hits allowed by a pitcher for each 9 innings he has pitched.
HA	Hits allowed	Pitchers	Yes	Number of hits allowed	A count of the number of hits a pitcher has allowed.
HLD	Holds	Pitchers	No	Number of holds	A hold is awarded to a relief pitcher if he enters in a save (SV) situation, records at least one out, and leaves the game without having relinquished the lead.
HP	Hit by pitch	Batters and pitchers	Yes (batters)	Number of times this batter has been hit by a pitch OR Number of times this pitcher has hit a batter with a pitch	A count of the number of times a batter is awarded first base because of being hit by a pitched ball.
HR	Home runs	Batters	Yes	Number of home runs	A home run is a base hit in which the batter is able to circle all the bases, ending at home plate and scoring a run himself (along with a run for each runner who was already on base), with no errors on the play that result in the batter advancing extra bases.
HR / 9	Home runs allowed per 9 innings	Pitchers	No	$\frac{HR \times 9}{IP}$	Home runs allowed by a pitcher for each 9 innings he has pitched.
HRA	Home runs allowed	Pitchers	Yes	Number of home runs allowed	See HR. A pitcher is charged with a home run allowed when he surrenders a home run to a batter.
IBB	Intentional bases on balls (Intentional walks)	Batters and pitchers	No	Number of times this batter has been walked intentionally OR Number of intentional walks this pitcher has issued	An intentional base on balls, often called an intentional walk, is credited to a batter who reaches first base because the pitcher purposely delivered pitches far outside the strike zone to prevent him from swinging at the ball. This is repeated until the player walks.
IP	Innings pitched OR Innings played at a position	All players	Yes	Number of innings pitched OR Number of innings played at a position	The number of innings a player has played, measured by the number of batters and runners who are put out while the player is in the game. Three outs by the opposing team is equivalent to one inning played by each member of the defensive team. One out counts as one-third of an inning, and two outs counts

					as two-thirds of an inning. In OOTP, the statistic is represented as 34.1, 72.2, or 91.0, for example, to represent 34 1/3 innings, 72 2/3 innings, and 91 innings, respectively. At least one batter must be retired for any defensive player to be credited with any fraction of an inning played (or pitched). It is possible for a pitcher to enter a game, give up several hits and possibly several runs, and be removed before retiring any batters, thereby recording a total of 0 innings pitched (and 0 innings played for the fielders in the game at that time).
IR	Inherited runners	Pitchers (box scores only)	No	Number of inherited runners	An inherited runner is a player who is on base at the time a pitcher enters the game.
IRS	Inherited runners scored	Pitchers (box scores only)	No	Number of inherited runners scored	A measure of the effectiveness of a relief pitcher who enters a game with runners on base. A pitcher is charged with an IRS when a player who was on base when he entered the game scores a run while he is still in the game.
ISO	Isolated power	Batters	No	$\frac{TB - H}{AB}$	A measure of a player's power based on the number of extra-base hits the player has. (Only the extra base, or bases, from a double or triple are factored into this average.)
LOB	Runners left on base	Batters (box scores only)	No	Number of runners left on base after this batter's plate appearance	When a player bats with at least one runner on base, he is charged with one (or more) runners left on base when his plate appearance is over, unless one of the following events occurs: <ul style="list-style-type: none"> • He reaches base safely without another runner being put out as the direct result of his plate appearance. • His batted ball results in a runner's scoring, even if he or another runner is put out on the play.

					Another way of putting it: At the end of a plate appearance resulting in an out created by his contact, a batter is charged with an LOB for each runner occupying a base at the conclusion of that plate appearance. This includes the batter himself, should he occupy a base.
K	Strikeouts	Batters and pitchers	Yes	Number of strikeouts	A batter is charged with a strikeout, and a pitcher is credited with one, when the batter receives three strikes during his time at bat.
K / 9	Strikeouts per 9 innings	Pitchers	No	$\frac{K \times 9}{IP}$	Strikeouts by a pitcher for each 9 innings he has pitched.
K / BB	Strikeout–walk ratio	Pitchers	No	$\frac{K}{BB}$	Ratio of batters struck out to batters walked.
L	Losses	Pitchers	Yes	Number of losses	A loss is charged to the pitcher who is charged with allowing the run that gives the opposing team a lead it does not relinquish. The pitcher in the game when this run scores does not necessarily receive the loss; it goes to the pitcher who allowed the run-scoring player to reach base.
OBP	On base percentage	Batters and pitchers	Yes	$\frac{H + BB + HBP}{AB + BB + HBP + SF}$	A measure of how often a batter gets to first base for any reason other than a fielding error or a fielder's choice. A pitcher's OBP (sometimes called OOBP) is the OBP of all the batters he has faced.
OPS	On base percentage plus slugging percentage	Batters and pitchers	Yes	OBP + SLG	A measure of a batter's production, giving him credit for reaching base and for doing so by means of extra-base hits. A pitcher's OPS is the OPS of all the batters he has faced.
	Pitches	Pitchers (box scores only)	No	Number of pitches	A count of pitches thrown by a pitcher (the first of two numbers in this entry of a box score).
	Pitches – Strikes	Pitchers (box scores only)	No	Number of strikes	A count of strikes thrown by a pitcher (the second of two numbers in this entry of a box score).
PA	Plate	Batters	Yes	Number of plate	A batter is credited with a plate

	appearances			appearances	appearance when: <ul style="list-style-type: none"> • He is declared out before reaching first base, or • He reaches first base, or • He hits a fair ball that leads to a runner being put out.
PB	Passed balls	Catchers	No	Number of passed balls	A catcher is charged with a passed ball when he fails to hold or control a legally pitched ball that, in the judgment of the official scorer, should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance or score.
PCT	Fielding percentage	Fielders	Yes	$\frac{PO + A}{TC \times 100}$	A measure of how often a fielder handles a chance without committing an error.
P / G	Pitches per game	Pitchers	No	$\frac{P}{G}$	Average number of pitches thrown per game played.
PO	Putouts	Fielders	Yes	Number of putouts	A defensive player is credited with a putout when he records an out by one of the following methods: <ul style="list-style-type: none"> • Tagging a runner with the ball when the runner is not touching a base. • Touching a base, while in possession of the ball, that a runner on a force play is trying to reach. • Catching a third strike. • Catching a batted ball on the fly.
Pyt.Rec.	Pythagorean record	Teams (in standings)	Yes	$\frac{RS \times RS}{(RS \times RS) + (RA \times RA)}$	A formula that produces a projected won-loss record for a team, based on how many runs it scores (RS) compared to how many runs it allows (RA). The formula yields a fraction that is multiplied by the number of games the team has played and then rounded to the nearest whole number. This result is the team's number of projected wins. Teams' actual won-lost records tend to mirror their Pythagorean records, and variances can usually be attributed to luck.
QS	Quality starts	Pitchers	No	Number of quality starts	A quality start is one in which

					the pitcher pitches at least six innings and allows no more than three earned runs.
QS%	Percentage of quality starts	Pitchers	No	$\frac{QS}{GS \times 100}$	The percentage of a pitcher's games started that were quality starts.
R	Runs scored OR Runs allowed	Batters and pitchers	Yes	Number of runs scored OR Runs allowed	A batter is credited with a run scored when he crosses home plate. A pitcher is charged with a run allowed when an opposing player scores.
R / 9	Runs allowed per 9 innings	Pitchers	No	$\frac{R \times 9}{IP}$	Runs scored against a pitcher for each 9 innings he has pitched.
RA	Relief appearances	Pitchers	No	Number of relief appearances	A count of the games in which this pitcher has appeared but not as the starting pitcher.
RBI	Runs batted in	Batters	Yes	Number of runs batted in	A batter is credited with 1 RBI for each run scored as the result of his batted ball, except if: <ul style="list-style-type: none"> • He hits into a double play. • A run scores as the result of an error. A player is also credited with 1 RBI if he is walked or hit by a pitch with the bases loaded.
RC	Runs created	Batters	No	$RC = A * B / C$ A: $H + BB - CS + HBP - GIDP$ B: $TB + (.26 * (BB - IBB + HBP)) + (.52 * (SH + SF + SB))$ C: $AB + BB + HBP + SH + SF$	A measure of the number of runs a batter contributes to his team.
RC / 27	Runs created per game (27 outs)	Batters	No	$\frac{RC}{27}$	A measure of the number of runs a batter contributes to his team during the equivalent of a game (27 outs).
RISP with 2 outs	Runners left in scoring position with 2 outs	Batters (box scores only)	No	Number of runners left in scoring position with 2 outs	A player is mentioned in this part of a box score if he comes to bat with 2 outs and a runner in scoring position (on second or third base, or both) and his at bat results in the third out of the inning.
SB	Stolen bases OR Stolen bases allowed	Runners and pitchers	Yes	Number of stolen bases by this player OR Number of stolen bases by the opposing team when this pitcher was pitching	A runner is credited with 1 SB when he successfully advances to the next base on a pitch that the batter does not make contact with. A pitcher is charged with 1 SB if an opposing runner steals a base while he is in the

					game.
SBA	Stolen base attempts	Catchers	No	Number of stolen base attempts	The number of stolen base attempts while a catcher is catching.
SF	Sacrifice flies OR Sacrifice flies allowed	Batters and pitchers	Yes (batters)	Number of sacrifice flies OR Number of sacrifice flies allowed	<p>A batted ball is considered a sacrifice fly if the following four criteria are met:</p> <ul style="list-style-type: none"> • There are fewer than two outs. • The ball is hit to the outfield. • The batter is out because an outfielder or an infielder running in the outfield catches the fly ball (or the batter would have been out if not for an error). • A runner who is already on base scores on the play.
SH	Sacrifice hits OR Sacrifice hits allowed	Batters and pitchers	Yes (batters)	Number of sacrifice hits OR Number of sacrifice hits allowed	A player is credited with a sacrifice hit (also called a sacrifice bunt) if he deliberately bunts the ball in a manner that allows a runner on base to advance to another base, while the batter is put out.
SHO	Shutouts	Pitchers	Yes	Number of shutouts	A shutout is a game in which one team fails to score any runs. This statistic refers only to shutouts in which the starting pitcher pitches the entire game.
SLG	Slugging percentage	Batters and pitchers	Yes	$\frac{TB}{AB}$	A measure of the power of a batter, giving him credit for hits that enabled him to advance more than one base. A pitcher's SLG is the SLG of all the batters he has faced.
SV	Saves	Pitchers	Yes	Number of saves	<p>A save is credited to a pitcher who fulfills the following three conditions:</p> <ul style="list-style-type: none"> • The pitcher is the last pitcher in a game won by his team. • The pitcher does not qualify to be credited with a win (W). • The pitcher fulfills at least one of the following three conditions: <ul style="list-style-type: none"> ○ He comes into the game with a lead of no more than

					<p>three runs and pitches the remainder of the game, recording at least one out.</p> <ul style="list-style-type: none"> ○ He comes into the game with the potential tying run either on base, at bat, or on deck. ○ He pitches at least three “effective” innings (this is the only subjective criterion and is judged by the official scorer). <p>No more than one save can be credited in each game.</p>
SV%	Save percentage	Pitchers	No	$\frac{S}{SvO \times 100}$	Percentage of save opportunities that were successfully completed by this pitcher.
SvO	Save opportunities	Pitchers	No	Number of save opportunities	The number of times a pitcher enters a game in a situation when it is possible to obtain a save.
TAVG	Total average	Batters	No	$\frac{TB + HP + BB + SB - CS}{AB - H + CS + DP}$	A statistic relating to offensive contribution that incorporates baserunning into the calculation, unlike other offensive statistics.
TB	Total bases OR Total bases allowed	Batters and pitchers	No	$1B + (2 \times 2B) + (3 \times 3B) + (4 \times HR)$	A calculation of the worth of a batter that gives more weight for each additional base he reaches with his hits. Also a measure of a pitcher’s ability to avoid giving up extra-base hits
TC	Total chances	Fielders	Yes	A + PO + E	The number of plays in which a defensive player has participated.
Team LOB	Runners left on base	Team (box scores only)	Yes	Number of runners left on base	For the purpose of calculating Team LOB, a runner is left on base when an inning ends and he has not scored. Team LOB is the sum of runners left on base at the end of each of the team’s innings at bat.
TP	Triple plays	Fielders	Yes	Number of triple plays this fielder has participated in	A triple play occurs when three players are put out as the result of continuous action on one batted ball.

VORP	Value over replacement player	All players	All players	<p>There are numerous ways of calculating VORP. In OOTPB, VORP for nonpitchers is based on Marginal Lineup Value over Replacement, then park- and position-adjusted. VORP for pitchers is how many runs a pitcher gives up (park-adjusted) compared to replacement level, which is defined as 1 run over league average.</p>	<p>A statistic that demonstrates how much a hitter contributes offensively or how much a pitcher contributes to his team in comparison to a fictitious “replacement player,” who is an average fielder at his position and a below average hitter. A replacement player performs at “replacement level,” which is the level of performance an average team can expect when trying to replace a player at minimal cost, also known as “freely available talent.” Multiply the league average runs per out by the player’s total outs; this provides the number of runs an average player would have produced given that certain number of outs to work with. Now multiply that number (of runs) by .8, or whatever level your replacement equations give you; this is the number of runs you could expect a “replacement player” to put up for that number of outs. Simply subtract the replacement’s runs created from the player’s actual runs created, then, and you have VORP. A word to the wise, though: while the replacement’s run total will be park-neutral (by definition), the player’s raw numbers won’t be. Before calculating the VORP, run the player stats through park factors, normalizing the numbers. The resultant VORP should give a pretty good estimate of how “valuable” the player in question is.</p>
W	Wins	Pitchers	Yes	Number of wins	A pitcher is credited with a win if he is in the game when his team takes a lead that it does not relinquish for the remainder of the game. A starting pitcher must pitch at least 5 innings to be eligible for a win.
WHIP	Walks plus hits per	Pitchers	Yes	$\frac{BB + H}{\text{————}}$	A general measure of a pitcher’s ability to keep batters

	inning pitched			IP	off base.
WP	Wild pitches	Pitchers	No	Number of wild pitches	A wild pitch is charged to a pitcher when, in the judgment of the official scorer, his pitch is too high, too low, or too wide of home plate for the catcher to field capably, and as a result one or more runners advance or score. A wild pitch is not a fielding error; as such, any run scored by a player as the direct result of a wild pitch is an earned run (see ER)

28.3.1. Resources Used for Statistics

All definitions were taken from the following sources, either fully or in part:

<http://www.baseball-almanac.com>
<http://en.wikipedia.org/>
<http://longgandhi.com/formulas.html>
<http://www.hardballtimes.com/main/statpages/glossary/>
<http://espn.go.com/mlb/statistics/glossary.html>

28.4. Credits

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